

DEEP MAGIC

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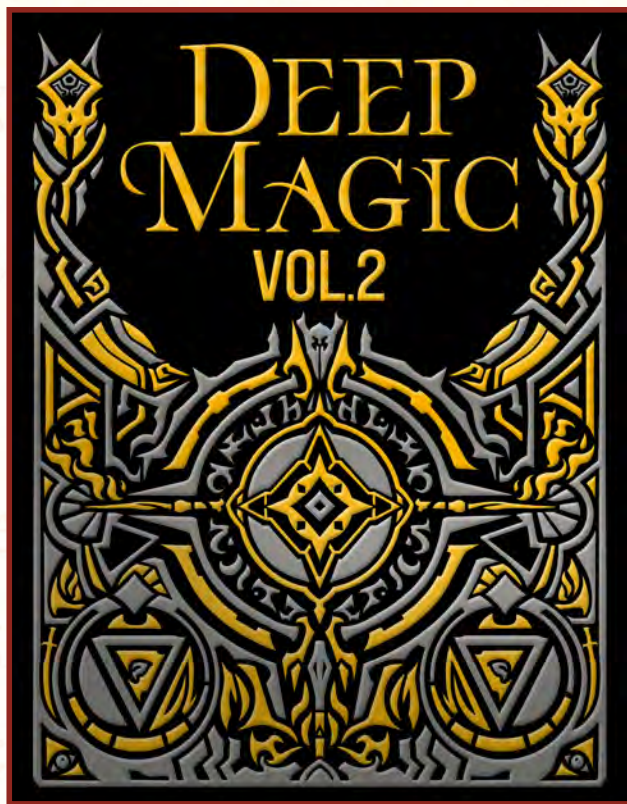
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ON THE COVER

A robed spellcaster swirls a fiery wand around himself, creating a flaming serpent to attack his opponent in this art by Marcel Mercado.



ON THE LIMITED EDITION COVER

Sigils of arcana are engraved upon the cover, presaging its contents, in this illustration by Addison Rankin.

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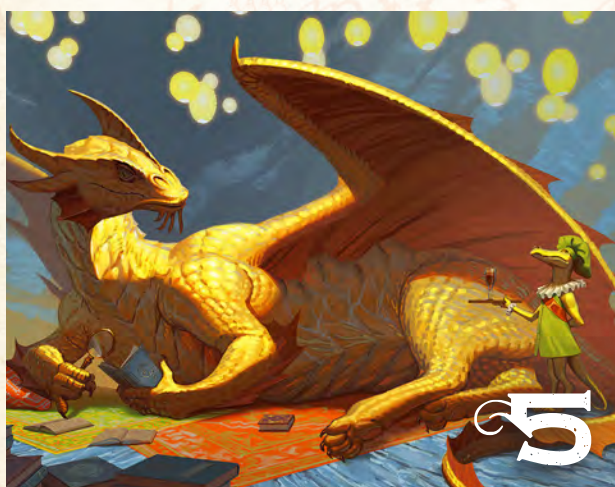
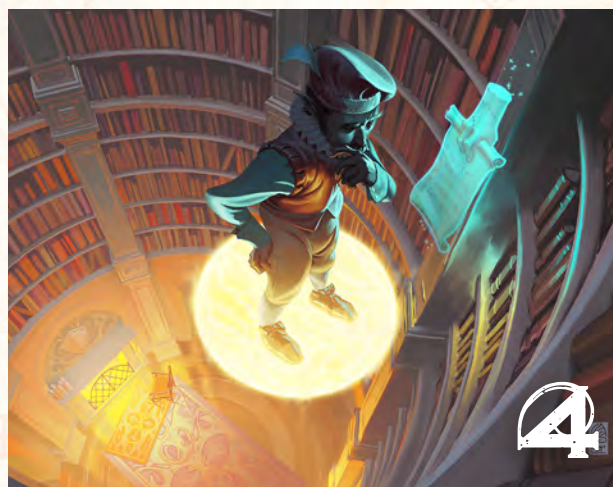
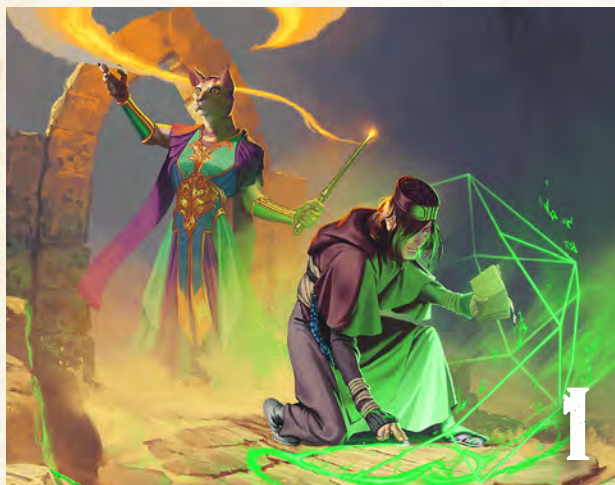
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USING THIS BOOK

Written for players and game masters (GMs) alike, this book offers an abundance of options to expand magic in your world and spellcasting characters. For players, this book contains a new spellcasting base class, new subclasses for spellcasting classes, and new backgrounds for adding a magical flare to your favorite spellcasting character or creating your new favorite spellcaster. For game masters, this book includes new downtime options, guidance on making your worlds feel more magical, locales and adventure hooks for magical encounters, and spells for rewarding the spellcasters in your party. If you are a player reading this book, be sure to check with your game master before selecting any of the options in this book to confirm they fit within the campaign.

A WIDE VARIETY OF SPELLS

This book presents a wide variety of new choices, but it is important to remember everything is optional. Players, with the guidance of their game masters, are welcome to choose the options, from subclasses to spells, that best

fit their campaigns and the styles of characters they want to play. For game masters hesitant to open the doors wide, some of the options in this book can be given to players and their characters as unique rewards over the course of a campaign. For example, the characters could find a spellbook that contains some of the spells listed in Chapter 5, the rogue dabbling in magic could meet a witch and want to learn some tricks of that trade, or the wizard could try out one of the magical styles to get a taste of a few of the new spells contained within this book.

However you decide to use the options presented in this book, you will need the core rules of the 5th edition of the world's first roleplaying game, as much of the material in this book relies on those rules. The rules can be found online in the *System Reference Document 5.1* or in your local game store or bookstore. Spell and magic item names which appear in *italics* without a page or book reference can be found in those rulebooks or in the *System Reference Document 5.1*.

WHAT'S IN THE BOOK?

Chapter 1 offers the witch base class, over a dozen new subclasses, and several new backgrounds.

Chapter 2 presents 14 new styles, which includes unique ways of using spells and new magical grimoires themed after each style.

Chapter 3 gives guidance on using magic in your world, customizing your spells, and new downtime options.

Chapter 4 details the spell lists for each spellcasting class.

Chapter 5 contains over 400 new spells for use in your game as a player or as a game master rewarding players with magical scrolls and spellbooks in their adventures.

Appendices include new spellcasting NPCs, arcane adventure sites, tables for inspiring magical adventures, and guidance for converting the spells in this book to be compatible with the Core Fantasy Roleplaying rules.

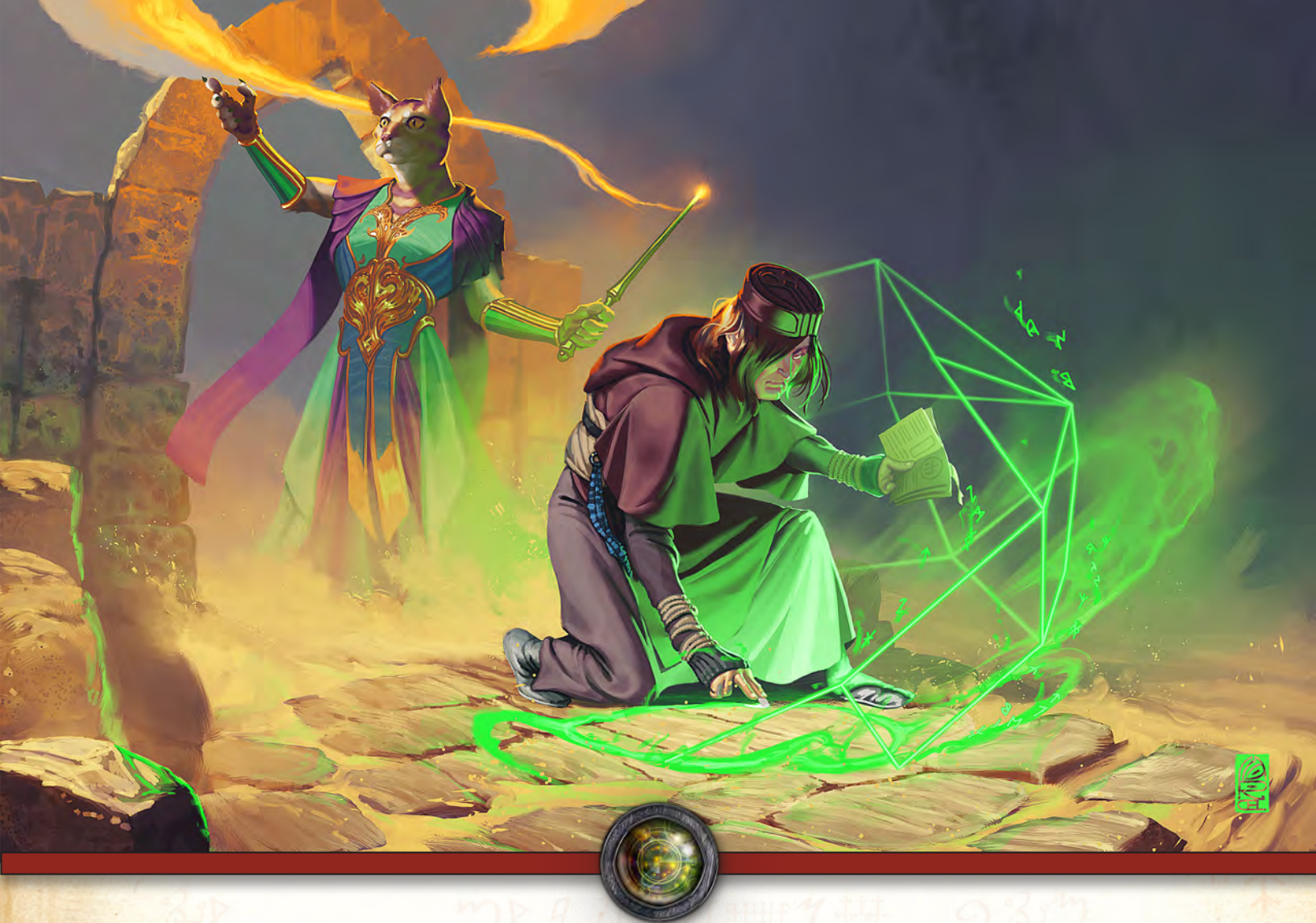
MAKE MAGIC YOURS

Magic is the heart of the fantasy genre, and if you, dear reader, are anything like me, that same magic also holds a special place in your own heart. The first tabletop character I ever played was a wizard, and from the moment I slung my first magic missile, I knew I had unlocked a world of imagination that would define the rest of my life. Little has changed on that front over the past decades, except now I have the ultimate joy of working alongside a team of like-minded dreamers who make even more magic to share with readers like you.

The *Deep Magic* series has a long and storied history that we are thrilled to continue here. Whether amongst the new spells, subclasses, stat blocks, or styles, we hope you find many a wondrous thing to set your imagination aflame. So, go forth! Let your will be done as you use this tome to craft tales both thrilling and chilling. Seek the secrets of magic and press on to uncover ever more mysteries, for there are many wonders to find along the way.

Celeste Conowitch
April 2023 Seattle, WA





CHARACTER OPTIONS

Magic calls to people of all types and drives many of them to seek the life of an adventurer. Here, you'll find guidance on making magical characters, the new witch base class, subclasses for existing spellcasting base classes, and backgrounds suitable for all kinds of characters.

New Spells. Some of the class options presented in this chapter list spells marked with an asterisk (*), indicating they can be found in this book. See the Spell Descriptions chapter for more details on these spells.

MAKING MAGIC MATTER

Too often, the narrative wonders of magic become overtaken by game mechanics. Remembering why the arcane is exciting while grappling with spell slot accounting, calculating ranges, and reading through long spell descriptions can be difficult. While these complexities inevitably come with running a spellcaster,

there are plenty of ways to focus on the unique elements of magic that sit at the heart of the fantasy genre.

MAKING MAGICAL CHARACTERS

GMs have plenty of ways to weave magic stories into their games (see the Magic in Your Campaign chapter), but players often face difficulty making their characters feel like part of a magical world. To enhance your experience as a spellcasting character, start by considering some of the questions below. Defining details about your character's relationship with their own power often leads to exciting narrative discoveries!

Here are some questions to ask yourself when creating or portraying a spellcasting character:

- What is your history with magic? Were you born with magical abilities, or did power come to you later in life?
- Can you live without magic? Would you give it up if you could?

- How do you feel about people who don't have magical abilities?
- What do you believe is the source of your magic?
- How did you learn to harness your magical power?
- Do you control your magic? Or does it control you?
- How much about your magic do you understand? Are you content with your level of understanding?
- What physical, mental, or emotional sensations do you experience when you use magic? Is it always the same or do certain kinds of interactions feel different?
- How do you feel about your magical abilities?
- How do you feel about the magical abilities of others?

WITCH

Witches seek knowledge, power, and connection in their communion with nature. They cultivate their bond to these elemental and primal forces, becoming guardians at the gate, attendants of deep knowledge, and liaisons to a realm of immeasurable possibilities.

SPIRITS OF NATURE

Witches have a deep connection to nature, often stemming from years of studying the natural world and regular communion with nature spirits. Theirs can be a practice of utility, veneration, or exploitation. Some commune through a deity of magic or nature, but most prefer to commune directly, with wind on their face, dirt underfoot, and blood on their tongue.

Nature spirits are everywhere and in myriad forms, from the fundamental forces of the elements to the primal spirits of living things. A witch communicates with all spirits, whether small and fleeting, emerging spontaneously only to quickly condense back into the ebb and flow of the natural world, or massive ancients, dozing in lost corners while the world moves around them. With patient and skilled determination, witches appeal to these diverse beings—by befriending, cajoling, or coercing them—calling them into focus and coaxing them into service to perform both mundane and otherworldly feats.

CREATING A WITCH

When making a witch, consider why your character has a close bond with nature. Perhaps your character sensed their connection to nature from a young age, growing up and playing within the nearby woods, or they became lost or orphaned as a child only to be found and raised by

a kindly witch. Perhaps the spirits of nature won't leave you alone, constantly asking for help, though no one else can see them, and you take on this role reluctantly to curb constant disturbance. Perhaps you actively shunned the mortal world because of the actions of others, favoring the embrace of the wild.

QUICK BUILD

You can make a witch quickly by following these suggestions. First, Charisma should be your highest ability score, followed by Constitution. Second, choose the cometborn background (see the Backgrounds section later in this chapter). Third, choose the *druidcraft*, *guidance*, *produce flame* and *shillelagh* cantrips, along with the 1st-level spells *charm person* and *thunderwave*.



THE WITCH

Level	Proficiency Bonus	Features	Cantrips Known	Spells Known	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+2	Coven, Spellcasting	4	2	2	—	—	—	—	—	—	—	—
2nd	+2	Spirit Binding	4	3	3	—	—	—	—	—	—	—	—
3rd	+2	Hex (d4)	4	4	4	2	—	—	—	—	—	—	—
4th	+2	Ability Score Improvement	5	5	4	3	—	—	—	—	—	—	—
5th	+3	Hex (d6), Spirit Binding (2)	5	6	4	3	2	—	—	—	—	—	—
6th	+3	Coven feature	5	7	4	3	3	—	—	—	—	—	—
7th	+3	—	5	8	4	3	3	1	—	—	—	—	—
8th	+3	Ability Score Improvement	5	9	4	3	3	2	—	—	—	—	—
9th	+4	Greater Binding (1)	5	10	4	3	3	3	1	—	—	—	—
10th	+4	Coven feature, Hex (d8)	6	11	4	3	3	3	2	—	—	—	—
11th	+4	—	6	12	4	3	3	3	2	1	—	—	—
12th	+4	Ability Score Improvement	6	12	4	3	3	3	2	1	—	—	—
13th	+5	Greater Binding (2)	6	13	4	3	3	3	2	1	1	—	—
14th	+5	Coven feature	6	13	4	3	3	3	2	1	1	—	—
15th	+5	Hex (d10), Spirit Binding (3)	6	14	4	3	3	3	2	1	1	1	—
16th	+5	Ability Score Improvement	6	14	4	3	3	3	2	1	1	1	—
17th	+6	Greater Binding (3)	6	15	4	3	3	3	2	1	1	1	1
18th	+6	—	6	15	4	3	3	3	3	1	1	1	1
19th	+6	Ability Score Improvement	6	15	4	3	3	3	3	2	1	1	1
20th	+6	Spell Exchange	6	15	4	3	3	3	3	2	2	1	1

CLASS FEATURES

As a witch, you gain the following class features.

Hit Points

Hit Dice: 1d8 per witch level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per witch level after 1st

Proficiencies

Armor: Light armor

Weapons: Simple weapons

Tools: Herbalism kit

Saving Throws: Wisdom, Charisma

Skills: Choose two skills from Arcana, Medicine, Nature, Perception, Persuasion, and Survival

Equipment

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a shortbow and 20 arrows or (b) any simple weapon
- (a) two daggers or (b) any simple melee weapon
- Leather armor, an explorer's pack, and a druidic focus

COVEN

At 1st level, you dedicate yourself to the traditions of a particular coven of your choice, such as the Coven of the Hidden Moon, the Coven of the Roiling Hearth, or the Coven of the Verdant Wood, each of which is detailed at the end of the class description. Your choice grants you features at 1st level and again at 6th, 10th, and 14th level.

SPELLCASTING

Drawing on your communion with spirits and connection to the natural world, you can cast spells, coaxing the power out of the myriad spirits of nature.

Cantrips

You know four cantrips of your choice from the witch spell list (see the Spell Lists chapter for the full list of witch spells). You learn additional witch cantrips of your choice at higher levels, as shown in the **Cantrips Known** column of the **Witch** table.

Spell Slots

The **Witch** table shows how many spell slots you have to cast your witch spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

For example, if you know the 1st-level spell *thunderwave*, and have a 1st-level and a 2nd-level spell slot available, you can cast *thunderwave* using either slot.

Spells Known of 1st Level and Higher

At 1st level, you know two 1st-level spells of your choice from the witch spell list. The **Spells Known** column of the **Witch** table shows when you learn more witch spells of your choice. A spell you choose must be of a level for which you have spell slots, as shown on the table. For instance, when you reach 3rd level in this class, you can learn one new spell of 1st or 2nd level.

In addition, when you gain a level in this class, you can choose one of the witch spells you know and replace it with another spell from the witch spell list, which also must be of a level for which you have spell slots.

Spellcasting Ability

Charisma is your spellcasting ability for your witch spells. Your magic comes from negotiating and working with spirits to manifest your intentions. You use your Charisma whenever a spell refers to your spellcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for a witch spell you cast and when making an attack roll with one.

Spell save DC = 8 + proficiency bonus + Charisma modifier

Spell attack modifier = proficiency bonus + Charisma modifier

Ritual Casting

You can cast any witch spell you know as a ritual if that spell has the ritual tag.

Spellcasting Focus

You can use a druidic focus as a spellcasting focus for your witch spells. Some witch implements can also function as a spellcasting focus, as described in the Spirit Binding feature.

SPIRIT BINDING

At 2nd level, practice with your coven unlocks the secrets of binding a spirit's power into an object called a witch's implement. When you gain this feature, choose one witch's implement from the options below. You know how to make this witch's implement, and you can do so by performing a 1-hour spirit-binding ritual with the appropriate object at hand. This ritual can be performed during a short or long rest.

If you lose an implement or it is destroyed, you can repeat this ritual to bind a new spirit to a suitable replacement vessel. If a previous implement of the same type still exists when you perform this ritual, the binding ends on that previous object. Due to the nature of the binding, implements you create are only usable by you and any bound spirits are released from your implements when you die.

As you gain levels in the witch class, you learn how to create additional types of witch's implement. Choose an additional type of witch's implement from the options below at 5th level and again at 15th level. You can have witch's implements of different types active at the same time—provided you have performed the necessary spirit-binding rituals for each.

Brewer's Cauldron

You bind a spirit into a nonmagical cauldron, kettle, or other portable cooking container. When you first learn how to create this implement, your Hit Dice becomes 1d10 per witch level instead of 1d8—including for the level gained that unlocked this feature. Your hit point maximum also increases by 1 for each previous level you have in the witch class when you learn how to create this implement. For example, if you learn how to create this witch's implement at 5th level, your Hit Dice becomes 1d10 for 5th level and every level in the witch class thereafter, and your hit point maximum increases by 4.

Brewed Concordance. As part of a long rest, you can use your cauldron to prepare a brew that fortifies the soul. This brew can be consumed by a number of creatures equal to your proficiency bonus. Each creature that partakes of the brew gains 1d8 temporary hit points which last until the next time the creature finishes a long rest.

Spellcasting Focus. You can use your brewer's cauldron as a spellcasting focus. Whenever you cast a spell of 1st level or higher that restores hit points to a creature using this item as your spellcasting focus, the creature regains additional hit points equal to your proficiency bonus.

Greater Binding

Once you gain access to greater binding, your brewer's cauldron gains the following additional features.

Brewed Concordance. Each creature that partakes of your brew now gains 1d12 temporary hit points, instead of 1d8.

Efficient Implement. Your brewer's cauldron can take the place of one material component worth 500 gp or less in a spell you cast. Using the cauldron in place of a material component does not damage or destroy the cauldron—even if the required component would typically be consumed by casting. Alternatively, the cost of all material components required for spells you cast using the cauldron as your spellcasting focus are reduced by half.

Nightflyer

You bind a spirit into a nonmagical broom, staff, or a similarly sized branch. When you learn how to create this implement, you are infused with the irrepressible energy of the night. You have advantage on all ability checks or saving throws against being grappled or restrained. In addition, once per short or long rest, you can take an additional action on your turn which you must use to Dash, Disengage, or Dodge.

Night's Journey. While nightflyer is within 30 feet of you, you can use a bonus action to activate the spirit within the broom, staff, or branch. While the spirit is active, nightflyer is a magic object with a flying speed of 30 feet and the ability to hover. Nightflyer can carry up to 1,000 pounds of weight. On your turn, you can mentally command the spirit to move nightflyer up to its movement speed (no action required by you). It can't take other actions.

As part of your movement, you can mount or dismount nightflyer while it is within 5 feet of you. Doing so costs an amount of movement equal to half your speed.

While nightflyer is active, you can use a bonus action to deactivate it. You can keep nightflyer activated for up to 1 minute. Deduct the time it was active in increments of 6 seconds (1 round) from nightflyer's total active time. If nightflyer is flying when you deactivate it or when the duration expires, it—and anything attached to it—descend at a rate of 30 feet per round until it lands.

Nightflyer regains all expended flying capability when you finish a long rest.

Greater Binding

Once you gain access to greater binding, your nightflyer gains the following additional feature.

Night's Journey. Nightflyer can now be active for up to 4 hours. Deduct the time it was active in increments of



1 minute from nightflyer's total active time. In addition, nightflyer's flying speed increases to 40 feet.

Soul Candle

You bind a spirit into a candle, which can be mounted on a candlestick, in a lantern, as part of a candelabra, or similar. Only you can light or extinguish the soul candle, which you can do mentally as a bonus action. Though the light appears to be a flame, it doesn't burn the candle, and it produces no heat. The lit soul candle extinguishes if you are more than 60 feet away from it. While the candle is lit, you can choose for it to shed dim light in a 5-foot radius, or you can choose for it to shed bright light in a 5- to 60-foot radius and dim light for an additional number of feet equal to the chosen radius. The candle can shed light of whatever color you choose, and changing the radius, brightness, or color of light shed by the soul candle requires no action.

Soul Fire. As an action while the soul candle is lit, you can force the candle to burn with a supernatural substance called soul fire, causing the candle to emit one of the following effects of your choice instead of bright or dim light. You can change the effect's radius as if it were light shed by the candle, as detailed above. While soul fire is active, you can use a bonus action to change which effect the soul candle emits. Soul fire can be activated for up to 1 minute, ending early if you extinguish the soul

candle. Deduct the time it was active in increments of 6 seconds (1 round) from the soul fire's total active time. The soul candle regains all expended soul fire time when you finish a long rest.

- **Dark Sight.** You can see normally in darkness, both magical and nonmagical, in the candle's radius.
- **Heart Sight.** You can see invisible creatures and objects within the candle's radius as if they were visible. In addition, you are aware of any creatures within the candle's radius. This effect reveals a creature's presence but doesn't allow you to automatically see the creature, such as making you aware of a creature on the other side of a door.
- **Magic Sight.** You can sense the presence of magic within the candle's radius, and you see a faint aura around any visible creature or object in the area that bears magic, learning its school, if any. This effect otherwise works like the *detect magic* spell.
- **Deep Sight.** You can see through solid matter within the candle's radius. To you, solid objects within that radius appear transparent and don't prevent light from passing through them. This vision can penetrate 1 foot of stone, 1 inch of common metal, or up to 3 feet of wood or dirt. Thicker substances block this effect, as does a thin sheet of lead.

Spellcasting Focus. You can use your soul candle as a spellcasting focus. The first time you cast a spell that requires a spell attack roll using this item as your spellcasting focus on your turn, you have advantage on the spell attack roll.

Greater Binding

Once you gain access to greater binding, your implement gains the following features.

Soul Fire. Soul fire can now be active for up to 10 minutes. Deduct the time it was active in increments of 1 minute from the soul fire's total active time.

Spirit Book

You bind a spirit into a book, scroll, or other object suitable for recording information. When you first learn how to create this implement, choose three cantrips from any class's spell list (the three needn't be from the same list). While the spirit book is on your person, you can cast those cantrips at will. They don't count against your number of cantrips known. If they don't appear on the witch spell list, they are nonetheless witch spells for you.

Book of Knowledge. Whenever you gain a new spell slot from gaining a level in this class, one spell of your choice from any class's spell list appears in your spirit book in a cipher only you can read. While the spirit book is on your person, you can expend spell slots to cast these spells like any other spell you know. Each of these spells counts as a witch spell for you, but it doesn't count against the number of witch spells you know.

When you first learn how to create this implement, the book fills with one spell of your choice of each level of witch spell you can cast. For example, if you select this Spirit Binding at 5th level, the book gains one 1st-level spell, one 2nd-level spell, and one 3rd-level spell of your choice from any class's spell list. Your spirit book can never contain more than one spell of each level you can cast, to a maximum of 9 spells at 17th level.

Universal Language. While holding the book, the spirit contained within it can translate languages for you, allowing you to read any written language and understand any language you hear.

Greater Binding

Once you gain access to greater binding, your implement gains the following features.

Knowledge Quest. As an action, you can unleash the spirit within your book to investigate a problem and return to you with solutions. For 1 minute, the spirit can answer up to three questions you ask of it. The answer to each question is a one-word, truthful answer, such as "yes," "no," "maybe," "never," "irrelevant," or "unclear" (if the spirit doesn't know the answer to the question). The spirit's knowledge is limited to what is common knowledge in the region where you are asking the question. Therefore, the spirit can confirm the name of the local lord's lead advisor but not that the advisor is secretly a doppelganger. Once you use the spirit book in this way, you can't do so again until you finish a long rest.

Universal Language. While holding the book, you can now speak and write in any language, in addition to being able to read any written language and understand any language you hear.

Thundering Aegis

You bind a spirit into a bell, gong, chime, or other percussion instrument. When you first learn how to create this implement, you gain proficiency in one of the following skills of your choice: Investigation, Perception, or Performance. If you have proficiency in all of these skills, choose one. You now double your proficiency bonus whenever you make an ability check using the chosen skill.

Chime of Revealing. While holding the thundering aegis, you can use an action to begin ringing it, banging it, or otherwise causing sound to issue from it, creating an audible soundscape that can be heard up to 60 feet away. While you can hear the sound created by your thundering aegis, you perceive your surroundings within 30 feet of you as if you had blindsight—including being able to target creatures or objects within this radius with attacks and spells.

On each of your subsequent turns, you must use a bonus action to continue ringing the bell, banging the gong, or similarly creating sound from the thundering aegis. Otherwise, this effect ends.

Chime of Deviation. While holding the thundering aegis, you can use an action to create a note that holds certain types of creatures at bay. For 1 minute, whenever an aberration, celestial, elemental, fey, fiend, or undead starts its turn within 30 feet of you, it must succeed a Charisma saving throw against your spell save DC or be unable to move any closer to you that turn. Once you use this feature of the thundering aegis, you can't do so again until you finish a short or long rest.

Spellcasting Focus. You can use your thundering aegis as a spellcasting focus. Whenever you cast a spell that deals damage using this item as your spellcasting focus, the spell deals double damage to objects and structures.

Greater Binding

Once you gain access to greater binding, your implement gains the following features.

Chime of Revealing. While you can hear your chime of revealing, you now perceive your surroundings within 60 feet of you as if you had blindsight—including being able to target creatures or objects within this radius with spells.

Spellcasting Focus. Whenever you cast a spell that deals damage using this item as your spellcasting focus, the spell deals double damage to constructs, as well as to objects and structures.

HEX

At 3rd level, you can create a potent disruptive magical effect called a Hex. When a creature you can see within 60 feet of you makes an ability check, attack roll, or saving throw, you can use a reaction to hex the creature. The hexed creature gains one Hex die, a d4. The creature must roll the Hex die and subtract the number rolled from the ability check, attack roll, or saving throw that triggered your reaction. Once the Hex die is rolled, it is lost. A creature can have only one Hex die at a time.

You can use this feature a number of times equal to your proficiency bonus. You regain all expended uses when you finish a short or long rest.

Your Hex die changes when you reach certain levels in this class. The die becomes a d6 at 5th level, a d8 at 10th level, and a d10 at 15th level.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

GREATER BINDING

When you reach 9th level, you learn to draw greater power from the spirits bound to your witch implements. One of the witch implements you know how to make gains the benefits of the Greater Binding detailed in the implement's entry in the Spirit Binding feature.

When you reach 13th level and again at 17th level, you learn to draw greater power from one additional witch implement you know, which gains the benefits of its Greater Binding.

SPIRIT SHROUD

At 20th level, you can use an action to call nearby spirits to form a field around you and lend their energy to your spells. For 1 minute, or until you fall unconscious, you gain the following benefits:

- Each creature of your choice that starts its turn within 10 feet of you takes force damage equal to twice your proficiency bonus.
- Whenever you cast a witch spell with a casting time of 1 action, you can cast it using a bonus action instead.
- Hostile creatures within 10 feet of you have disadvantage on saving throws against your witch spells.

Once you use this feature, you can't do so again until you finish a long rest.

COVENS

Witches come together with other likeminded witches for community, knowledge, and protection. You and your coven draw upon one another's strengths, or maybe you drive each other through rivalry. Whatever the nature of the connection, you all have a shared interest, a shared power, and a shared communion in the natural world.

COVEN OF THE HIDDEN MOON

Witches in the Coven of the Hidden Moon find their strength in the moon, especially when it is waning and new. Dancing along to the crickets, loam under your bare feet, while under the starry night sky? If it were possible, you'd never stop.

Coven Spells

You learn additional spells when you reach certain levels in this class, as shown on the Hidden Moon Spells table.

SOLITARY PRACTITIONERS

The word "coven" often implies a group of witches who meet regularly to conduct rites, cast spells, and share knowledge. However, in the context of this class, a solitary witch without access to other practitioners is still categorized into a coven based on the primary way they draw power and the types of spirits with which they have natural affinity. For such witches, their "coven" might be the spirits whose company they keep.

Each of these spells counts as a witch spell for you, but it doesn't count against the number of witch spells you know.

HIDDEN MOON SPELLS

Witch Level	Spells
1st	<i>guiding bolt, sleep</i>
3rd	<i>misty step, moonbeam</i>
5th	<i>gaseous form, major image</i>
7th	<i>greater invisibility, hallucinatory terrain</i>
9th	<i>dream, seeming</i>

Gift of the Moon

When you choose this coven at 1st level, you gain darkvision out to a range of 30 feet. If you already have darkvision, the range of your darkvision increases by 30 feet.

Drawing the Moon

Starting at 1st level, you can use an action to call on the spirits of the moon to cover you with a disorienting glamour that lasts for 1 minute. While the glamour is active, attack rolls against you have disadvantage. If an attack hits you, the glamour is disrupted, and it ceases to function until the beginning of your next turn.

Once you use this feature, you can't use it again until you finish a short or long rest.

Dead Spot

At 6th level, you can infuse your hexes with shadow. When you use your Hex feature against a creature, the target must make a Wisdom saving throw against your spell save DC at the end of its turn. The Hex die doesn't apply to this saving throw. If the target fails the save, you are invisible to it for 1 minute. Whenever you attack the target or cast a spell that affects the target, it can repeat the saving throw. On a success, you are no longer invisible to it.

Glancing Shadows

At 10th level, whenever you succeed on a saving throw against a spell targeting only you while your Drawing the Moon glamour is active, you can use your reaction to force a creature within 5 feet of you to be the target of the spell instead.

Empty Vastness

At 14th level, you can use an action to open a creature's mind to the inky expanse between the stars. One creature you can see within 60 feet of you must make a Wisdom saving throw against your spell save DC. On a failed save, the target is incapacitated for 1 minute or until you lose your concentration (as if you were concentrating on a spell). This effect ends early if the creature is moved or takes any damage.

Once a creature fails this saving throw, you can't use this feature again until you finish a long rest.

COVEN OF THE ROILING HEARTH

Witches in the Coven of the Roiling Hearth find their strength in the home. You hold community especially dear, and you cherish nothing more than the vitality of the bonds of chosen family. You fight to protect the tittering of shared laughter, the smell of bread fresh from the oven, and the warmth and crackle of the fire.

Coven Spells

You learn additional spells when you reach certain levels in this class, as shown on the Roiling Hearth Spells table. Each of these spells counts as a witch spell for you, but it doesn't count against the number of witch spells you know.

ROILING HEARTH SPELLS

Witch Level	Spells
1st	<i>burning hands, protection from evil and good</i>
3rd	<i>calm emotions, scorching ray</i>
5th	<i>fireball, magic circle</i>
7th	<i>fire shield, resilient sphere</i>
9th	<i>flame strike, hallow</i>



Forged in Flame

When you choose this coven at 1st level, you gain proficiency with medium armor and shields.

Drawing the Hearth

Starting at 1st level, you can use an action to summon spirits of soot and ash that swirl around you for 1 minute. The number of spirits that appear is equal to your proficiency bonus.

While the spirits are present, any creature that attacks you must first make a Charisma saving throw against your spell save DC. On a failed save, the attack targets one of the spirits instead of you. A spirit's AC equals 10 + your proficiency bonus. If an attack hits a spirit, that spirit is destroyed.

Once you summon these spirits, you can't do so again until you finish a short or long rest.

Flame's Embrace

At 6th level, you can infuse your hexes with slow-burning heat. When you use your Hex feature against a creature, the target must make a Constitution saving throw against your spell save DC at the end of its turn. The Hex die doesn't apply to this saving throw. If the target fails the saving throw, it has vulnerability to fire damage for 1 minute. Each time the target takes fire damage, it can repeat the saving throw, ending the vulnerability on a success.

Rain of Cinders

At 10th level, whenever a creature you can see within 60 feet of you is attacked while Drawing the Hearth is active, you can use your reaction to send one of your spirits to intercept the attack. The attacker must make a Charisma saving throw against your spell save DC. On a failed save, the attacker attacks the spirit instead.

Blazing Spirit

At 14th level, you can use an action to free your spirit from its corporeal housing. You transform into a fiery spirit, burning away your body from the inside out. When you transform, your equipment and any objects you are wearing or carrying are absorbed into the new form. You otherwise retain all your statistics and gain the following benefits while in this form:

- You have resistance to nonmagical bludgeoning, piercing, and slashing damage, and you are immune to fire damage.
- You shed bright light in a 30-foot radius and dim light for an additional 30 feet.
- You can move through a space as narrow as 1 inch wide without squeezing. A creature that touches you or hits you with a melee attack while within 5 feet of you takes 11 (2d10) fire damage. In addition, you can enter a hostile creature's space and stop there. The first time you enter a creature's space on a turn, that creature takes 11 (2d10) fire damage.



You remain a fiery spirit for 1 minute, until you are incapacitated, or until you end it as a bonus action. Once you use this feature, you can't use it again until you finish a long rest.

COVEN OF THE VERDANT WOOD

Witches in the Coven of the Verdant Wood find their strength in the greenery that surrounds them. You are awed by the majesty of plants and connect with them in a way that few will ever understand. You commune in the crook of a tree, planting seeds, or driving off woodcutters.

Coven Spells

You learn additional spells when you reach certain levels in this class, as shown on the Verdant Wood Spells table. Each of these spells counts as a witch spell for you, but it doesn't count against the number of witch spells you know.

VERDANT WOOD SPELLS

Witch Level	Spells
1st	<i>entangle</i> , <i>goodberry</i>
3rd	<i>barkskin</i> , <i>lesser restoration</i>
5th	<i>plant growth</i> , <i>speak with plants</i>
7th	<i>conjure woodland beings</i> , <i>freedom of movement</i>
9th	<i>greater restoration</i> , <i>tree stride</i>

Plant Sense

When you choose this coven at 1st level, your deep connection to plants gives you an intuitive understanding of them. As an action, you can examine a nonmagical plant you can see within 5 feet of you. When you do so, you immediately learn its basic properties, including whether it is edible, if it is poisonous or otherwise dangerous, and in what type of environment it typically grows. You also learn its condition, including whether it is unwell due to magical or mundane means.

In addition, you have advantage on Charisma checks to interact with Plant creatures.

Drawing the Green

Starting at 1st level, you can use an action to call on the spirits of native flora to aid you for 1 minute. While the spirits are present, you can exert control over nearby terrain and gain the following benefits:

- **Encourage Growth.** As a bonus action, you can encourage native flora to grow or recede. Choose any number of spaces within 15 feet of you. Each space fills with nonmagical difficult terrain until the start of your next turn. Alternatively, a chosen space that contains nonmagical difficult terrain is no longer difficult terrain until the start of your next turn. These effects end early if you move more than 15 feet away from an affected space.
- **Hinder Advance.** Whenever a creature moves into a space within 15 feet of you, you can use a reaction to direct thorns, roots, and spiked vines to rise up against the creature. The target takes piercing damage equal to your proficiency bonus.

Once you use this feature, you can't use it again until you finish a short or long rest.

Creeping Overgrowth

At 6th level, you can infuse your hexes with all-consuming growth. When you use your Hex feature against a creature, the target must make a Constitution saving throw against your spell save DC at the end of its turn. The Hex die doesn't apply to this saving throw. If the target fails the save, shoots of greenery sprout from its body for 1 minute, reducing its speed by 10 feet. At the start of each of the target's turns, its movement speed is reduced by an additional 5 feet as the greenery continues to grow.

Whenever the target takes necrotic damage or slashing damage, it can repeat the saving throw. On a success, the effect ends, and the target's speed returns to normal. Alternatively, the target or any creature within 5 feet of it can use an action to destroy the greenery. If a creature does so, the effect ends, but the target takes piercing damage equal to 1d8 + your proficiency bonus.

Ascendance of the Green

At 10th level, you gain greater mastery over the spirits of native flora that you call to your side. The benefits you gain while using Drawing the Green increase in power:

- **Enhanced Growth.** When you use Encourage Growth, you can now choose any number of spaces within 30 feet of you.
- **Halted Advance.** When you use Hinder Advance, the target must succeed on a Dexterity saving throw against your spell save DC or its speed becomes 0 until the start of its next turn.



One with the Green

At 14th level, you and the spirits of native flora are inseparable, subtly changing your body. You gain tremorsense out to a range of 30 feet, and spending 1 hour in sunlight provides you with enough nourishment to sustain you for one day. In addition, when you start your turn in bright light, you regain hit points equal to your proficiency bonus. This amount doubles if you start your turn in sunlight. Once you have regained an amount of hit points in this way equal to half your hit point maximum, you can't regain hit points in this way again until you finish a long rest.

SUBCLASSES

This section includes a variety of subclass options for spellcasting characters.

BARD COLLEGES

At 3rd level, a bard gains the Bard College feature. The following options are available to a bard, in addition to those in the standard rules.

COLLEGE OF CUISINE

Not all bards inspire others through their words and song. Bards of the College of Cuisine express themselves through food and drink. These bards hand out mugs of ale, homemade cookies, and flasks of fresh-ground coffee to bolster their allies' spirits. They are adventuring celebrity chefs, spreading inspiration and comfort with their culinary power. They repeat the motto, "food is magic," and those who taste their creations spread the gospel.

Bonus Proficiencies

When you join the College of Cuisine at 3rd level, you gain proficiency in cook's utensils and brewer's supplies. You can use either of these tools as your spellcasting focus.

Magical Treats

At 3rd level, you can infuse magic into food and drink. You can infuse a number of treats equal to twice your proficiency bonus. Infusing a treat takes an action. When you infuse a treat, choose a spell of 1st or 2nd level that has a casting time of 1 action, that targets only one creature, that requires you to touch the target, and that doesn't target yourself. You infuse the treat with the chosen spell, expending the spell slot as if you had cast the spell.

If the spell you are infusing into a treat requires you to make a decision about its effects, such as choosing the curse of *bestow curse*, you make that choice when you infuse the treat with the spell. If the spell you are infusing into a treat can be cast at a higher level for a more potent effect, such as the increased healing of *cure wounds*, you can expend a higher-level spell slot to infuse the treat with the higher-level version of the spell. If the spell



you are infusing into a treat can be cast at a higher level to affect additional targets, the treat affects only one creature, regardless of the level of the spell slot infused in it. If the spell you are infusing into a treat has a material component, you must expend that component.

A creature, including you, can eat a magical treat as an action, becoming affected by the spell infused in the treat as if you had cast the spell on the creature. The effect lasts for the spell's maximum duration, and you don't need to maintain concentration on it. If the spell requires a saving throw, the creature makes the saving throw when it eats the treat and repeats the saving throw if the spell requires repeated saving throws, as normal.

If a creature is incapable of eating a treat due to a condition, such as being incapacitated or unconscious, another creature can use its action to feed the treat to the indisposed creature. A creature can't be affected by more than one treat at a time.

Infused treats lose their magic when you finish a long rest. You regain all expended uses of this feature when you finish a long rest. The maximum level of spell you can infuse into treats increases when you reach certain levels in this class. At 5th level, you can infuse up to 3rd-level spells into treats. At 10th level, you can infuse up to 5th-level spells. At 15th-level, you can infuse up to 8th-level spells.

Tasty Treats

At 6th level, your mastery of food magic reaches new heights. As a bonus action, you can expend a use of Bardic Inspiration while holding one of your magical treats and give it one of the following flavor profiles. When a creature eats that treat, it gains the listed benefit, in addition to the treat's other effects.

Fruity. The target's speed increases by 10 feet for the duration of the infused spell or 10 minutes, whichever is higher.

Herbaceous. End one of the following conditions on the target: charmed or frightened.

Tangy. One disease affecting the target ends.

Toasted. The target gains temporary hit points equal to a roll of your Bardic Inspiration die + your Charisma modifier for the duration of the infused spell or 10 minutes, whichever is higher.

Culinary Champion

At 14th level, you become a master of the magical culinary arts. Whenever you infuse a treat using Magical Treats, you can infuse a second treat with the same action, expending spell slots for each treat, as normal.

In addition, when you expend a Bardic Inspiration die to give a magical treat a flavor profile, you can give it one additional flavor profile from Tasty Treats or from the following options:

Caramelized. The target's exhaustion is reduced by one level.

Earthy. One curse affecting the target ends.

Floral. An effect reducing one of the target's ability scores ends.

Nutty. One effect reducing the target's hit point maximum ends.

COLLEGE OF FESTIVALS

The College of Festivals imbues its bards with a magical presence allowing them to turn the direst circumstances into a celebration. The instructors of this college come from a wide range of backgrounds, ensuring the students are prepared to facilitate and empower any form of revelry.

The bards of this college are equal parts entertainer, party planner, and adventurer. Their performances are inspiring, allowing their allies to draw on their own joy to overcome danger and resolve conflicts. The light inside a bard of festivals can't be extinguished by mundane or magical means—their jubilation safeguards them and their allies against blade, spell, and despair.

Bastion of Joy

When you join the College of Festivals at 3rd level, you are filled with a light and certainty that can't be extinguished. You are immune to the frightened condition.

In addition, if a creature you can see within 60 feet of you fails a saving throw against being frightened, you

can use your reaction to cause that creature to succeed instead. The target then has advantage on saving throws against being frightened for 1 minute. Once you target a creature with this feature, you can't target that creature with it again until the creature finishes a long rest.

Infinite Revelry

Starting at 3rd level, you can infuse your performance with a magical effervescence that transforms even the direst circumstance into an occasion. As a bonus action, you can expend one use of your Bardic Inspiration to create an aura of revelry that extends 15 feet from you. The aura lasts until the start of your next turn and has the following effects:

- Each creature of your choice within the aura ignores difficult terrain.
- Whenever a friendly creature, including yourself, within the aura regains hit points, the creature regains additional hit points equal to your proficiency bonus.
- Each creature of your choice within the aura has advantage on ability checks.

When you reach 10th level, the aura extends 30 feet from you.



Jubilance

At 6th level, your presence magically alters the mood of those around you. When you activate your Infinite Revelry aura, one creature you can see or that can hear you within 60 feet of you gains one Bardic Inspiration die.

Make Flow the Wine and Song

At 14th level, whenever a creature within 60 feet of you adds a Bardic Inspiration die to an ability check, attack roll, or saving throw, you can use your reaction to grant the creature one of the following benefits:

- **Compliment.** The target has advantage on the next attack roll or saving throw it makes within 1 minute.
- **Feast.** The target gains temporary hit points equal to twice your proficiency bonus until the target finishes a short or long rest.
- **Sing.** Creatures have disadvantage on attack rolls made against the target until the start of the target's next turn.

COLLEGE OF FORTUNE

Bards in the college of fortune are called many things: soothsayer, jester, wanderer, and gambler. These bards are found performing in roadhouses one night and royal courts the next, turning their innate prescience into coin and glory. The College of Fortune has no formal training grounds. Rather, it is a calling for those who can see how the dice will fall, when the talon will slash, or which saga will turn the crowd.

Many bards of fortune take to the adventurer's life because they have seen their own future. Whether that future should be chased or avoided varies by bard, but they often shrug it off and say, "Why not sing a few songs along the way?"

Token of Fortune

When you join the College of Fortune at 3rd level, you can use an action to imbue one of the following types of objects with a measure of prescience: a coin, a card (or deck of cards), a die (or set of dice), or any palm-sized or smaller piece from a game, such as a carved chess piece or similar object. You can have only one token imbued with prescience at a time. If you imbue another, the effect on the previous token ends.

While holding the token, you can use an action to cast the *augury*, *detect thoughts*, or *identify* spell without expending a spell slot or material components. Once you use a token of fortune to cast a spell, you can't do so again until you finish a short or long rest, regardless of how many tokens of fortune you create.

The spell options you can cast from your token of fortune expand as you reach certain levels in this class. At 7th level, the token can be used to cast the *clairvoyance* spell. At 11th level, the token can be used to cast the *legend lore* spell.

Prediction

Starting at 3rd level, you are adept at predicting the immediate future—or at least the immediate future seems to always accommodate your predictions. Whenever a creature you can see within 60 feet of you makes an ability check, attack roll, or saving throw, you can use your reaction to expend one use of your Bardic Inspiration and predict the outcome. Before the roll is made, state whether it will be a success or failure and roll your Bardic Inspiration die. After the ability check, attack roll, or saving throw is made, add or subtract the result of your Bardic Inspiration die to the roll to bring the final result of the roll closer to your prediction.

For example, if your Bardic Inspiration roll was 6, an attacker rolled a 10, and the attacker needs a total of 14 to succeed, add the 6 from the Bardic Inspiration die to the attacker's roll if you predicted the attack would succeed. If you predicted the attack would fail, subtract 6 from the attacker's roll.

Tip the Scales

At 6th level, your prescience grows. When you use Prediction, you can roll two Bardic Inspiration dice and choose which result to apply to the attack roll, ability check, or saving throw that triggered the Prediction. You still expend only one use of Bardic Inspiration when you use Prediction.

Fates Align

At 14th level, your powers of prescience are nearly unmatched. When you cast a spell of the divination school, the casting time is reduced. If the casting time is more than 1 hour, it is only 1 hour for you. If the casting time is more than 1 minute but no more than 1 hour, it is only 1 minute for you. If the casting time is 1 minute, it is only 1 action for you. In addition, whenever you cast a divination spell of 1st level or higher, you regain one expended use of your Bardic Inspiration.

CLERIC DIVINE DOMAINS

At 1st level, a cleric gains the Divine Domain feature. The following domain options are available to a cleric, in addition to those in the standard rules.

DARKNESS DOMAIN

Darkness enshrouds our private affairs and shelters our secrets. The shadows might protect the hunted from the hunter or conceal danger. Emissaries of the gods who claim dominion over the darkness protect those in need or aid those who hunt in the night—assuming they are not themselves the hunters.

DARKNESS DOMAIN SPELLS

Cleric Level	Spells
1st	<i>shadow armor*</i> , <i>sleep</i>
3rd	<i>dark path*</i> , <i>darkness</i>
5th	<i>legion*</i> , <i>nondetection</i>
7th	<i>phantasmal killer</i> , <i>shadow monsters*</i>
9th	<i>dark dementing*</i> , <i>mislead</i>

* Described in Chapter 5

Creature of Darkness

When you choose this domain at 1st level, you gain proficiency in the Deception or Stealth skill (your choice). In addition, while in dim light or darkness, you can take the Hide action as a bonus action.

Channel Divinity: Shadowsight

Starting at 2nd level, you can use your Channel Divinity to see in the dark. As an action, you present your holy symbol and call on shadow energy. Choose any number of friendly creatures within 30 feet of you, which can include yourself. Each target gains darkvision out to a range of 60 feet for 1 hour. If a creature already has darkvision, it can see in magical darkness out to a range of 30 feet as if the magical darkness were dim light instead.

Shadow Meld

Beginning at 6th level, you can use an action to merge your current location with the version of it that exists in the Plane of Shadow. For 1 minute, or until you dismiss it as a bonus action, the area within 60 feet of you becomes connected to shadow. Bright light becomes dim light, dim light becomes darkness, and darkness becomes magical darkness. In addition, the temperature plummets in the area, and when a creature other than you ends its turn in the area, it must succeed on a Constitution saving throw or take 1d8 cold damage. If this effect lasts the full duration, there is a 5 percent chance 2d4 shadows appear in unoccupied spaces in the area. At the GM's discretion, the shadows might be indifferent or hostile toward you and your companions. Once you use this feature, you can't use it again until you finish a long rest.

Divine Strike

At 8th level, you can infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 necrotic damage to the target. When you reach 14th level, the extra damage increases to 2d8.

Shadow Shield

At 17th level, your shadow can defend you. Each time you take nonmagical damage, your shadow prevents half of it. When your shadow has prevented damage equal to a quarter of your hit point maximum, it can't prevent damage again until you finish a long rest.

DOOM DOMAIN

Gods with the Doom domain in their portfolios promote fear, judgment, punishment, and the end of all things. Priesthoods of such gods consider themselves the messengers of that doom, and they work to spread word of the coming end. Their gloomy, often frightening message makes them unwelcome in many, but not all, civilized places.

DOOM DOMAIN SPELLS

Cleric Level	Spells
1st	<i>bane</i> , <i>grim siphon*</i>
3rd	<i>blindness/deafness</i> , <i>enthrall</i>
5th	<i>bestow curse</i> , <i>glimpse the end*</i>
7th	<i>caustic waste*</i> , <i>servant of doom*</i>
9th	<i>insect plague</i> , <i>souleater*</i>

* Described in Chapter 5

Herald of the Apocalypse

When you choose this domain at 1st level, you learn the *vicious mockery* cantrip. You also gain proficiency in the Arcana or Intimidation skill (your choice).

Channel Divinity: Damnation

Starting at 2nd level, you can use your Channel Divinity to lash out at those who defy your deity's messenger. As an action, you present your holy symbol while pronouncing doom to unbelievers. Each hostile creature that can see you and that is within 30 feet of you must make a Wisdom saving throw, taking necrotic damage equal to 3d6 + your cleric level on a failed save, or half as much damage on a successful one. A creature that has total cover from you is not affected.

Weight of Guilt

At 6th level, your connection to the end of all things gives you greater understanding of the minds of others not enlightened by your deity. As an action, choose one creature that you can see within 60 feet of you. That creature must make a Wisdom saving throw. On a failed save, you automatically know for the next 10 minutes whether anything the target says is true, a lie, or in between. When the effect ends, or if the target succeeds on the saving throw, the target can't be affected by this feature again until you finish a long rest.

Divine Strike

At 8th level, you gain the ability to infuse your weapon strikes with necrotic energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 necrotic damage to the target. When you reach 14th level, the extra damage increases to 2d8.

Herald of the Apocalypse

At 17th level, you gain resistance to acid, fire, and poison damage.

LABYRINTH DOMAIN

The savage and cunning god of the minotaurs has few followers, but those who heed the call gain the ability to smash and confound their foes. The Labyrinth domain grants powers associated with the mazes that minotaurs love and with misleading enemies. The maze is your holy temple, and its winding corridors and deadly traps are the hallmarks of your faith.

LABYRINTH DOMAIN SPELLS

Cleric Level	Spells
1st	<i>alarm, expeditious retreat</i>
3rd	<i>by the light of the moon*</i> , <i>pass without trace</i>
5th	<i>confound senses*</i> , <i>nondetection</i>
7th	<i>dimension door, moon trap*</i>
9th	<i>mislead, passwall</i>

* Described in Chapter 5

First Passage

When you choose this domain at 1st level, you learn the Abyssal language, and you gain proficiency in the Survival skill.

Channel Divinity: Wisdom of the Winding Way

At 2nd level, you can use your Channel Divinity to navigate through unfamiliar terrain. As an action, you present your holy symbol and gain advantage on Wisdom (Survival) checks for 1 hour.

Befuddling Touch

Beginning at 6th level, you can fill a creature's mind with the disorienting feeling of being lost in a maze. Make a melee spell attack against a creature you can see within 5 feet of you. On a hit, the target is incapacitated until the end of its next turn, and when it moves, it moves in a random direction.

Minotaurs and other creatures that can't become lost are immune to this feature. You can use this feature a number of times equal to your proficiency bonus. You regain all expended uses when you finish a long rest.

Divine Strike

At 8th level, you gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 damage of the type dealt by the weapon to the target. When you reach 14th level, the extra damage increases to 2d8.

Banish to the Maze

At 17th level, you can banish one creature you can see within 60 feet of you to an extradimensional labyrinth. The target must succeed on a Wisdom saving throw or be transported to a labyrinthine demiplane. This effect works like the *maze* spell, except it lasts a number of rounds equal to half your cleric level, until you end it as a bonus action, or until the target escapes the maze.

Once you use this feature, you can't use it again until you finish a long rest.

PESTILENT DOMAIN

Pestilence embodies the diseases and vermin that plague civilization—viewed as “bad air,” divine punishments, curses, or even demons lurking within the body to corrupt it from within. Deities with this domain may be both healers and killers, striking the unworthy with afflictions while blessing their flock with health. Deities of any alignment may claim this domain, though the good-aligned ones focus more on ameliorating disease while evil ones prefer to wield pestilence as a weapon. Examples of plague deities in real-world mythology include the Greco-Roman Apollo, the Aztec Chalchiuhtotolin, and the Mesopotamian deities Nergal and Pazuzu.

PESTILENT DOMAIN SPELLS

Cleric Level	Spells
1st	<i>detect poison and disease, inflict wounds</i>
3rd	<i>protection from poison, ray of enfeeblement</i>
5th	<i>feign death, stinking cloud</i>
7th	<i>blight, death ward</i>
9th	<i>contagion, insect plague</i>

Remedies Foul and Fair

When you choose this domain at 1st level, decide whether your remedies cause an affliction or a blessing. Once made, this choice is permanent. You can use an action to touch a creature, including yourself, with an ointment of herbs that smells both foul and sweet. If this is a blessing, the creature has advantage on Constitution saving throws against disease and poison for 1 hour. If this is an affliction, the creature has disadvantage on Constitution saving throws against disease and poison for 1 hour. You can have this affliction or blessing active on only one creature at a time.

Channel Divinity: Mark of the Unclean

Starting at 2nd level, you can use your Channel Divinity to mark those infected with disease or poison, allowing them to more easily be treated, avoided, or purged.

As an action, you brandish your holy symbol and evoke incantations of mercy (or retribution) against plaguebearers and the sickly. Poisoned creatures and creatures suffering a disease within 30 feet of you radiate

a sickly, green aura and have disadvantage on Charisma checks other than Charisma (Intimidation) checks for 10 minutes or until you lose your concentration (as if you were concentrating on a spell). In addition, one of these creatures of your choice also manifests a green sigil of sickness in an obvious location, such as the forehead, for the duration. You have advantage on attack rolls, Wisdom (Medicine) checks, and saving throws against the creature marked with the green sigil.

Manifest Pestilent Spirit

At 6th level, you can force the malevolent energy of a disease or poison to manifest into a fiendish physical form that spreads plague or cures those nearby who are afflicted by it. You intone a prayer of pestilence at a creature you can see within 60 feet of you that is poisoned or suffering a disease. The poisoned condition or disease ends in the target, and a vaguely humanoid embodiment of the disease or poison manifests in an unoccupied space within 5 feet of the target. The pestilence creature's form exhibits characteristics of its affliction. A plague might produce a pestilence creature covered in boils, while a poison might produce a creature with green, oozing flesh.

The pestilence creature is hostile to every creature, including you. The pestilence creature's statistics change based on the saving throw DC of the disease or poison that it represents. If the saving throw DC is 10 or less, the creature uses the statistics of a zombie. If the saving throw DC is 10 to 15, it uses the statistics of a mummy without Dreadful Glare. If the saving throw DC is over 15, it uses the statistics of a water elemental. In all cases, the pestilence creature's Slam or Rotting Fist attack causes the poisoned condition or spreads the disease on a failed Constitution saving throw, using the original disease or poison's saving throw DC. In the case of a pestilence creature using the statistics of a mummy, this disease or poison replaces the mummy rot normally spread through the mummy's Rotting Fist.

If you expend a use of your Channel Divinity when you create the pestilence creature, you can control the creature for up to 1 minute or until you lose your concentration (as if you were concentrating on a spell). The pestilence creature remains until destroyed. If the pestilence creature is destroyed, each creature within 100 feet of it that is poisoned or suffering the disease it represents is no longer poisoned and is cured of that particular disease.

Once you use this feature to manifest a creature with a disease or poison saving throw DC equal to or lower than your spell save DC, you can't do so again until you finish a long rest. Once you use this feature to manifest a creature with a disease or poison saving throw DC higher than your spell save DC, you can't do so again until 3 days have passed.

Divine Strike

At 8th level, you gain the ability to infuse your weapon strikes with corruption and disease. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 necrotic damage to the target. When you reach 14th level, the extra damage increases to 2d8.

Poxcaster

At 17th level, you gain immunity to poison and disease. In addition, you can cast the *contagion* spell once without expending a spell slot. When you do so, you can cast the spell at any creature you can see within 60 feet of you, requiring a ranged spell attack instead. Once you cast *contagion* in this way, you can't do so again until you finish a long rest.

SAINTS DOMAIN

Unlike other domains, the Saint's Domain doesn't focus on association with any particular types of gods. Clerics who adopt this domain—or are unknowingly called to it—dedicate themselves to the protection of others and draw strength from the transcendent love that binds communities together. Such selfless dedication awakens a spark of divinity within an individual, granting them miraculous powers to defend others.

SAINT DOMAIN SPELLS

Cleric Level	Spells
1st	<i>protection from evil and good, shield of faith</i>
3rd	<i>lesser restoration, warding bond</i>
5th	<i>beacon of hope, revivify</i>
7th	<i>guardian of faith, halo of blood and tears*</i>
9th	<i>commune, greater restoration</i>

* Described in **Chapter 5**

Bonus Proficiencies

When you choose this domain at 1st level, you gain proficiency with martial weapons and heavy armor.

Shared Suffering

Also at 1st level, you can divert injuries dealt to your allies by taking on some of their pain. When a friendly creature you can see within 30 feet of you takes damage, you can use your reaction to prevent any amount of that damage. If you do so, you lose hit points equal to the damage prevented, regardless of the type of damage and your resistances or immunities.

You can use this feature a number of times equal to your proficiency bonus. You regain all expended uses when you finish a long rest.

Channel Divinity: Self Sacrifice

Starting at 2nd level, you can expend your vitality to heal your allies or harm your foes. As a bonus action, you present your holy symbol, lose a number of hit points of your choice up to four times your cleric level, and cause one of the following effects.

Heal. One friendly creature you can see within 30 feet of you regains hit points equal to the amount of hit points you lost.

Harm. Make a ranged spell attack against a creature you can see within 60 feet. On a hit, the target takes radiant damage equal to the amount of hit points you lost. If the attack misses, you don't lose the hit points.

Soldier of Sorrow

Beginning at 6th level, your spells become more potent as your body sustains more damage. Whenever you have less than half your hit point maximum, you gain the following benefits:

- When you cast a spell of 1st level or higher that deals damage, the spell deals extra damage equal to your proficiency bonus + the spell's level.
- When you cast a spell of 1st level or higher that restores hit points to a creature other than you, the target regains additional hit points equal to your proficiency bonus + the spell's level.

Divine Strike

At 8th level, you gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 radiant damage to the target. When you reach 14th level, the extra damage increases to 2d8.

Martyr's Shield

Starting at 17th level, your inherent divinity keeps you from dying until your mission is complete. When you are reduced to 0 hit points but not killed outright, you can use your reaction to continue fighting. For 1 minute, having 0 hit points doesn't make you fall unconscious. You must still make death saving throws when you start your turn with 0 hit points, as normal, and you still suffer a death saving throw failure if you take damage while you have 0 hit points, as normal. You don't die from failed death saving throws while this effect is active. When this effect ends, you die only if you still have 0 hit points and failed at least three death saving throws.

Once you use Martyr's Shield, you can't do so again until you finish a long rest.



DRUID CIRCLES

At 2nd level, a druid gains the Druid Circle feature. The following options are available to a druid, in addition to those in the standard rules.

CIRCLE OF SCAVENGERS

Druids from the Circle of Scavengers are drawn to wherever rot, rubble, and death have taken hold. Their magic is deeply rooted in regeneration and the powerful recycling of the natural world. These druids align themselves with carrion birds to enhance their perception and see the value in what has been cast off. They see themselves as cleansers who transform refuse and waste into vital elements to be used again.

While occasionally mistaken for necromancers, the Circle of Scavengers does not seek dominion over death. Instead, their magic hurries along decomposition and rot so that new life can take hold.

Circle Spells

Your connection with nature's scavengers grants you knowledge of certain spells. Your link to these scavengers grants you access to additional spells when you reach certain levels in this class, as shown on the Circle of Scavengers Spells table.

Once you gain access to a circle spell, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If you gain access to a spell that doesn't appear on the druid spell list, the spell is nonetheless a druid spell for you.

CIRCLE OF SCAVENGER SPELLS

Druid Level	Spells
2nd	<i>false life, inflict wounds</i>
3rd	<i>blindness/deafness, protection from poison</i>
5th	<i>fly, speak with dead</i>
7th	<i>blight, freedom of movement</i>
9th	<i>commune with nature, contagion</i>

Halo of Feathers

Starting at 2nd level, as a bonus action, you can expend one use of your Wild Shape feature to surround yourself in a magical aura of black feathers, rather than assuming a beast form. While the aura is active, your body becomes covered in feathers, you appear to be surrounded by dozens of shadowy black birds, and you gain the following benefits:

- **Deathly Countenance.** Each hostile creature that starts its turn within 15 feet of you must succeed on a Wisdom saving throw against your spell save DC or be frightened of you until the end of its next turn. Undead have disadvantage on this saving throw. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Deathly Countenance for the next 24 hours.
- **Decompose.** Whenever you deal damage to a creature within 15 feet of you, you can deal an extra 1d4 necrotic damage to the target. You can deal this extra damage to only one creature each turn, regardless of the number of creatures you damage in a turn. This necrotic damage increases to 1d6 at 6th level, 1d8 at 10th level, and 1d10 at 14th level.

These benefits last for 10 minutes, until you end Halo of Feathers (no action required), or until you use your Wild Shape again.

Winged Affiliation

At 6th level, your magical connection to the carrion birds of the world transforms your physiology. You are immune to disease and the poisoned condition, and you gain darkvision out to a range of 60 feet. If you already have darkvision, its range increases by 30 feet.

In addition, you can use an action to magically extend your awareness to connect to all nearby winged scavengers, learning information about the area within 1 mile of you. The information you obtain is limited to events within the past day that local birds would be capable of noticing, including information about the types of creatures that have passed through the area, the weather in the area, and

other major events, and the information comes to you in brief mental visions from the eyes of local birds. Unless the area contains birds native to the underground or birds captive indoors, you can't learn any information about happenings underground or within buildings in the area.

After you receive this information, you have advantage on Wisdom (Perception) and Wisdom (Survival) checks made within the area until you finish a long rest. Once you use this feature to gather information in this way, you can't do so again until you finish a long rest.

Gleam in the Eye

At 10th level, while your Halo of Feathers is active, you have a pair of black, feathered wings, gaining a flying speed of 30 feet, and you have blindsight out to a range of 15 feet.

Decompose

Starting at 14th level, when a creature fails its saving throw against the Deathly Countenance aspect of your Halo of Feathers, it takes extra necrotic damage equal to twice your proficiency bonus. In addition, if a creature



dies from necrotic damage you deal to it, its body fully decomposes, and it can be restored to life only by means of a *wish* spell.

CIRCLE OF SPIRITS

While many druids tend to the land and the natural world, some druids show concern for the spirits of the land. Druids of the Circle of the Spirits build shrines in the wilderness where they commune with both these spirits and the souls of the departed.

Circle Spells

Your bond with the spirits of nature grants you knowledge of certain spells. Your link to these spirits grants you access to additional spells when you reach certain levels in this class, as shown on the Circle of Spirits Spells table.

Once you gain access to a circle spell, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If you gain access to a spell that doesn't appear on the druid spell list, the spell is nonetheless a druid spell for you.

CIRCLE OF SPIRITS SPELLS

Druid Level	Spells
2nd	<i>detect evil and good, false life</i>
3rd	<i>augury, invisibility</i>
5th	<i>speak with dead, spirit guardians</i>
7th	<i>divination, hallucinatory terrain</i>
9th	<i>antilife shell, scrying</i>

Spirit Guide

Starting at 2nd level, you gain the service of a minor spirit guide. You learn the *find familiar* spell if you don't know it already. You innately know this spell and don't need to prepare it to cast it. You can cast *find familiar* only as a ritual, and it requires no material components. The familiar you call with this spell is your spirit guide.

As long as you and your spirit guide are within 100 feet of each other, the spirit guide can maintain concentration on a druid spell you cast. You must choose whether you or your spirit guide is concentrating on a spell when you cast it, and this decision can't be changed on a subsequent turn. You can still have only one concentration spell in effect at a time; if you concentrate on a different spell or effect, the spirit guide's concentration ends. You can still share your spirit guide's senses and cast spells through it as normal, even if it is maintaining concentration on a spell. If the spirit guide is concentrating on a spell, it makes Constitution saving throws to maintain concentration when it takes damage, not when you take damage.

Spirit Dance

Starting at 6th level, you can use a bonus action to perform a quick dance to channel the power of the spirit

world. The next druid spell you cast within 1 minute is enhanced by the dance. One creature of your choice that makes a saving throw against the spell has disadvantage on the saving throw. Once you enhance a spell in this way, you can't do so again until you finish a short or long rest.

Savior Spirits

At 10th level, the spirits rush to your aid when you're grievously wounded. When you are reduced to 0 hit points but not killed outright, you are reduced to 1 hit point instead. Once you use this feature, you can't use it again until you finish a long rest.

Spirit Walk

When you reach 14th level, you can use an action to dissolve your flesh into ectoplasm. For 1 minute, you gain the following benefits:

- You gain a flying speed equal to your walking speed.
- You have resistance to acid, cold, fire, lightning, and thunder damage and to nonmagical bludgeoning, piercing, and slashing damage.
- You can't be grappled, petrified, knocked prone, or restrained.
- You can move through other creatures and objects as if they were difficult terrain, but you take 1d10 force damage if you end your turn inside an object.

Once you use this feature, you can't use it again until you finish a long rest.

PALADIN SACRED OATHS

At 3rd level, a paladin gains the Sacred Oath feature. The following options are available to a paladin, in addition to those in the standard rules.

OATH OF ANNIHILATION

The Oath of Annihilation is as ancient as the darkness between stars. Paladins who take this oath—sometimes called antipaladins, dark paladins, or death knights—represent the antithesis of the ideal protector knight. They see themselves as divine instruments of reckoning and foretellers of armageddon. Despite their extreme viewpoint and often brutal behavior, they still conduct themselves honorably and expect to be treated with respect. Many who swear this oath are devoted to gods of destruction, chaos, and war.

Tenets of Annihilation

The principles of this oath are simple and emphasize the value of strength above all else.

Extinguish the Weak. An opponent who lacks the strength to prevail in combat must be ushered into the embrace of death.

Maintain the Balance. For life to flourish, there must be destruction. The strong endure; the weak succumb.

Revel in Destruction. All things end. Everyone has only a limited time to experience mortal delights and should revel in them, especially combat and strife.

Embrace the End. Death should not be feared. Since it comes for everyone, be prepared for it at any time.

Oath Spells

You gain oath spells at the paladin levels listed.

OATH OF ANNIHILATION SPELLS

Paladin Level	Spells
3rd	<i>bane, proselytize*</i>
5th	<i>augury, shatter</i>
9th	<i>bestow curse, phantom steed</i>
13th	<i>blight, caustic waste*</i>
17th	<i>contagion, hallow</i>

*Described in Chapter 5

Channel Divinity

When you take this oath at 3rd level, you gain the following two Channel Divinity options. See the Sacred Oath class feature for how Channel Divinity works.

Vow of Ruin. As a bonus action, you can utter a vow of ruination, using your Channel Divinity. For 1 minute, each time you hit an object or Construct, the attack is a critical hit. If your weapon is nonmagical, it becomes a magic weapon with a +1 bonus to attack rolls and damage rolls for the duration.

Wither Foe. As an action, you can present your holy symbol and speak a prayer of damnation, using your Channel Divinity. Choose one creature within 60 feet of you that you can see. That creature must make a Charisma saving throw. On a failed save, it takes necrotic damage equal to your Charisma modifier + your paladin level, and it has disadvantage on saving throws for 1 minute or until it is reduced to 0 hit points.

Aura of Inevitability

Starting at 7th level, you and friendly creatures within 10 feet of you can't be frightened while you are conscious. When you or a friendly creature within 10 feet of you takes damage, the damage is reduced by an amount equal to your Charisma modifier (minimum of 1). At 18th level, the range of this aura increases to 30 feet.

Annihilating Smite

Starting at 15th level, your smites are powerful enough to bring your foes to their knees. When you use your Divine Smite against a creature that is Large or smaller, the creature must succeed on a Strength saving throw against your spell save DC or be knocked prone.

Harbinger of the End

At 20th level, you can use an action to assume the form of a harbinger of the apocalypse. Your appearance alters in some frightening way of your choosing. For example, your skin could take on the texture of broken stone and magma, your hair could become flames, or you could sprout demonic horns and a tail. For 1 minute, you gain the following benefits:

- When you reduce a creature to 0 hit points, you regain 20 hit points.
- Creatures don't have resistance to the damage you deal, even if they normally have such resistance. A creature can still be immune to the damage you deal.
- Each creature of CR 10 or lower that starts its turn within 15 feet of you is frightened of you.

Once you use this feature, you can't use it again until you finish a long rest.

OATH OF THE SPELLSWORN

Paladins who dedicate themselves to the Oath of the Spellsworn train to defend spellcasting allies in the heat of battle. They attune to arcane energies to increase the capabilities of those they are sworn to protect and efficiently eliminate enemy magicians who interfere with their charge's capabilities.

Tenets of the Spellsworn

This oath binds a paladin to the role of guardian—not just to physically defend the spellcasters they fight beside, but also to ward against the psychic temptations that magical power brings.

Hold the Line. Safeguard your fellows so they might live to fight another day. Be the first and last barrier to your foes.

Constant Vigilance. Power is a corrupting force that can poison any who wield it. Guard those with such abilities, especially from themselves.

Maintain the Balance. Punish those who use magic for evil purposes. Wrest back natural order from those who would subvert it.

Oath Spells

You gain oath spells at the paladin levels listed.

OATH OF THE SPELLSWORN SPELLS

Paladin Level	Spells
3rd	<i>detect magic, sanctuary</i>
5th	<i>lesser restoration, see invisibility</i>
9th	<i>dispel magic, remove curse</i>
13th	<i>banishment, freedom of movement</i>
17th	<i>dispel evil and good, greater restoration</i>

Channel Divinity

When you take this oath at 3rd level, you gain the following two Channel Divinity options.

Arcane Tether. As a bonus action, you create a magical bond between yourself and one creature you can see within 30 feet of you, using your Channel Divinity. For 1 minute, whenever the target attempts—or would be forced—to move or teleport more than 30 feet away from you, you can force the target to make a Charisma saving throw (no action required by you). On a success, the creature moves as intended. On a failure, the target can't leave its current space through mundane or magical means until the end of your next turn. The target can choose to fail this saving throw.

Spell Breaker. When you hit a target with a weapon attack as part of the Attack action, you can expend one use of Channel Divinity to end one spell affecting the target. If the target is under the effects of multiple spells, the lowest level spell ends. In the event of a tie, you decide which spell ends.

Aura of Focus

Starting at 7th level, each friendly creature within 10 feet of you automatically succeeds on Constitution saving throws that it makes to maintain concentration on a spell when it takes damage, and each hostile creature within 10 feet of you has disadvantage on Constitution saving throws that it makes to maintain concentration on a spell when it takes damage. This aura is active only while you are conscious.

At 18th level, the range of this aura increases to 30 feet.

Spell Shredder

At 15th level, you can bolster your allies against the arcane. Whenever you or a friendly creature you can see within 30 feet of you fails a saving throw against a spell or other magical effect, you can use your reaction to cause them to succeed instead. If the source of the triggering effect is a creature, it takes 1d12 force damage. You can use this feature a number of times equal to your proficiency bonus. You regain all expended uses when you finish a long rest.



Arcane Bulwark

At 20th level, you can assume the form of an arcane bulwark, cloaking yourself in a shield of raw magic power. As an action, you undergo a transformation. For 1 minute, you gain the following benefits:

- You have advantage on saving throws against spells and other magical effects.
- You have resistance to all types of magical damage.
- When you succeed on a saving throw against a spell, or when a spell attack misses you, you can choose another creature, including the spellcaster, you can see within 60 feet of you. The spell targets the chosen creature instead of you. If the spell forced a saving throw, the chosen creature makes its own saving throw. If the spell was an attack, the attacker makes a new attack roll against the chosen creature.

Once you use this feature, you can't use it again until you finish a long rest.

SORCEROUS ORIGINS

At 1st level, a sorcerer gains the Sorcerous Origin feature. The following options are available to a sorcerer, in addition to those in the standard rules.

DOOMRIDDEN

Through dream, vision, hallucination, or study of esoterica, you have seen the end of all things. The doom at the end of world has revealed itself to you, and it now powers your innate magical abilities. For some doomridden sorcerers, the end comes as a firestorm, for others, a storm of thunder and pestilence consumes everything. Some of these sorcerers have seen the end of things at the hands of a deity or powerful being.

Doomridden sorcerers must find their way in a world they are convinced will end. For many, this draws them to a life of adventuring, where they may quest to stop—or spur on—the arrival of the apocalypse.

Doomridden Magic

Starting at 1st level, you learn additional spells when you reach certain levels in this class, as shown on the Doomridden Spells table. Each of these spells counts as a sorcerer spell for you, but it doesn't count against the number of sorcerer spells you know.

Whenever you gain a sorcerer level, you can replace one spell you gained from this feature with another spell of the same level. The new spell must be a divination or necromancy spell from the sorcerer, warlock, or wizard spell list.

DOOMRIDDEN SPELLS

Sorcerer Level	Spells
1st	<i>brimstone*</i> , <i>proselytize*</i>
3rd	<i>augury</i> , <i>blindness/deafness</i>
5th	<i>bestow curse</i> , <i>glimpse the end*</i>
7th	<i>blight</i> , <i>servant of doom*</i>
9th	<i>contagion</i> , <i>insect plague</i>

*Described in Chapter 5

Calamitous

Starting at 1st level, choose one of the following facets of the apocalypse that fuels your power. You can't choose more than one facet of the apocalypse, and your choice determines aspects of the features you gain as you gain levels in this class.

Fire and Smoke. You can use a bonus action to summon a fiery doom that lasts 1 minute. For the duration, your eyes flicker as though reflecting a roaring fire. When you first activate the doom and at the start of each of your



subsequent turns while the doom is active (no action required), you can pronounce fiery doom on one creature you can see within 60 feet of you. The first time you deal damage to that creature before the start of your next turn, the creature takes extra fire damage equal to your proficiency bonus. Once you activate this feature, you can't do so again until you finish a short or long rest.

Wails and Boils. You can use a bonus action to summon a pox-ridden doom that lasts 1 minute. For the duration, you are surrounded by faint whispers and cries of pain and grief, audible to creatures within 10 feet of you. When you first activate the doom and at the start of each of your subsequent turns while the doom is active (no action required), you can pronounce pox-ridden doom on one creature you can see within 60 feet of you. That creature subtracts an amount equal to your proficiency bonus from the next attack roll it makes against one creature of your choice within 60 feet of you (which can include yourself) before the start of your next turn. Once you activate this feature, you can't do so again until you finish a short or long rest.

Judgment. You can use a bonus action to summon a judging doom that lasts 1 minute. For the duration, your hands emit soft, red light. When you first activate the doom and at the start of each of your subsequent turns while the doom is active (no action required), you can pronounce a judging doom on one creature you can see within 60 feet of you until the start of your next turn. If that creature fails a saving throw against a spell you cast this turn, it is also frightened of you until the start of your next turn. Once you activate this feature, you can't do so again until you finish a short or long rest.

Disastrous

At 6th level, your connection to the end of all things grows, enhancing your chosen facet of the apocalypse.

Fire and Smoke. When you target a creature with your pronouncement of fiery doom, it must succeed on a Dexterity saving throw against your spell save DC or be engulfed in smoke and be blinded until the start of your next turn.

Wails and Boils. When you target a creature with your pronouncement of pox-ridden doom, it must succeed on a Constitution saving throw against your spell save DC or be riddled with pus-filled boils and be poisoned until the start of your next turn.

Judgment. When you target a creature with your pronouncement of judging doom, it must succeed on a Charisma saving throw against your spell save DC or have its speed reduced to 0 until the start of your next turn as divine judgment stops it in its tracks.

Cataclysmic

Starting at 14th level, whenever you pronounce doom on a creature, you can expend a number of sorcery points up to your proficiency bonus. If you do, your pronouncement of doom can affect a number of additional creatures equal to that amount. In addition, if you have already activated your doom, you can spend 5 sorcery points to activate it again.

Apocalyptic

At 18th level, while your chosen doom is active, you can channel your apocalyptic essence into a nightmarish manifestation. Once you use this action, you can't use it again until you finish a long rest, unless you spend 7 sorcery points to use it again.

Fire and Smoke. While this doom is active, you can use an action to emit a blast of apocalyptic fire. Each hostile creature within 15 feet of you must make a Dexterity saving throw against your spell save DC. On a failure, a creature takes 6d8 fire damage immediately, and it takes 3d8 fire damage at the start of its next turn. On a success, a creature takes half the fire damage immediately and no additional fire damage at the start of its next turn.

Wails and Boils. While this doom is active, you can use an action to send the wails and cries surrounding you outward in a sickening cacophony. Each creature within

15 feet of you must make a Constitution saving throw against your spell save DC. On a failure, a creature takes 6d8 poison damage and is poisoned and deafened for 1 minute. On a success, a creature takes half the damage and isn't poisoned or deafened. A poisoned and deafened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Judgment. While this doom is active, you can use an action to call down divine judgment on nearby creatures. Choose a number of creatures you can see within 30 feet of you equal to your proficiency bonus. Each target must make a Charisma saving throw against your spell save DC. On a failure, a creature takes 5d8 radiant damage and is stunned until the end of its next turn. On a success, a creature takes half the damage and isn't stunned.

SHADOW BLOODLINE

In the distant past, your ancestors were touched by shadow magic, and it has left its mark on your family bloodline. Your magic comes from a place drained of color, where light fights a losing battle against the relentless encroachment of darkness.

It always acts a bit differently from the magic of other spellcasters. Your magical fire burns with a deep purple flame that sheds little light but casts inky shadows. The influence of shadow magic can be seen in every manifestation of your work, whether it takes the form of shadowy bonds tightening around the target of a *hold person* spell or the shadows that swirl like storm clouds inside your *dimension door*.

Shadow Magic

Starting at 1st level, you learn additional spells when you reach certain levels in this class, as shown on the Shadow Spells table. Each of these spells counts as a sorcerer spell for you, but it doesn't count against the number of sorcerer spells you know.

Whenever you gain a sorcerer level, you can replace one spell you gained from this feature with another spell of the same level. The new spell must be a conjuration or illusion spell from the sorcerer, warlock, or wizard spell list.

SHADOW SPELLS

Sorcerer Level	Spells
1st	<i>black ribbons*</i> , <i>cloak of shadow*</i>
3rd	<i>darkbolt*</i> , <i>darkness</i>
5th	<i>fear</i> , <i>legion*</i>
7th	<i>hide in one's shadow*</i> , <i>shadow monsters*</i>
9th	<i>dark dementing*</i> , <i>mislead</i>

*Described in Chapter 5

Eyes of Shadow

When you choose this origin at 1st level, you gain darkvision out to a range of 60 feet. Within that range, you can see in magical darkness as if it were dim light.

In addition, you can use a bonus action to gaze at one creature you can see within 60 feet of you, marking it with darkness. The target must succeed on a Charisma saving throw against your spell save DC or have disadvantage on the next ability check or attack roll it makes that requires sight. You can gaze at a creature in this way a number of times equal to your proficiency bonus. You regain all expended uses when you finish a long rest.

Dark Illusions

Starting at 6th level, you have advantage on saving throws against spells of the illusion school and magic that creates illusions, and you have advantage on Intelligence (Investigation) checks to discern illusions for what they are. In addition, you can expend 2 sorcery points to cast the *blur* or *mirror image* spell without expending a spell slot.

Passage Through the Dark

At 14th level, you can traverse between patches of darkness. While in an area of dim light or darkness, you can expend 4 sorcery points and use 5 feet of movement to magically step inside the shadows surrounding you, temporarily disappearing, and instantly know the location of all other areas of dim light and darkness within 200 feet of you that are large enough to cover you.

As part of the move used to enter the shadows, you can either pass into one of those areas of dim light or darkness you sense or step out of the shadows you're in. You appear in an unoccupied space of your choice in the destination area of dim light or darkness, using another 5 feet of movement. If you don't have 5 feet of movement to appear at the destination, you appear in the space you occupied before you magically stepped into the shadows instead. You can't end your turn magically inside of the shadows.

Tainted Shadows

Beginning at 18th level, you can use an action to radiate an aura of shadow for 1 minute. Bright light within 15 feet of you becomes dim light, and dim light within 15 feet of you becomes darkness. In addition, a hostile creature that starts its turn within 15 feet of you while the aura is active takes necrotic damage equal to your proficiency bonus and must succeed on a Wisdom saving throw against your spell save DC or become frightened of you until the start of its next turn. Once you use this feature, you can't use it again until you finish a long rest, unless you spend 6 sorcery points.

WARLOCK OTHERWORLDLY PATRONS

At 1st level, a warlock gains the Otherworldly Patron feature. The following options are available to a warlock, in addition to those in the standard rules.

SWARM PATRON

You have made a pact with a powerful and sentient being who appears as a swarm of tiny creatures. Your patron has gifted you some of the defenses of swarms in exchange for your service. You are set upon the world to grow and spread the influence of this roiling sentient mass. It speaks to you through the clicks of chitinous legs, the squeaks of hidden vermin, and susurrations of wings flapping unseen in the treetops. An extension of your patron's will, you are made of multitudes and pass through the barriers of adventuring on countless skittering legs.

Expanded Spell List

Your connection to swarms and your patron lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

SWARM EXPANDED SPELLS

Spell Level	Spells
1st	<i>feather fall</i> , <i>jump</i>
2nd	<i>conjure vermin</i> *, <i>poisonous flesh</i> *
3rd	<i>cloak of vermin</i> *, <i>plague walk</i> *
4th	<i>aura of filth</i> *, <i>giant insect</i>
5th	<i>contagion</i> , <i>insect plague</i>

*Described in Chapter 5

Gather the Swarm

At 1st level, your patron grants you some of the defenses of a swarm. You can use a bonus action to transform into a swarm-like version of yourself. You still wear and can use your equipment, but your body appears to be a mass of writhing insects, vermin, or similar Tiny creatures of the kind that comprise your patron. This effect lasts for 1 minute, until you dismiss it as a bonus action, or until you are incapacitated. If this effect ends while you occupy the space of another creature, you are pushed harmlessly to an unoccupied space within 5 feet of the creature. While in your swarm form, you gain the following benefits:

- **Creeping Swarm.** You can occupy another creature's space and vice versa.
- **Flowing Swarm.** You can move through any opening large enough for a Tiny creature of the kind comprising your patron. Any equipment you are wearing or carrying that is too large for the opening doesn't move through the opening with you.

- **Hungry Swarm.** If you are occupying another creature's space at the start of your turn, you can use a bonus action to force it to make a Dexterity saving throw against your spell save DC. On a failure, the creature takes 1d4 piercing damage or poison damage (your choice). This damage increases by 1d4 when you reach 5th (2d4), 11th (3d4), and 17th level (4d4).

Once you use this feature, you can't use it again until you finish a short or long rest.

Indomitable Swarm

Starting at 6th level, you have advantage on ability checks and saving throws made against being grappled, restrained, and stunned, and while in your swarm form, you have immunity to these conditions. In addition, creatures in your space while you are in your swarm form have disadvantage on Constitution saving throws made to maintain concentration on a spell.

Feed the Swarm

Starting at 10th level, when you deal piercing or poison damage to a creature with the Hungry Swarm aspect of your swarm form, you regain hit points equal to the damage dealt. This feature can restore you to no more than half your hit point maximum.

Overwhelm

At 14th level, when you take on your swarm form, you can choose to become a condensed swarm of hundreds more Tiny creatures, or you can choose to become a Large swarm, occupying the space a Large creature would occupy. While in a condensed swarm form, you have resistance to bludgeoning, piercing, and slashing damage. While in a Large swarm form, you can choose to target any number of creatures in your space with your Hungry Swarm, and each target must make the saving throw, taking damage on a failure, as normal.

OCEAN LORD PATRON

You have made a pact with a powerful ocean-dwelling entity whose magic bolsters and transforms you. Though most powerful in water, your patron has provided you with the ability to bring the ocean to any environment. You commune with your patron wherever saltwater pools and listen to its wishes in the gurgling bubbles of the deep. Serve your patron well, and it will grant you the power to become an unstoppable aquatic force.

Expanded Spell List

The Ocean Lord lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.



OCEAN LORD EXPANDED SPELLS

Spell Level	Spells
1st	<i>create or destroy water, thunderwave</i>
2nd	<i>conjure ferryman*</i> , <i>gust of wind</i>
3rd	<i>miniature hurricane*</i> , <i>water walk</i>
4th	<i>control water, windblown*</i>
5th	<i>conjure elemental, enshroud*</i>

*Described in Chapter 5

Oceanic Blessing

At 1st level, your patron enhances your physical body with elements of the ocean. You gain a swimming speed of 30 feet, and you can breathe underwater. When you finish a long rest, choose which of the following oceanic blessings to accept from your patron. You can have only one blessing at a time. The blessing lasts until you finish a long rest.

Barnacles. Barnacles cover your skin in a protective layer. While you are not wearing any armor, your Armor Class equals 10 + your Dexterity modifier + your Charisma modifier. You can use a shield and still gain this benefit.

Fins. Fins grow along your legs, arms, and spine, and webbing grows between your fingers and toes. Your swimming speed increases by 30 feet, and you have advantage on Strength (Athletics) and Dexterity (Acrobatics) checks while swimming.

Tentacular Limb. A tentacular limb sprouts from a location of your choice on your torso. As a bonus action, you can make the tentacular limb lash out a creature within 5 feet of you. Make a melee spell attack. On a hit, the limb deals 1d6 bludgeoning damage to the target. The limb can hold objects weighing up to 10 pounds, but you can't wield weapons or shields with it. You have a measure of control over the limb's finer movements, allowing you to perform minor tasks that require manual precision, such as using a tool or performing the somatic components of a spell.

Poisonous Spines. Poisonous spines jut out from your skin. When a creature hits you with a melee attack while within 5 feet of you, it must succeed on a Dexterity saving throw against your spell save DC or take 2 (1d4) poison damage and be poisoned until the end of its next turn.

Waverider

Starting at 6th level, you can summon a magical wave of water to carry you safely across land and water. You can use a bonus action to create a wave of water beneath you that transports you to an unoccupied space you can see within 30 feet of you. This movement doesn't provoke opportunity attacks. The wave can carry you along any horizontal surface with an angle of no higher than 45 degrees, including liquid surfaces, and the wave ignores difficult terrain and protects you from damaging terrain. The wave disappears afterwards, depositing you on the surface at the destination, regardless if the surface is solid, liquid, dangerous, or difficult terrain.

Alternatively, if you spend 10 minutes conjuring this magical wave, you can make it large enough to hold yourself and a number of willing creatures of your choice equal to your proficiency bonus. Each chosen creature must be within 10 feet of you at the end of the 10 minutes to be transported by this wave. A wave conjured in this way has a speed of 240 feet and lasts for 1 hour, until you dismiss it as a bonus action, or until you are incapacitated. This wave otherwise works the same as your personal wave, transporting you and your allies safely across any surface and ignoring the effects of difficult and damaging terrain.

You can conjure a magical wave (of either type) a number of times equal to your proficiency bonus. You regain all expended uses when you finish a long rest.

Enhanced Blessing

At 10th level, your connection to your patron strengthens, enhancing your oceanic blessing. When you finish a long rest and choose an oceanic blessing, you gain the chosen blessing's normal effects and that blessing's enhanced effects, which are detailed as follows:

Barnacles. While you have this blessing, you have resistance to cold damage. As a bonus action, you can reinforce your barnacles for 1 hour. While your barnacles are reinforced, you have resistance to bludgeoning, piercing, and slashing damage. Once you reinforce your barnacles, you can't do so again until you finish a long rest.

Fins. While you have this blessing and are in a body of water, you can take the Dash action as a bonus action on your turn. As an action, you can share some of your patron's power with your allies. Each friendly creature of your choice within 30 feet of you gains a swimming speed of 30 feet and can breathe underwater for 8 hours. Once you have shared your patron's power in this way, you can't do so again until you finish a long rest.

Tentacular Limb. While you have this blessing, your tentacular limb now deals an extra 1d6 cold damage on a hit. As an action, you can force your tentacular limb to enlarge for 1 hour. While the tentacular limb is enlarged in this way, you can use it to attack any creature you can see within 15 feet of you. In addition to the damage the limb deals on a hit, it now also automatically grapples any Large or smaller creature hit by it. The escape DC for this grapple is equal to your spell save DC. Your tentacular limb can have only one creature grappled at a time, and you can't make attacks with the limb while it is grappling a creature. Once you have enlarged your tentacular limb in this way, you can't do so again until you finish a long rest.

Poisonous Spines. While you have this blessing, you have resistance to poison damage and can't be poisoned. As a bonus action, you can amplify the poison in your spines for 1 hour. While your poison is amplified, creatures that normally have resistance to poison damage or immunity to the poisoned condition don't have that resistance or immunity to the poison of your spines. You have advantage on attack rolls against creatures poisoned by your spines, and creatures poisoned by your spines have disadvantage on saving throws against your spells. Once you have amplified your poison in this way, you can't do so again until you finish a long rest.

Avatar of the Depths

At 14th level, you can use an action to transform into an avatar of your patron, dripping with saltwater and covered in sea plants and tiny ocean-dwelling animals as if you just stepped out of the ocean depths. You can transform as a bonus action, and the transformation lasts for 1 minute, until you dismiss it as a bonus action, or until you are incapacitated. While transformed, you gain two oceanic blessings of your choice, including their enhanced versions. When this effect ends, you choose which blessing remains active, and only that blessing's activated enhanced effect remains active, if you activated it while transformed. You also gain the following additional benefits while transformed:

- You gain temporary hit points equal to twice your warlock level.
- Your attacks deal double damage to objects and structures.
- Your swimming speed and walking speed are doubled.

Once you use this feature, you can't use it again until you finish a long rest.

WIZARD ARCANE TRADITIONS

At 2nd level, a wizard gains the Arcane Tradition feature. The following options are available to a wizard, in addition to the options in the standard rules.

DOOMSAYER

Any fool can learn to hurl a fireball, but only a master of the apocalypse can open a black hole. Wizards who specialize in such apocalyptic magic call themselves doomsayers. Some doomsayers use their terrible power to amass a conquering army; others seek to become a force of darkness and to reshape the world according to their own vision.

Doom Savant

Beginning when you select this specialty at 2nd level, the gold and time you must spend to copy a spell that is part of the doom style of magic (see Chapter 2) into your spellbook is halved.

Wicked Presence

At 2nd level, you gain the ability to instill a sense of impending doom in creatures who witness your power. When a spell you cast of 1st level or higher reduces a creature to 0 hit points, you can use a bonus action to terrify those nearby. Choose a number of creatures within 30 feet of that creature equal to your proficiency bonus. Each target must succeed on a Wisdom saving throw against your spell save DC or become frightened of you for 1 minute. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Once you use this feature, you can't use it again until you finish a short or long rest.

Terrible Power

Starting at 6th level, your critical hits with spells have reverberating effects on their victims. Whenever you score a critical hit with a spell attack, choose one of the following effects for each target of the spell attack:

- The target must succeed on a Wisdom saving throw against your spell save DC or become frightened of you until the end of its next turn.
- The target must succeed on a Constitution saving throw against your spell save DC or become poisoned until the end of its next turn.

Merciless Onslaught

Starting at 10th level, you have advantage on spell attack rolls against creatures that are frightened or poisoned.

Power from Darkness

At 14th level, your spell attacks score a critical hit on a roll of 19 or 20.

FEY MAGE

Wizards who study fey magic call themselves fey mages and specialize in enchantment and illusion spells. They are commonly recruited by fey courts to spy on rivals or cajole information out of a reticent source. These wizards excel at creating friends and allies (by magical or mundane means), allowing them into places and circumstances others could not enter.

Wild Nights

When you choose this tradition at 2nd level, you no longer require sleep. You need only 4 hours of light activity to gain the benefits of a long rest, and each friendly creature that finishes a long rest within 30 feet of you, including yourself, reduces its exhaustion level by an additional amount equal to half your proficiency bonus at the end of a long rest. A creature can gain this benefit only if it spent at least half its long rest within 30 feet of you.

Student of Fey Magics

Starting at 2nd level, you can enhance one enchantment or illusion spell of 1st level or higher that you cast. The spell is cast as if you expended a spell slot one level higher.



than the spell slot you expended. You can enhance a spell in this way a number of times equal to your proficiency bonus. You regain all expended uses when you finish a long rest.

Feybound Sleep

At 6th level, when you cast a spell of 1st level or higher, you can use your reaction to cause one creature that failed its saving throw against the spell to fall into a deep slumber. The target must succeed on a Wisdom saving throw against your spell save DC or fall unconscious until the end of its next turn. Damage doesn't awaken the unconscious target. You can use this feature a number of times equal to your proficiency bonus. You regain all expended uses when you finish a long rest.

Guile of the Fey

At 10th level, illusion spells you cast require only somatic components. In addition, creatures have disadvantage on Intelligence (Investigation) checks to discern your illusion spells for what they are.

Master of Fey Magics

At 14th level, when you use your Student of Fey Magics feature, you can expend two uses of it to increase the spell's level by an additional level (to a maximum of 9th), or you can double the duration of the spell.

VRIL CASTER

Few wizards have heard of the ancient practice of vril casting, and even fewer have sought to master the strange and dangerous techniques necessary to use it. Those who dedicate themselves to the study of vril casting are driven to understand and manipulate the fundamental nature of magic, often putting their own lives at risk in the process.

WHAT IS VRIL?

Vril is the mysterious, primal force that makes up the underlying elements of arcane energy. First harnessed by antediluvian cultures and focused through vril staves and hollow rods, this raw magical power once allowed mighty arcanists to empower their spells beyond mortal limitations. Though rarely studied, vril flows through the veins of all those capable of wielding arcane power—whether they realize it or not.



Vril Vitality

When you choose this tradition at 2nd level, you learn how to channel unspent magical energy into vitality. When you finish a long rest, you regain additional spent Hit Dice equal to half the number of unspent spell slots you had before finishing the long rest, up to your total Hit Dice (minimum of one Hit Die). For example, if you are a 6th-level wizard and cast three 1st-level spells, two 2nd-level spells, and two 3rd-level spells before the end of your long rest, you have three unspent spell slots (one 1st-level, one 2nd-level, and one 3rd-level), which means you regain four expended Hit Dice at the end of the long rest: three from your normal Hit Dice recovery for being 6th level and one from Vril Vitality.

Vril Transfer

At 2nd level, your mastery over the basic principles of vril allows you to transfer arcane energy in various ways.

Channel Health. Your mastery over the vril that flows through your veins allows you to convert your own life force into raw arcane power. As a bonus action, you can expend Hit Dice to recover an expended spell slot. When you do so, expend a number of Hit Dice equal to the level of the spell slot you are attempting to recover. Roll the expended Hit Dice and add your Constitution modifier to the roll. You immediately lose hit points equal to the total

and your hit point maximum is reduced by that amount until you finish a long rest. If you have at least 1 hit point remaining after losing these hit points, you successfully recover the spell slot.

Restore Charges. Your mastery over the flow of vril now allows you control over the energy of magic items. As an action, you can expend a spell slot to restore charges to a magic item you are touching. When you do so, the magic item regains expended charges equal to the level of the spell slot expended, up to the item's maximum number of charges. This feature can't restore charges to items that don't have charges, such as a *ring of feather falling*, and it can't restore charges to items that are consumed or cease to be magical once all their charges or uses are expended, such as the *gem of brightness* or *restorative ointment*.

Absorption

At 6th level, your precise control over vril allows you to absorb the power of others to enhance your own. Whenever you take damage from a spell or magical effect that isn't bludgeoning, piercing, or slashing, you take the damage as normal, and you can use your reaction to absorb some of the effect's magical energy. When you do so, make a Constitution saving throw. The DC equals 10 or half the damage you took, whichever number is higher.

On a success, you store that magical energy within your blood for 1 minute. Before the duration ends, you can expend this stored energy (no action required) to enhance one spell of 1st level or higher that you cast. The enhanced spell is cast as if you expended a spell slot one level higher than the spell slot you expended.

You can absorb magical energy in this way a number of times equal to your proficiency bonus. You regain all expended uses when you finish a long rest.

Overload

Starting at 10th level, your ability to channel your life force into raw arcane power grows. When you deal damage to a creature with a wizard spell, you can expend one or more of your Hit Dice. Roll the expended Hit Dice and add your Constitution modifier to the roll. The creature takes extra force damage equal to the total. If more than one creature takes damage from the spell you cast, you choose which creature takes this extra damage.

Suppress

At 14th level, you can use an action to suppress the vril energy of one creature or magic item you can see. The suppression lasts 1 minute, until you lose concentration on it (as if you were concentrating on a spell), or until you can no longer see the target.

If the suppressed target is a creature, each time it attempts to cast a spell or use a magical effect while suppressed, it must make a Constitution saving throw against your spell save DC. On a success, the spell or effect happens normally. On a failure, the spell or effect doesn't

happen, and the creature loses the spell slot or effect's use, if the effect's use is limited.

If the suppressed target is a magic item, it functions as a nonmagical item of its type for the duration of your suppression. This effect otherwise works like the magic items aspect of the *antimagic field* spell.

BACKGROUNDS

From those born under auspicious cosmic events to physicians tending plague victims, this section contains new backgrounds for a variety of characters.

COMETBORN

Cometborn are individuals born under the passing of a comet. The event magically changed them, instilling in them memories from before they were born. These memories are fragments of various events and people that existed in the world in some of the previous times the comet passed overhead. Cometborn are aware these memories are not their own but find comfort in the memories nonetheless. They often turn to these memories in times of stress or uncertainty, seeking—and often finding—answers to their current plight. This connection to the past makes cometborn seem “wise beyond their years” and leads many to lives of historical study or to advisory roles among their peers. This connection also gives cometborn an innate sense of people, able to read others and easily detect patterns in behavior.

Skill Proficiencies: History, Insight

Tool Proficiencies: One type of artisan's tools or one type of musical instrument

Languages: Primordial and one other language of your choice

Equipment: A shard from a meteorite or other cosmic object, a set of artisan's tools or a musical instrument (one of your choice), a set of common clothes, and a pouch with 5 gp

FEATURE: FRAGMENTS OF THE PAST

Memories of the past fill your mind, always within easy reach should you need them. Whenever you face a difficult decision or great uncertainty, you can look to these memories for an answer. The answer might come in short flashes or glimpses into a similar situation viewed or experienced by someone in the past, but the answer is never a clear direction for the decision you must make. The memories provide you with a sensation of hope, foreboding, tranquility, despair, joy, indifference, or similar emotion around your planned course of action, hinting that the plan might lead to positive, negative, positive and negative, or neutral results. You can consult your ancient memories in this way no more than once every 24 hours.

SUGGESTED CHARACTERISTICS

The memory fragments in the cometborn's mind often leave them feeling apart from those around them, as they know and understand things they shouldn't or that others take years to learn. As a result, some cometborn tend toward being charismatic and gregarious, overcompensating for any awkwardness they feel they might exhibit, while others become paranoid and reclusive, shutting themselves off from others to avoid being hurt.

d8 Personality Trait

- 1 I am outgoing and charming. I always know just what you need to hear.
- 2 I worry those around me will see I am somehow different.
- 3 I plot and plan incessantly, past memories of a tragedy that befell unprepared people haunting me.
- 4 I am prone to feeling sentimental and wistful at inopportune times.
- 5 I am obsessed with the stars and heavenly bodies. I sometimes forgo sleep to watch the night sky.
- 6 I only speak when necessary. My words are calculated.
- 7 I am secretive about both meaningful and mundane things.
- 8 I cannot shake the feeling of being an outsider, even when surrounded by sincere friends and loving family.

d6 Ideal

- 1 **Knowledge.** Learning and gaining knowledge is always useful. Gathering information is its own reward. (Any)
- 2 **Secrets.** I love learning and keeping secrets. You can trust me with anything. (Any)
- 3 **Connection.** We so rarely see one another for who we are. We should treasure those who are trustworthy. (Good)
- 4 **Truth.** The greatest gift you can receive is the truth. The challenge is to know who is worthy. (Lawful)
- 5 **Control.** I love using my talents to manipulate others. I derive joy from controlling those around me. (Evil)
- 6 **Deception.** No armor protects like a thick pack of lies. (Chaotic)

d6 Bond

- 1 I will learn the truth about some past event hinted at in my memories and what it means.
- 2 I will find others who are like me.
- 3 I will obtain the secrets of powerful figures and use them to my advantage.
- 4 One day, I will return home and tell my family the truth about my ancient memories.
- 5 I will find the astronomer who visited me as a child—they knew I was cometborn.
- 6 I will travel the stars and find the comet that crossed my birth. When I do, I will destroy it.



d6 Flaw

- 1 I make friends slowly and struggle to trust them.
- 2 I often lie about inconsequential things.
- 3 I sometimes drive people away by overanalyzing their motivations and behaviors.
- 4 A lifetime of seeing, hearing, and feeling fragments of memories of others has left me unsure who I really am. This often results in inconsistent behavior and choices.
- 5 My ability to read people leads me to treat relationships like games.
- 6 Every so often, I leave everything behind and start anew.

CURIO COLLECTOR

Curio collectors are obsessed with collecting alchemical ingredients, spell components, and other small oddities. They travel the world in search of the rarest of these to add to their collections. Not all curio collectors are spellcasters, though many are. They might be caring and generous community leaders who want to facilitate magic in their community or quiet and withdrawn owners of a curio shop stuffed with oddities both practical and decorative. The curio collector is always proud of their collections and is usually willing to show and maybe even share with those who take an interest.

Skill Proficiencies: Arcana, Survival

Tool Proficiencies: Alchemist's supplies, cartographer's tools

Equipment: A set of alchemist's supplies or a set of cartographer's tools (one of your choice), a notebook filled with ingredients and oddities you've collected or studied over the years, two over-the-shoulder belts with twenty small, leather pouches each, a set of common clothes, 10 gp worth of alchemical ingredients or spell components, and a belt pouch containing 5 gp

FEATURE: TRASH IS TREASURE

You have spent years memorizing alchemical ingredients, spell components, and other hard-to-find ingredients and oddities under the tutelage of another collector or in the learned halls of an academy. You immediately recognize when an object you perceive or handle is an ingredient or component for something, though you might not recall its exact application without further study. You also have a general idea of its value in the markets where it would be most desired, estimating a value within 15 percent of the object's actual value in those markets.

SUGGESTED CHARACTERISTICS

Curio collectors are obsessive, detail-oriented individuals who are highly motivated to complete their collections. They enjoy the hunt for rare ingredients and components and take great care to maintain the object's quality when collecting it. They might take risks to ensure the talon of some monstrous foe remains intact even as they work to defeat it. Curio collectors tend to have an excellent memory and are often able to recall details, especially about ingredients and their sources, that others might not.

d8 Personality Trait

- 1 My enthusiasm for life is infectious.
- 2 I remember nearly every word certain people have spoken to me.
- 3 I am single-minded and cannot easily be distracted.
- 4 I am sincere and earnest. You know where you stand with me.
- 5 I take pride in displaying my collections to the public.
- 6 I am always a little unkempt.
- 7 I am happiest organizing my collections.
- 8 I am often as thrilled by the hunt for rare oddities as I am tucking them safely into a pouch.

d6 Ideal

- 1 **Completionism.** I finish tasks and leave no loose threads. I love lists and drawers. (Any)
- 2 **Resourcefulness.** Show me a mound of junk and I'll show you all the spells and potions it can be used to create. (Any)
- 3 **Generosity.** I love to show and share my collections with others. My knowledge is meant for the world. (Good)
- 4 **Respect.** Every object has its place. Even the lowliest length of jute deserves respect. (Lawful)
- 5 **Greed.** I do not care who gets hurt; completing my collections trumps the wellbeing of others. (Evil)
- 6 **Persistence.** I take ill-advised risks to complete my collections. (Chaotic)

d6 Bond

- 1 I will recover the spell components a warlord stole before they burned my village.
- 2 There are 715 types of birds in this region. I will collect feathers from each one.
- 3 The academy where I studied magic has tasked me with fulfilling an order of very rare alchemical ingredients and spell components. I will not fail them.
- 4 I will build a guild of collectors and craftspeople to support the region.
- 5 If I collect every type of spell component, a powerful mage will teach me a forgotten spell.
- 6 A person I love is being held by an evil mage. I must find a rare diamond to exchange for their freedom.

d6 Flaw

- 1 I struggle to discern mockery and sarcasm, especially when proudly displaying my collections.
- 2 I struggle to control feelings of covetousness and jealousy.
- 3 I frequently place myself and others in danger in pursuit of completing my collections.
- 4 When stressed, I organize my pouches and their contents when I should be resting.
- 5 I cannot control my spending.
- 6 My obsession sometimes blinds me to the needs of others.

**PLAGUE DOCTOR**

Plague doctors are the brave (and sometimes mad) members of a community who are willing to risk illness and injury in their efforts to heal the sick. Plague doctors are equal parts scholar, healer, and student of esoteric medical arts. Some attend academies as physicians only to find the long apprenticeships difficult to endure before taking their skills on the road. Others are healers following their community's healing traditions. Still others are wandering scholars, collecting specimens and recording the characteristics of the foulest pestilences. The path of the plague doctor is often a lonely one; but personal motivation spurs them on to the next account of disease and illness.

Skill Proficiencies: Investigation, Medicine

Tool Proficiencies: Herbalism kit

Languages: One of your choice

Equipment: A leather mask of any style with lenses over the eyes and filtered nose and mouth holes, a leather overcoat, an herbalism kit, six glass vials, and a pouch containing 10 gp

FEATURE: ESOTERIC PHYSICIAN

Your training allows you to treat diseases without the aid of magic or prayers. You can spend one hour tending to a creature to place it in your care until it finishes a long rest. You can have up to four creatures in your care at a time. While in your care, a creature can perform only light activities and rest; otherwise, the creature loses the benefits of your care and can't be placed in your care again for the next 24 hours. A creature that finishes a long rest while in your care has advantage on the next saving throw it makes against a disease it is suffering.

SUGGESTED CHARACTERISTICS

Plague doctors are both brave and curious. Though their training strays toward the esoteric, plague doctors are intelligent and motivated learners. Some may be cold and analytical scholars of pestilence, while others are inspired to heal the afflicted. In their darkest moments, a plague doctor is a detached spectator to suffering, struggling to feel for others through the thick skin their profession has provided.

d8 Personality Trait

- 1 I am brave and able to function well under stressful conditions.
- 2 I am curious about the world, its inhabitants, and its illnesses.
- 3 I am detached emotionally from situations that require empathy.
- 4 I care for the well-being of others and encourage healthy living.
- 5 I am obsessive about my interests. I overshare details about my interests to those who show the slightest curiosity.
- 6 I am happiest when healing others.
- 7 I am driven to learn. I am most engaged by circumstances and things that are new to me.
- 8 I am haunted by a life of caring for the sick and dying.

d6 Ideal

- 1 **Education.** I believe that learning is a way of life. I am thrilled to learn new skills and teach others skills I possess. (Any)
- 2 **Objectivity.** I have seen the smart make mistakes and perish under the influence of their emotions. I must maintain critical distance from all situations to remain useful. (Any)
- 3 **Restoration.** Curing the sick is the most significant thing I can do with my time. (Good)
- 4 **Practicality.** I must do what is required to cure the sick. In this way do I serve my patient and my profession. (Lawful)
- 5 **Wonder.** Diseases are the fractal patterns left behind by the unknowable and expanding universe. Even a sickness is beautiful. (Chaotic)
- 6 **Experimentation.** Sometimes I must promote suffering to learn more in my profession. (Evil)



d6 Bond

- 1 I am committed to eradicating a specific disease that took a loved one from me.
- 2 I collect information on as many diseases as I can and record it in a massive bound book.
- 3 I seek to cure those who have lost hope.
- 4 I will prove to the world that pestilence is a part of the natural order.
- 5 I collect diseased fluids for an obscure academy.
- 6 I will find a cure for my village's sickness.

d6 Flaw

- 1 I detach emotionally during stressful situations.
- 2 The horrors I have seen sometimes interrupt my sleep.
- 3 My curiosity sometimes slides into obsession, clouding my judgment.
- 4 My sense of humor is too dark for most.
- 5 I feel anxious and fumble for words when not wearing my physician mask.
- 6 I am hopelessly addicted to substances that suppress tragic memories.

STORYTELLER

Storytellers serve a multitude of purposes within their community. Some storytellers act as historians, keeping memories and traditions alive through generations. Others see stories as the perfect vehicle for imparting wisdom and lessons to those in need of such things. Still other storytellers are entertainers, keeping crowds and distinguished guests rapt. The stories kept by storytellers can range in importance from a simple, cautionary tale to a secret, magical ritual. As adventurers, storytellers seek to transform their exploits into crafted tales to serve as they see fit.

Skill Proficiencies: History, Performance

Tool Proficiencies: Calligrapher's supplies

Languages: One of your choice

Equipment: A set of calligrapher's supplies, a leather-bound journal containing your stories, three bottles of ink, six quills, a set of common clothes, and a pouch containing 10 gp

FEATURE: STORIES

Wherever you go, you amass stories. Some stories change over time, and some are immutable as bedrock. You keep your stories in a large, leather-bound book filled with scribbles and drops of ink. Alternatively, your stories are fixed in your mind, and for each story, you carry a small object to help you remember it. The object might be a souvenir from the event that inspired your story, a memento from the person who first taught you the story, a multi-faceted device whose many faces you count off as you tell each part of the story, or similar.

If you spend at least one hour telling a story to an audience, you can receive minor gifts of appreciation for the story. These gifts are appropriate to the gift giver's social and economic standing: a child might gift you a handful of picked wildflowers or a shiny rock they found, a passing noble captivated by your story might give you a few coins, or an innkeeper might gift you a discounted or free meal or room for entertaining their guests with your story. Alternatively, you can spend four hours telling stories at different locations within an urban center and earn enough to accommodate a modest lifestyle for that day. Regardless of the number of stories you tell in a day, you can earn these gifts from no more than one story each day, and you can earn enough to accommodate only a modest lifestyle each day.



When crafting your stories, think about the story's purpose and themes. Is it a historical recounting of a great feat among your people? Is it a tale of foolishness and wisdom meant to impart some lesson on its listener? Is it purely for entertainment with plenty of jokes and antics? Is it about overcoming obstacles or discovering a great truth? At the GM's discretion, a story with a theme and purpose that aligns closely with the audience listening to the story might lead to larger gifts, might supply you with a comfortable lifestyle that day, or might earn you other campaign-specific rewards, such as earning the trust of a people or bolstering the morale of troops before a battle.

SUGGESTED CHARACTERISTICS

Storytellers consider themselves craftspeople similar to masons or blacksmiths. They are often outgoing if somewhat self-serious. While often charming, a storyteller's tendency to see events as material for their next tale can strain some friendships and detach them slightly from the reality of a situation.

d8 Personality Trait

- 1 I keep my community alive through telling their story.
- 2 I change my mind and mood on a whim to keep things interesting.
- 3 My work is important, and so am I.
- 4 Every breath is an opportunity to learn a new story.
- 5 I love people, especially when they are listening to me.
- 6 I have an endless amount of energy.
- 7 I despise the inauthentic—give me reality!
- 8 I have many friends, some of whom have names I can remember.

d6 Ideal

- 1 **Community.** My stories reflect my current community. The community is important to me. (Any)
- 2 **Craft.** I consider myself a craftspeople and work to improve my storytelling skills. (Any)
- 3 **Joy.** I try to bring joy to my community and the world through storytelling. (Good)
- 4 **Meaning.** My stories provide a sense of meaning to my audience. My stories serve as positive points of reflection. (Good)
- 5 **Misery.** I love to feel an audience wilt and wither. I feed on their discomfort. (Evil)
- 6 **Meandering.** I tell stories the same way I travel to a new destination: wandering here and there and straying off the path as I please. (Chaotic)

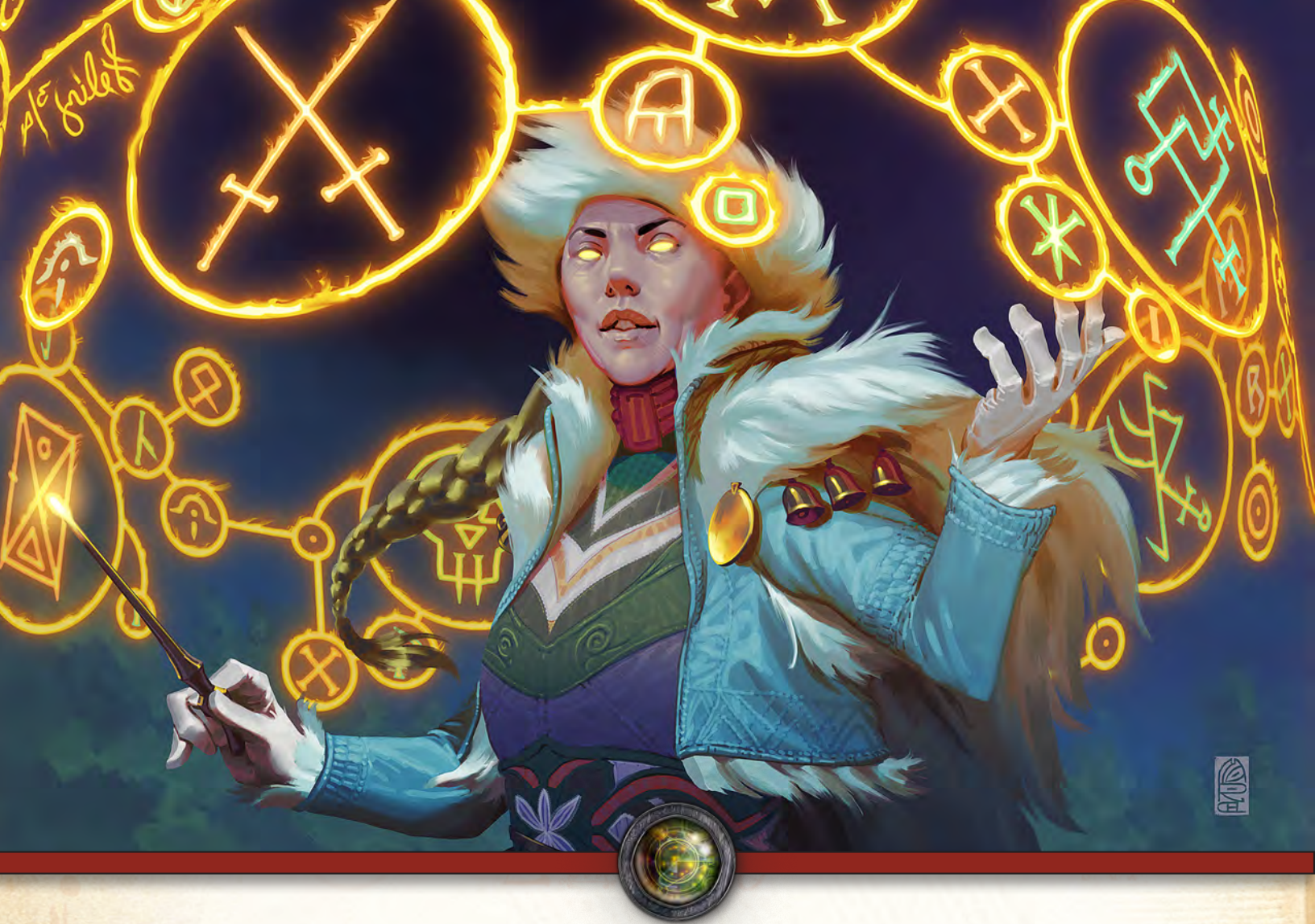


d6 Bond

- 1 I will use my stories to teach the world about my people or community.
- 2 I will tell a story to the most powerful beings alive.
- 3 I am hunting for the first story ever told.
- 4 I will use my stories to heal the sick and the heartbroken.
- 5 I must be present at major events so I can later tell their tale.
- 6 I must find the storyteller who knows the ending to the most incredible story ever told.

d6 Flaw

- 1 I sometimes treat my friends and family like an audience rather than a close relation.
- 2 I use my memory for storytelling, leaving me otherwise forgetful and absent-minded.
- 3 My mood sours and I become defensive when I cannot perform for extended periods.
- 4 The responsibility of holding my community's stories sometimes causes me to despair.
- 5 I become inconstant and bitter while drafting a new story.
- 6 To make a good story, I sometimes choose the interesting course of action instead of the safe one.



STYLES OF MAGIC

This chapter provides both an overview of how to use magic styles and details on existing styles commonly found in most magical settings.

WHAT ARE MAGIC STYLES

Magic styles are subsets of magic, each distinguished by a strong theme. A style includes descriptive and mechanical information that allows a caster to create a specialized relationship with their spellcasting. Adopting a magic style allows a character to explore their special brand of magic, giving their spells unique flourishes, similar to the way artists approach their work. Weaving different styles of magic into a campaign transforms spellcasting from a basic mechanic into a living, breathing part of a magical world.

Magic styles are not limited to drawing from a single school, and they utilize many different mechanical

elements, often encompassing spells from multiple schools and including magic items, feats, and more to weave together into a more complete magical toolkit.

HOW TO USE THIS SECTION

Each magic style in this section contains the following core elements—and frequently more—to give players the means to create characters that incorporate the style's flavor.

Overview. Each magic style starts with a description of the style's core theme and provides ideas for how the particular style might fit into a fantasy world.

Recommended Spell List. Suggested lists are provided, containing new spells (further detailed in **Chapter 5**) and those from the core game that would work well for characters interested in adopting a particular magic style. You will note that these spells are not restricted to certain

schools of magic, which is intentional in order to broaden the versatility of each magic style. The spells included on these lists are also not restricted by individual class spell lists. If you are interested in pursuing a particular style, consider asking your GM to allow access to all the spells presented on the recommended spell list—even if they wouldn't typically be available for your character class.

STYLE DESCRIPTIONS

This section presents an array of magic styles suitable for use in any fantasy setting. Quick descriptions of each style are listed here:

- **Battle Magic** is high-utility magic that harmoniously works with the precision and focus necessary to survive combat. Practitioners of battle magic are warriors first and magicians second, tending to view magic as a tool rather than an integral part of their identity.
- **Doom Magic** draws power from the unstoppable forces of entropy and decay. Its practitioners frequently adopt this style in an effort to subvert—or expedite—impending apocalyptic events.
- **Dream Magic** is cerebral magic that draws power from the subconscious. Dream magic requires deep introspection and understanding of the collective unconscious that links all beings.
- **Fey Magic** is the sometimes whimsical and always strange magic naturally employed by fey creatures. Casters who emulate the twisting powers of faerie favor the use of misdirection and distraction to achieve their goals, and they often have a fondness for mischief.
- **Hedge Magic** harnesses the properties of the natural world to enact subtle changes in the environment. While magical scholars largely regard it as little more than common household alchemy, its practitioners know that unlocking true power takes daily and continuous effort nurturing one's affinity for what the world around you has to offer.
- **Pestilent Magic** is potent magic that manipulates the biology of living creatures—to heal or to harm. Casters who pursue this often possess a macabre fascination with death and intuitively understand that true devastation starts with a whisper rather than a scream.
- **Portal Magic** is highly mathematical magic centered on the manipulation of space. Regarded as one of the most dangerous styles of magic, few casters possess the incredible precision necessary to safely—and repeatedly—bend one of the core principles of reality to their will.
- **Pyromancy** is just one type of elemental magic. The desire to control the volatile element of flame is almost universally sought after, and the practice of pyromancy

is as rich and well-studied as any style. Mages who pursue pyromancy understand that true power comes from serving as a conduit to the awesome forces of the universe, rather than seeking to dominate them.

- **Ritual Magic** is the most complex form of spellcasting and the style with the greatest potential to alter the cosmos on a grand scale. Preparedness is everything for ritual casters, so strategy and patience are two virtues critical to pursuit of this style.
- **Saint's Magic** is divine magic that draws power from the spark of divinity found within remarkable mortal creatures, rather than distant gods or angels. Those who practice this style rarely choose it and are instead drawn to it by intense devotion to their beliefs.
- **Shadow Magic** allows casters to draw on the mysterious unsettling energy inherent in darkness and turn it to their own uses.
- **Spirit Magic** practitioners are master manipulators of the supernatural forces beneath the veil of the material world. Their relationships with the spirits who dwell at the heart of all things allow them to enact extraordinary effects and gain supernatural awareness.
- **True Name Magic** requires mastery over the primal building blocks of language. Casters who study true names explore the unique intersection between creation, identity, and the arcane.
- **Weather Magic** focuses on a caster's ability to reshape, enhance, and reconfigure the bounteous energy of existing natural forces. Practitioners of weather magic hone their awareness to perceive even minor atmospheric changes that could be used to their advantage.

CREATING YOUR OWN STYLE

If you don't see a magic style that perfectly fits your character concept, you can create your own using the following steps:

- Start by creating a clear concept and then make sure it fits the game world (though players should consult their GMs first).
- Think about where your unique style comes from and who else in the world might practice it. Laying foundations about its history and invention can help make your creation feel like an exciting new piece of a campaign setting.
- Create a signature spell list of "must have" spells or monstrous traits that will allow you to show off your concept at the table.

BATTLE MAGIC

Let the war mages stand atop the walls, sheltered by the crenels of stone and mortar. They have their place, and the battle mages have theirs—in the heart of the fray where they hear the sounds of battle as song. One that rises and falls as tooth meets shield and sword meets bone. These battle mages lead this song with their magic, directing it to serve both themselves and their allies. A perfect victory exists for them, and they will find it somewhere between the cries of their enemies and the intonations of their magic.

Those who practice battle magic do not view fighting with swords or sorcery as separate paths but rather as a logical marriage of the mighty. For them, arcane magic can be picked up and wielded as if it were a weapon, and honing the body to control it is just as important—if not more so—than honing the mind. Battle magic is often direct and reactive out of necessity. Its spells are meant to be used during intense conflict, and consequently, their appearance is far removed from the droning litanies of priests or the complex rituals of wizards. While battle mages may have little in common with other practitioners, they are an undeniable asset on the field of combat, and the intense movement that accompanies their spellwork is the epitome of grace.

RECOMMENDED SPELL LIST

This section presents a sampling of spells in alignment with the battle magic style. These spells are available to any spellcasting class with the GM's consent. Spells marked with an asterisk (*) appear in **Chapter 5**.

Cantrips (0 Level)

*Swing and a missile** (evocation)

True strike (divination)

1st Level

*Anneal** (transmutation)

*Concussive punch** (transmutation)

Expeditious retreat (transmutation)

*Grit in the eye** (evocation)

*Hemmen's low blow** (conjuration)

Heroism (enchantment)

Hunter's mark (divination)

*Last strike** (abjuration)

Mage armor (abjuration)

Shield (abjuration)

2nd Level

Acid arrow (evocation)

Branding smite (evocation)

Flame blade (evocation)



Magic weapon (transmutation)
Misty step (conjunction)
*Strafe** (evocation)

3rd Level

Counterspell (abjuration)
*Beast essence** (transmutation)
Haste (transmutation)
*Nimble dance** (transmutation)

4th Level

*Bark bulwark** (abjuration)
Freedom of movement (abjuration)
*Harfang's hoarfrost** (transmutation)
*Mass disarm** (abjuration)
*Phalanx of light** (evocation)

5th Level

Arcane hand (evocation)
Mass cure wounds (evocation)
*Wreck** (evocation)

6th Level

Blade barrier (evocation)
Globe of invulnerability (abjuration)
*Thresh the battlefield** (conjunction)

7th Level

Arcane sword (evocation)
*Phantasmal phalanx** (conjunction)

8th Level

Antimagic field (abjuration)
*Mighty vessel** (conjunction)

9th Level

*Horn of heroes** (conjunction)
Time stop (transmutation)

PLAYER OPTION: FIELD TRAINING

Whenever you would normally gain a feat or ability score improvement, you can choose to gain one of the following features instead. You can only ever have one such feature.

Magic Tower

Prerequisite: Ability to Cast at Least One Spell, Strength 13 or Higher

You have trained as a guardian, ready to use both sword and spell to better defend your allies on the field of battle. You gain the following benefits:

- You gain proficiency with heavy armor.
- You may use a shield as your spellcasting focus.
- When you or an ally within 10 feet of you are hit by a ranged weapon or spell attack, you can use your reaction to reduce the damage taken by 1d10 + your spellcasting modifier.

Heart of the Fray

Prerequisite: Ability to Cast at Least One Spell, Dexterity 13 or Higher

You have trained as a striker, a hard-hitting warrior whose focus increases the closer you are to the front lines of a fight. As long as you are within 30 feet of a hostile creature, you can take a bonus action on your turn to take the Dodge action.

Additionally, if you take damage from a melee attack after using the Dodge action, but before the start of your next turn, you can use your reaction to cast a spell at the attacker. The spell must have a casting time of 1 action and have a range of touch.

MAGIC ITEMS: ARMAMENTS OF THE BATTLE MAGE

For millennia, magical societies have relied on battle mages to ensure victorious warfare. Such places have developed equipment suited to the unique fighting style employed by their war casters.

Blade of the Battle Seer

Weapon (Any Sword), Rare (Requires Attunement by a Spellcaster)

This sword shifts and phases in and out in the hands of its wielder. These rare blades offer diviners a powerful weapon on the front lines of combat. You gain a +1 bonus to attack and damage rolls made with this magical weapon.

Fate Slice. If you know at least one spell from the divination school, whenever you hit with an attack using this weapon, you may use your reaction to expend a spell slot. If you do, that creature has disadvantage on its attack rolls until the end of its next turn.

Axe of the Evocator

Weapon (Any Axe), Rare (Requires Attunement by a Spellcaster)

This axe is ensorcelled by changing elemental magical auras. Flame, electricity, water, and earth crackle and drip from the axe's head and handle. You gain a +1 bonus to attack and damage rolls made with this magical weapon.

Biting Element. If you know at least one spell from the evocation school, whenever you hit with an attack using this weapon, choose one evocation spell you know. The damage of the attack changes to the damage type of that spell. (If the spell possesses multiple types, choose one.)

Thane's Hauberk

Armor (Breastplate), Rare (Requires Attunement by a Bard)

The front and back of this steel breastplate are covered in sigils that crackle with lightning. You have a +1 bonus to AC while wearing this breastplate.

Whenever you are struck by a melee attack while wearing the breastplate, you may use your reaction to expend one use of your uses of Bardic Inspiration. If you

do, roll your Bardic Inspiration die twice: you reduce the damage of the attack by the result of the first roll, and the triggering target takes lightning damage equal to the result of the second roll.

CREATURE TRAITS

You can create a themed version of an existing creature by giving it one or more of the following traits or actions:

- **Arcane Armor.** Increase the AC of this creature by 2 and its CR by 1. When this creature takes damage from an attack, it can use its reaction to gain resistance to the triggering damage type until the end of its next turn.
- **Ensorcelled.** Weapon attacks made by this creature do force damage. Melee weapons (including natural weapons like fists, teeth, and claws) emit dim light to a range of 10 feet. The light is a color of your choosing.
- **Mage's Mobility.** The creature learns one cantrip that requires a spell attack, and whenever it takes the Disengage action, it can choose to cast it. Its attack bonus equals its highest ability modifier + its proficiency bonus.

GRIMOIRE OF THE BATTLE MAGE: THE ART OF COMBAT

This practically sized, no-nonsense grimoire resembles field notes more than a traditional spellbook. The warm-brown leather cover is stamped with a simple sword-shaped decoration and held closed by a copper clasp. As the book has changed hands, each master has contributed their own notations distilling the wisdom learned in their tenure in battle. The first page contains a single notation and nothing else: *Whenever you wield the sword, it should be in pursuit of a future where you need not wield it again.*

The Art of Combat most recently came into the possession of the warrior monks of Cyzses, who keep the tome under guard in their remote mountain monastery. However, rumors have begun to circulate that the grimoire, along with several other potent tomes, was recently stolen from the monastery. The monks vehemently deny such claims.

Grimoire Adventure Hooks

The grimoire can act as a potent reward for characters or serve as a plot device in adventures. Below are several hooks to utilize it in a campaign:

- **Inheritance.** A retired adventurer wills the grimoire to one of the characters upon their death. Unfortunately, the PC also inherits the ire of a group of warrior-monks who are determined to slay whoever possesses the book—unless they prove themselves worthy of its knowledge.
- **Prince.** When an inexperienced leader suddenly ascends to the throne in the midst of a war, his advisors hire the party to retrieve the grimoire for their new master. Unfortunately, the grimoire is rumored to be held in a vault guarded by the spirits of legendary warriors.

- **Wargames.** The countryside is ravaged as war breaks out between two goblin warlords. The uneasy peace that once existed between the two factions seems to have broken when one of the leaders found the grimoire and invoked the jealousy of the other.

The Art of Combat

Wondrous Item, Fabled (5th-Level and Higher Properties)
Require Attunement by a Spellcaster

The Art of Combat is a journal filled with countless strategies concerning the marriage of might and magic. The bearer of this fabled tome is filled with the poise, ingenuity, and focus cultivated by generations of battle mages.

While holding the book, you can use it as a spellcasting focus for your spells, and it functions as a spellbook for you. Additionally, if you fail a concentration check to maintain a spell while holding the book, you can choose to succeed instead. Once triggered, this property can't be used again until you complete a long rest.

When found, the book contains the following spells. Spells marked with an asterisk (*) appear in **Chapter 5**:

1st level: *concussive punch**, *Hemmen's low blow**

2nd level: *magic weapon*, *strafe**

3rd level: *nimble dance**

4th level: *bark bulwark**, *mass disarm**

5th level: *wreck**

6th level: *thresh the battlefield**

7th level: *phantasmal phalanx**

Soldier's Stratagem (Requires Attunement). As your level increases, you gain the following benefits while the grimoire is on your person.

5th level. You have advantage on initiative rolls.

Whenever you roll initiative, you can choose to swap your initiative roll with a willing creature who also rolled initiative. You must do so before combat begins.

9th level. When an ally you can see takes damage from a creature's weapon attack, you can use your reaction to make one weapon attack against that creature or move 10 feet directly toward that creature.



13th level. Once per long rest, you can push yourself beyond your normal limits and take one additional action on your turn. This feature can be used on the same turn as Action Surge if you have access to that feature.

17th level. When an ally you can see is reduced to 0 hit points but not killed outright, you can choose to enter a state of resolve. While in this state, any conditions affecting you end, and you can immediately expend any number of Hit Dice to recover hit points.

Quirks of the Art of Combat. While attuned to the grimoire, you occasionally experience the emotions and attitudes of its previous owners, who have left their psychic imprint upon it. While you are not compelled to act on these feelings, you might randomly experience one of the quirks presented in the Quirks of the Art of Combat table.

QUIRKS OF THE ART OF COMBAT

d8	Result
1	You obsessively polish your armor and sharpen your weapons.
2	You can't stand to sit with your back to a door or other points of entry.
3	You are plagued by vivid wartime memories that aren't yours.
4	You experience a flash of panic whenever you hear loud noises.
5	You quickly lose your patience with people who talk too much.
6	You have yet to meet a weapon you didn't want to take home.
7	You always rise with the sun, even if you don't want to.
8	You tend to use tactical language, even when discussing mundane subjects.

DOOM MAGIC

Entropy is sometimes seen as synonymous with death and the end of days. In truth, it's a facet of nature as inescapable as the four elements and the laws of alchemy. Doomsday cults relish the approaching apocalypse, espousing love while threatening damnation for unbelievers, and the powerful threaten to tear down all of civilization just to add a new province to their realms.

Doom magic isn't widely practiced, largely because its inherent destructiveness is widely misunderstood. Due to its general rejection by civilization, its practitioners are more common in villainous factions as devotees of dark lords, emissaries of hostile interplanar beings, leaders of vicious cults, and a host of other groups willing and ready to weave apocalyptic forces.

When and where this branch of magic originated is unknown. Some scholars see it as the ultimate expression of natural law, while others consider it a divine gift or the

manifestation of a chaotic deity's will. Whatever its source, doom magic's potential to harm, weaken, terrify, and empower makes it one of the most dangerous magical arts.

RECOMMENDED SPELL LIST

This section presents a sampling of spells in alignment with the doom magic style. These spells are available to any spellcasting class with the GM's consent. Spells marked with an asterisk (*) appear in **Chapter 5**.

Cantrips (0 Level)

*Chill touch** (necromancy)

*Hand of doom** (necromancy)

1st Level

Bane (enchantment)

*Brimstone** (conjuration)

*Doom of fools** (necromancy)

*Doom of poor fortune** (necromancy)

*Doom of the cracked shield** (transmutation)

*Grim siphon** (necromancy)

Hellish rebuke (evocation)

2nd Level

*Doom of consuming fire** (evocation)

*Doom of destiny** (enchantment)

*Doom of the slippery rogue** (conjuration)

*Doomed** (illusion)

*Grave sense** (divination)

*Jerilyn's cadaverous uprising** (necromancy)

Ray of enfeeblement (necromancy)

3rd Level

Bestow curse (necromancy)

*Damage echo** (transmutation)

*Doom of blue crystal** (transmutation)

*Doom of dancing blades** (illusion)

*Doom of disenchantment** (abjuration)

*Doom of laughter** (enchantment)

Fear (illusion)

*Forceful repurposing** (abjuration)

*Glimpse the end** (divination)

*Hellfire blitz** (evocation)

VARIANT: APOCALYPSE MAGIC

Doom magic is known by many names, including apocalypse magic, which refers to a small portion of the larger umbrella that is doom magic. Whenever you see such titles in a Kobold Press product, they are merely one facet of the ruinous forces that define the doom magic style.

4th Level

*Aura of entropy** (abjuration)
Blight (necromancy)
*Caustic waste** (evocation)
*Doom of serpent coils** (necromancy)
*Doom of the black river** (transmutation)
*Doom of the earthen maw** (evocation)
*Doom of the pit** (conjunction)
*Servant of doom** (transmutation)

5th Level

*Detonate corpses** (necromancy)
*Doom of antiquity** (enchantment)
Insect plague (conjunction)
*Souleater** (evocation)

6th Level

*Doom of abeyant time** (transmutation)
*Doom of night** (conjunction)
*Doom of stacked stones** (transmutation)
*Investiture of blight** (transmutation)

7th Level

*Doom of summer years** (transmutation)
*Transmogrification** (transmutation)

8th Level

*Doom of false fiends** (enchantment)
Earthquake (evocation)
*Frailform** (enchantment)

9th Level

*Black hole** (conjunction)

CREATURE TRAITS

You can create a themed version of an existing creature by giving it one or more of the following traits or actions:

- **Doom's Herald.** Once per turn, when the creature hits with a weapon attack, you must succeed on a Charisma saving throw or gain 1 doom point. The DC equals 10 + the creature's proficiency bonus. A creature possessing doom points reduces its saving throw rolls (including death saving throws) by its current number of doom points. Spells like *remove curse* and *greater restoration* can reduce a creature's accumulated doom points by one. Otherwise, all doom points disappear when the creature completes a long rest.



- **Hate Sense.** This creature knows the location of all creatures within 60 feet of it that aren't constructs or undead.
- **Visions of the End.** The creature conjures visions of death to horrify its enemies as an action. Any creature within 60 feet that it can see must succeed on a Wisdom saving throw or become frightened of it for 1 minute. The DC equals 10 + the creature's proficiency bonus. A frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

GRIMOIRE OF DOOM: THE GRIM ENCHIRIDION

This black grimoire is covered with red geometric symbols and ornate flourishes. In the center of the front cover is a small hourglass filled with red sand, set into a circular indentation, and sealed by a thin layer of crystal.

Death. Limbo. The infernal realms. The fear of what lies beyond the mortal coil sometimes leads to the unscrupulous reaching out to strange gods or elder things, begging to be saved from the inevitable. While some do manage to avoid fate by embracing lichdom or some other state of being, most simply die. Yet there are some who find a different path.

Terlynnne Vanlon plied her trade in a large port city, cutting purses, picking pockets, and occasionally doing a bit of second-story work. Though barely more than a child, she learned her skills from her father, one of the greatest thieves in the city. However, he was growing older and not quite as sharp as he believed. He perished after the target of a failed pouch lift took exception to the aged thief and gutted him in the street while Terlynnne watched from a nearby rooftop. In that moment, she realized that time is the real enemy and decided then and there to steal from time itself.

For years, Terlynnne searched for a way. She apprenticed herself to mages, clerics, warlocks, and insane prophets, learning any magic or lore dealing with time. Finally, she journeyed to a dark tower in a broken wasteland and pledged herself to Timeless Urga. A chronomage, Urga taught Terlynnne lost temporal arcana and performed sacrifices to a nameless patron. Two decades after beginning her quest, Terlynnne betrayed her master, using his dying breath to open a portal to an unknown realm. She entered the glowing gateway, and nothing more is known of her fate.

The next morning, Urga's other apprentices found Urga whole and quite alive—and holding a strange black tome. The chronomage informed them that Terlynnne succeeded in her quest but gave them this warning: “*Stealing time isn't the difficult part. Surviving once you have it is the real trick.*”



Grimoire Adventure Hooks

The grimoire can act as a potent reward for characters or serve as a plot device in adventures. Below are several hooks to utilize it in a campaign:

- **Dance of Time.** A rash of strange murders plagues the lower quarters of the city. The victims rapidly age before dying. The nobles and elite seem unconcerned, throwing lavish parties and fabulous masquerade balls while the poor huddle in terror. Father Joran, a common priest, hires the characters to put a stop to the murders. Does the answer have something to do with the strange longevity of the city's upper crust?
- **Stealing Time.** Through diverse means, a patron of the characters has acquired a locked coffer rumored to contain the *Grim Enchiridion*. However, the Cult of Urga, a cruel sect of the chronomage's original followers, will slaughter everyone between themselves and the tome. The characters must protect their patron in his manor from an assault of fanatical cultists and their demonic allies.
- **Time to Kill.** Attaining the *Grim Enchiridion* is much easier than keeping it. Time begins breaking down around the characters as creatures and events from the past and future collide in the present. Various groups blame the characters and their new tome. The best solution seems to be a temple dedicated to a deity of time, but can they survive the journey when time itself seems bent on their deaths?

Grimoire of Temporal Doom: The Grim Enchiridion
Wondrous Item, Fabled (5th-Level and Higher Properties)
Require Attunement by a Spellcaster

This book seems to contain nothing but blank pages. To the one attuned to it, however, the pages contain a complete history of the owner. This account is written in a dry, matter-of-fact narrative with new entries

magically appearing even as the owner reads them. The owner of the *Enchiridion* gradually becomes obsessive about punctuality and keeping track of the passage of time.

If attuned to it, you can use the grimoire as a spellcasting focus, and it functions as a spellbook for you. The spells listed below count as spells for your spellcasting class. Moreover, while this tome is in your possession, you are immune to spells and effects that magically age you, and when you read it, you have advantage on any check to recall a fact, action, or event you heard or performed in your past.

When found, the book contains the following spells. Spells marked with an asterisk (*) appear in **Chapter 5**:

- 1st level: *doom of poor fortune**
- 2nd level: *augury*
- 3rd level: *damage echo**, *haste*, *slow*
- 4th level: *divination*
- 5th level: *doom of antiquity**
- 6th level: *doom of abeyant time**
- 7th level: *doom of summer years**
- 8th level: *frailform**
- 9th level: *foresight*, *time stop*

Thief of Time (Requires Attunement). As your level increases, you gain the following benefits while the grimoire is on your person. Saving throws for its features equal your spellcasting DC.

5th level. You double your proficiency bonus on Intelligence (Arcana) checks involving the nature of time. Moreover, as a reaction when combat begins, you can choose for one creature you can see to make a Wisdom saving throw. On a failed save, the target exchanges its initiative result with another creature of your choice. When you reach 10th level, you can target up to two creatures with this feature, and at 15th level, you can target up to three creatures.

9th level. When you hit with an attack that targets only one creature, you can choose to deal no damage. If you do so, the target must succeed on a Wisdom saving throw or be unable to take a bonus action, action, or reaction (your choice) on its next turn. Before the end of your next turn, you can take one bonus action, action, or reaction, whichever the target was unable to take. Once used, this feature shouldn't be used again until you finish a long rest (see the Temporal Backlash feature).

13th level. Your Intelligence score increases by 2, to a maximum of 20. In addition, you can reach into the future to steal fragments of time from hundreds of your future selves. When you do so, you can use an action to give an additional action to a number of allies within 60 feet equal to your proficiency bonus. Your allies can use this additional action immediately as a reaction or as an action on their turn, their choice. Once used, this feature

shouldn't be used again until you finish a long rest (see the Temporal Backlash feature).

17th level. You are immune to magic that manipulates or freezes time. In addition, when you cast a spell that targets only one creature, you can choose to hold the results of the spell outside of time. You do not need to specify a target for the spell at the time of casting, but casting the spell still requires an action and expends a spell slot. Otherwise, the stored spell has no effect. You can hold up to three spells in this way. You can use an action to expunge all of your stored spells at the same time, adjudicating each spell individually. If you do not use your stored spells after 1 minute, the spells vanish from your mind and are wasted. Once used, this feature shouldn't be used again until you finish a long rest (see the Temporal Backlash feature).

Temporal Backlash. By attuning to this item, you can use some of the powers without risk, but you can also push past the bounds of safety as long as you are willing to accept the consequences. The 9th-level, 13th-level and 17th-level features of this grimoire are regained when you finish a long rest. However, you can choose to use one of these features again after the first time, but you will suffer temporal backlash for doing so. Each time you use one of these features beyond the first time, you reduce your maximum Hit Dice by 2 for 24 hours. For example, if you use the 13th-level feature three times before finishing a long rest, when you finish your next long rest, your maximum Hit Dice is four less than normal.

Quirks of the Enchiridion. While attuned to the grimoire, you occasionally experience the emotions and attitudes of its previous owners, who have left their psychic imprint upon it. While you are not compelled to act on these feelings, you might randomly experience one of the quirks presented in the Quirks of the Enchiridion table.

QUIRKS OF THE ENCHIRIDION

d8	Result
1	You are plagued by a sense of déjà vu.
2	Usually, you can predict tomorrow's weather.
3	Outwardly, you don't seem to age.
4	In quiet moments, you hear a ticking sound that no one else seems to hear.
5	Sometimes, you remember memories of tomorrow.
6	Your dreams of the future occasionally come true.
7	You occasionally see a dark aura around those who are soon to die.
8	From time to time, you relive events from your past in your dreams.



DREAM MAGIC

Practitioners of dream magic have learned to quiet the noise of their senses and to trust their intuition to perceive the truths that lie beneath the surface. They have learned to embrace the bizarre and beautiful ways the mind makes sense of the world and aren't afraid to dive into the most secret corridors of the self.

Though dream magic may lack the sound and fury of other styles of magic, mages who pursue it understand that there is far more power to be gleaned from imagination and emotion than most creatures realize. Dreams, by their nature, are explorations of the primal fears and desires that dwell deep within every being's unconscious mind. Tapping into these secret truths is the heart of dream magic. Spells from this style always look inward, helping creatures find what has been lost, manipulating deep-rooted emotional drives, or exploiting secret fears locked in the dark corners of the mind.

RECOMMENDED SPELL LIST

This section presents a sampling of spells in alignment with the dream magic style. These spells are available to any spellcasting class with the GM's consent. Spells marked with an asterisk (*) appear in **Chapter 5**.

Cantrips (0 Level)

*Dream glimpse** (divination)
Message (transmutation)
Minor illusion (illusion)

1st Level

Alarm (abjuration)
*Oneiromancy** (divination)
Sleep (enchantment)

2nd Level

Augury (divination)
Darkness (evocation)
Detect thoughts (divination)

3rd Level

Clairvoyance (divination)
*Dream canopy** (illusion)
*Dreamstride** (illusion)
Fear (illusion)
Hypnotic pattern (illusion)
Major image (illusion)
*Venomous thoughts** (necromancy)

4th Level

Divination (divination)
*Dream shear** (illusion)
Hallucinatory terrain (illusion)
*Shared nightmare** (conjunction)
*Shield of ephemera** (abjuration)

5th Level

Commune (divination)
Contact other plane (divination)
Dream (illusion)
Scrying (divination)
Seeming (illusion)

6th Level

*Phantasm** (illusion)
Programmed illusion (illusion)

7th Level

Mirage arcane (illusion)
Project image (illusion)

8th Level

Feeblemind (enchantment)
Mind blank (abjuration)

9th Level

Astral projection (necromancy)
Weird (illusion)

MAGIC ITEMS: TEARS OF THE DREAMER

This section presents unique items that harness the power of dream magic.

TEARS OF THE DREAMER

Wondrous Item, Rarity Varies by Color

This tear-shaped gemstone is roughly the size of an adult human's palm. Though cold to the touch, it hums with mystical vitality, and fleeting images can be glimpsed along its surface. You may spend a short rest meditating on the images within, and during your meditation, you experience a memory held within the gem, as determined by the GM. When you complete the meditation, you gain a proficiency that lasts until you complete a long rest (as detailed in the Tears of the Dreamer table). Only one creature can gain the benefit of a particular gem at a time, and once a gem has granted its benefit, it cannot do so again until the next dawn.

Additionally, the gem can be ground into a fine dust that can be used in place of the spell components of equivalent monetary value. Doing so destroys the gem. The worth of the gem dust is noted in the chart below. If the spell consumes the spell components, it instead consumes the equivalent value of dust.

CREATURE TRAITS

You can create a themed version of an existing creature by giving it one or more of the following traits or actions:

- **Incorporeal Movement.** The creature can move through other creatures and objects. It takes 5 (1d10) force damage if it ends its turn inside an object.
- **Invisibility.** As an action, the creature magically turns invisible until it chooses to end the effect. The invisibility ends early if the creature attacks or casts a spell. Any equipment the creature wears or carries is also invisible.
- **Waking Dream.** The creature is immune to any effects that would put it to sleep or cause it to become unconscious.

GRIMOIRE OF DREAMS: BEDFELLOW

The cover of this grimoire is covered by thick, tufted fabric decorated with opalescent buttons—making it suitable for use as both a spellbook and a pillow. A removable, satin eye mask is attached to the book's spine. Though the book is filled with entries clearly penned by different authors, every entry is signed with a single word: *Bedfellow*.

Bedfellow's peculiar nature makes its history difficult to track, but the strange events that occur whenever the book surfaces are well-documented. Upon the death of its owner, *Bedfellow* has a habit of phasing out of existence for a random stretch of time before reappearing somewhere else on the Material Plane, usually in a place where it has a high probability of being found. *Bedfellow* seems to prefer owners capable of great imagination, and it has often caused great trouble by placing itself in the hands of children or creatures who—intentionally or unintentionally—reject societal norms.

Grimoire Adventure Hooks

The grimoire can act as a potent reward for characters or serve as a plot device in adventures. Below are several hooks to utilize it in a campaign:

- **Dead Asleep.** A criminal is using *Bedfellow's* powers to murder victims through their dreams. As the body count rises, authorities seek outside help to put a stop to the bizarre string of deaths.
- **Distress Signal.** The book and its current owner are kidnapped by a cult intent on awakening a slumbering elder evil. In an effort to be rescued, the book causes every creature within 100 miles of it to experience dreams that provide clues to its location.
- **Rhinoceros.** Shortly after the appearance of the grimoire in a public library, an entire town falls into chaos as its citizens begin to believe they are wild beasts. The characters must find the book and discover a way to reverse its influence before the townsfolk destroy themselves.

TEARS OF THE DREAMER

d100	Gem Color	Rarity	Proficiency	Value
1–20	Blue	Rare	Perception or Investigation (User's Choice)	5,000 gp
21–40	Green	Rare	Insight or Deception (User's Choice)	5,000 gp
41–60	White	Rare	Medicine or Nature (User's Choice)	5,000 gp
61–69	Yellow	Very Rare	Sleight of Hand, Acrobatics, or forgery kit	10,000 gp
70–78	Orange	Very Rare	Alchemist's tools, Arcana, martial ranged weapons	10,000 gp
79–87	Red	Very Rare	Thieves' tools, Stealth, medium armor	10,000 gp
88–96	Purple	Very Rare	Navigator's tools, Survival, martial melee weapons	10,000 gp
97–100	Black	Legendary	Any three skill, equipment, or tool proficiencies (User's Choice)	50,000 gp

Grimoire of Dreams: *Bedfellow*

Wondrous Item, Fabled (5th-Level and Higher Properties Require Attunement by a Spellcaster)

Bedfellow contains a mix of firsthand retellings of dreams, peculiar stories, haunting lullabies, and meditations on the symbolism of dreams. Any creature—other than the book's owner—who attempts to read its contents quickly finds themselves lulled into a deep sleep full of incredibly vivid dreams.

While holding the book, you can use it as a spellcasting focus for your spells, and it functions as a spellbook for you. Additionally, if you use the book as a pillow, you can reduce your exhaustion by two instead of one when you complete a long rest. Also, any creature sleeping on *Bedfellow* can't be affected by magically induced nightmares or targeted by spells like *dream* while they remain asleep—unless they choose to be affected by them.

When found, the book contains the following spells.

Spells marked with an asterisk (*) appear in **Chapter 5**:

- 1st level: *oneiromancy**, *sleep*
- 2nd level: *darkness*, *detect thoughts*
- 3rd level: *dream canopy**, *major image*
- 4th level: *shared nightmare**
- 5th level: *dream*, *seeming*
- 6th level: *phantasm**
- 7th level: *mirage arcane*

Bedfellow (Requires Attunement). As your level increases, you gain the following benefits while the grimoire is on your person.

5th level. When you fail an ability check, you can instead choose to succeed as you recall a dream in which you succeeded at a similar task. Once you use this feature, you can't do so again until you complete a long rest.

9th level. As an action, you can cause a Medium or smaller creature or object to appear in an unoccupied space within 5 feet of you. The creature or object appears exactly how it appeared in your imagination before you caused it to appear, including the way it looks, feels, smells, sounds, and tastes.

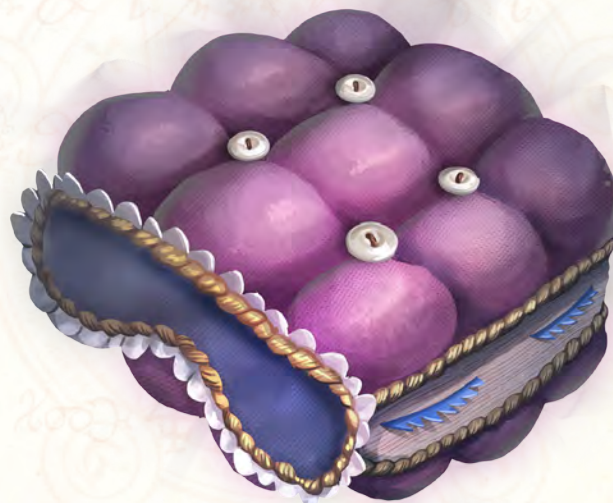
A creature created in this way can speak, move, and perform other simple tasks you imagine it could do, but it can't think for itself, cast spells, or attack. It acts on your turn in combat, and if it must make a roll of any kind, it uses your statistics. If the creature takes any damage, or suffers an effect that would harm a normal creature of its kind, it instantly disappears.

An object created in this way can perform all the functions it normally could, but if it is wielded in a way that would cause a normal object to deal damage, it takes any damage, or it suffers any effect that would break or destroy a normal object of its kind, it instantly disappears.

A creature or object created by this spell lasts for 1 hour, until it is forced to disappear, or until you choose to dismiss it (no action required). If you ever move more than 60 feet away from the creature or object, it instantly disappears.

Once you use this feature, you can't do so again until you complete a short or long rest.

13th level. You are immune to psychic damage and have advantage on saving throws to resist effects that would cause you to become charmed or frightened.



17th level. You automatically detect visual illusions (and succeed on saving throws against them) within 60 feet of you, and you can perceive the original form of a shapechanger or creature that is transformed by magic within that range. Additionally, once per long rest, you can cast one of the spells contained in *Bedfellow* without expending a spell slot.

Quirks of Bedfellow. While attuned to the grimoire, you occasionally experience the emotions and attitudes of its previous owners, who have left their psychic imprint upon it. While you are not compelled to act on these feelings, you might randomly experience one of the quirks presented in the Quirks of Bedfellow table.

QUIRKS OF BEDFELLOW

d8	Result
1	You tend to yawn at inappropriate times.
2	You are prone to daydreaming.
3	You can't resist an opportunity to have your fortune told.
4	You see omens and secret meanings everywhere.
5	You become extremely irritable if you don't get at least 8 hours of sleep each night.
6	You tend to splurge on nice blankets, herbal teas, expensive camping gear, and anything else that could enhance your sleeping environment.
7	You can't stop yourself from talking about your dreams—even when you know it bores people.
8	You become easily entranced by music and stories that spark your imagination.

FEY MAGIC

Practitioners of fey magic have extensively studied or experienced the twisting magic employed by fey creatures. The spells in their repertoire are often perceived similarly to the fey creatures who inspire them: dismissed as matters of simple mischief and harmless trickery. But they are no such fool. They understand better than anyone how flashy showmanship, honeyed words, and disarming gifts can happily lead a creature off a cliff's edge.

Fey creatures are born of raw primordial energy, so their magic often demonstrates the extremes that form the building blocks of the natural world. Spells of this style often enhance, deprive, or confound the senses, distilling real experiences into more intense or exaggerated versions.

RECOMMENDED SPELL LIST

This section presents a sampling of spells in alignment with the fey magic style. These spells are available to any spellcasting class with the GM's consent. Spells marked with an asterisk (*) appear in **Chapter 5**.

Cantrips (0 Level)

Dancing lights (evocation)
*Effervesce sense** (transmutation)
*Flowering** (transmutation)
Minor illusion (illusion)

1st Level

Color spray (illusion)
*Dance of the fey** (conjuration)
*Elf shot** (enchantment)
*Florafetter** (conjuration)
Silent image (illusion)

2nd Level

Blur (illusion)
*Goob's inconvenient gathering** (transmutation)
*Leiloch's irritating kazoo** (enchantment)
*Radiant rosette** (conjuration)
*Ugly duckling** (enchantment)

3rd Level

*Faerie toast** (transmutation)
*Flight of ideas** (enchantment)
*Flittering eyes** (transmutation)
*Lost** (enchantment)
*Vanish within** (transmutation)

4th Level

*Fey tricks** (abjuration)
Hallucinatory terrain (illusion)
*Lunar transfer** (conjuration)
*Polychromatic bubble** (conjuration)

5th Level

*Hero of fable** (enchantment)
*Leiloch's interminable yarn** (enchantment)
*Lost and wandering** (enchantment)
Seeming (illusion)

6th Level

Programmed illusion (illusion)
True seeing (divination)

7th Level

*Leiloch's arduous shuffle** (enchantment)
Mirage arcane (illusion)
*Oculus blossoms** (divination)

8th Level

Glibness (transmutation)

9th Level

*Chaotic flowerfall** (conjuration)



CREATURE TRAITS

You can create a themed version of an existing creature by giving it one or more of the following traits or actions:

- **Beast Friend (1/Day).** As an action, the creature summons four beasts of CR 2 or lower that appear in unoccupied spaces within 60 feet of it. The beasts act on their own initiative, but they obey all commands issued to them by the creature (no action required). Each beast disappears when it drops to 0 hit points.
- **Pixie Dust.** The creature gains a flying speed of 30 feet. If it already has a flying speed, it increases by 30 feet.
- **Unseelie Blessing.** The creature has advantage on saving throws against being charmed, and magic can't put it to sleep.
- **Wild Heart.** At the beginning of each of the creature's turns, it can use a bonus action to roll a d20. If it rolls lower than its Constitution ability score, it regains hit points equal to its Constitution modifier.

GRIMOIRE OF THE FEY: THE PERENNIAL FLORILEGIUM

Fat glowing fireflies hover lazily above the pale yellow, white, and red flowers that sprout from green moss covering this odd tome. A green ceramic clasp shaped like

a frog secures the covers. The heady scent of the blooms mostly obscures the metallic undercurrent of blood.

To some scholars, the *Perennial Florilegium* is a priceless lexicon for the study of flora, while to others, it is a cursed gift of the fey courts. Originally penned by a fey lord with a particular interest in gardening, the *Florilegium* was owned by mortals and immortals alike across the planes until it came into the possession of Mad Gwen Maelgwn.

Once a simple druid priestess, Gwen Maelgwn thought her destiny was to help care for her grove with the other members of her circle. However, a devastating attack by a rampaging hoard of giants left the forest burned to the ground, the druids slaughtered, and only Gwen left alive. Where other minds might have snapped, Gwen's turned to revenge. She emerged from the ruins of her home with nothing but the *Florilegium* and trailed after the hoard. As the tales tell it, she took her vengeance giant by giant, killing them with strange plants until none remained.

Over the past few years, Mad Gwen Maelgwn has retreated to a new forest in a remote wilderness. There she cultivates plants from across the planes. No longer adhering to her druidic origins, she uses arcana to combine plants and animals into new and often horrific varieties. Wholly disinterested in the outside world, she nonetheless allows a trading village called Argosy to

thrive at the edge of her forest. Alchemists and mages flock to the community, drawn by the allure of rare and exotic components found nowhere but in Mad Maelgwn's Woods.

Grimoire Adventure Hooks

The grimoire can act as a potent reward for characters or serve as a plot device in adventures. Below are several hooks to utilize it in a campaign:

- **Immortality Orchid.** Somewhere within the pages of the *Florilegium* is detailed the location of the Bright Lord's Orchid, an exceedingly rare flower rumored to bestow everlasting life. The characters are hired by a rather suspicious ambassador to get this information (or they already have the grimoire in their possession) and acquire the orchid. However, elite agents of the Bright Lord work to eliminate anyone who seeks the orchid.
- **In the Court of the Fey.** After acquiring the *Florilegium*, the characters are abducted by the fey and put on trial for murder! Someone killed the son of the fey lord, and evidence unmistakably points to flowers produced by the grimoire. Can the characters uncover the true murderer and clear their name while navigating the particularities of a fey court?
- **Overgrown Revenge.** A large city often frequented by the characters suddenly has a gardening problem. In the space of a night, trees, vines, flowers, and a host of dangerous flora fill the metropolis. With the entire city paralyzed by the rampaging plant life, the characters must venture into the "urban jungle" where a furious druid has used the *Florilegium* to enact nature's revenge.

Grimoire of the Fey: The Perennial Florilegium

Wondrous Item, Fabled (5th-Level and Higher Properties Require Attunement by a Spellcaster)

This tome is a florilegium (or book of flowers), detailing all manner of flowers found on the plane, including beautiful illustrations in vibrant colors. The living flowers on its cover are not easily plucked but can be removed with effort. A plucked flower crumbles to dust after 1 minute. On the next dawn, provided the grimoire is set upon natural soil the night before, new blossoms rapidly grow to replace any plucked flowers. The patterns on the cover adjust to new configurations each time a flower is removed. The owner of the *Florilegium* gradually becomes fixated on finding flowers and cross-referencing the specimens with the knowledge in the book.

If attuned to it, you can use the grimoire as a spellcasting focus, and it functions as a spellbook for you. The spells listed below count as spells for your spellcasting class. Moreover, you have advantage on Intelligence checks made to interact with or recall information concerning plant and fey creatures.



When found, the book contains the following spells. Spells marked with an asterisk (*) appear in **Chapter 5**:

- 1st level: *entangle*, *florafetter**
- 2nd level: *radiant rosette**, *spike growth*
- 3rd level: *plant growth*
- 4th level: *blight*
- 5th level: *insect plague*
- 6th level: *wall of thorns*
- 7th level: *oculus blossoms**
- 8th level: *glibness*
- 9th level: *chaotic flowerfall**

Wellspring of the Garden (Requires Attunement). As your level increases, you gain the following benefits while the grimoire is on your person. Saving throws for its features equal your spellcasting DC.

5th level. You learn the spell *speak with plants* and can cast it once without expending a spell slot. You regain the ability to cast it in this way when you finish a long rest. In addition, as an action, you create a number of companion flowers up to your proficiency bonus. A companion flower is a tall, sunflower-like blossom with white and yellow petals. It is a stationary object with AC 15 and 30 hit points. Each flower appears in an unoccupied space you can see within 60 feet of you and lasts for 1 minute.

The flower has the following benefits, as well as others gained at higher levels:

- **Curative Pollen.** Whenever a friendly creature (or you) moves into a space within 5 feet of the flower for the first time on its turn or starts its turn there, it heals 2d6 hit points by breathing in the pollen (no action required). When the flowers (as a group) have healed a total of 30 hit points, they stop producing pollen.

Once you use this feature, you must finish a long rest before you can use it again.

9th level. Your Curative Pollen can now heal up to 60 hit points. In addition, your flowers gain the following new benefit:

- **Carnivorous Snap.** Each flower's petals merge into a fanged mouth. Any creature hostile to you that moves to a space within 10 feet of a flower for the first time on its turn must make a Dexterity saving throw, taking 20 radiant damage on a failed save or half as much damage on a successful one. The flowers (as a group) stop attacking after they deal a combined total of 60 damage.

13th level. Your Curative Pollen can now heal up to 70 hit points, and the Carnivorous Snap can deal a total of 70 damage. In addition, you can summon your flowers twice before resting, and your flowers gain the following new benefit:

- **Burning Fireflies.** A flame-shrouded firefly hovers around each of your flowers. As a bonus action, you can mentally command one of your flowers to send its burning firefly streaking toward one creature or object within 60 feet of it. When you do, make a ranged spell attack. On a hit, the target takes 4d12 radiant damage. Whether you hit or miss, the firefly is expended.

17th level. Your Curative Pollen can now heal up to 80 hit points, and the Carnivorous Snap can deal a total of 80 damage. In addition, your flowers gain the following new benefit:

- **Razorpetal Barrage.** Some petals of your flowers are wreathed in shimmering energy and become impossibly sharp. As a bonus action, you can mentally command your flowers to send petals hurtling at a point within 120 feet of it. Each creature in a 40-foot-radius of that point must make a Dexterity saving throw, taking 10d12 force damage on a failed save or half as much damage on a successful one. Your flowers have enough petals for one use of Razorpetal Barrage.

Quirks of the Perennial Florilegium. While attuned to the grimoire, you occasionally experience the emotions and attitudes of its previous owners, who have left their psychic imprint upon it. While you are not compelled to act on these feelings, you might randomly experience one of the quirks presented in the Quirks of the Perennial Florilegium table.

QUIRKS OF THE PERENNIAL FLORILEGIUM

d8	Result
1	I talk to flowers as if they are close friends.
2	My mood changes with the weather and seasons.
3	I can't resist making bargains or pacts.
4	It amuses me to make plant and flower puns.
5	I always see pixies and other fey out of the corner of my eye.
6	Cold iron sometimes makes me itch.
7	I gather samples of seeds and flora wherever I go.
8	From time to time, I'm possessed with an overwhelming need to make everyone stop and smell the flowers.

HEDGE MAGIC STYLE

At its core, hedge magic is found within the little rituals of life—our common and everyday needs. Many consider it to be little more than the tending of gardens and making of preparations in the kitchen and the like. But such alchemy is only one facet of hedge magic. Spells that ward the spellcaster and transfigure the world around them are also important parts of this discipline. It is a practical approach to magic on an often small and local scale, rather than a cosmic one.

Underrepresented in formal study, hedge magic is the most widely practiced yet least regarded of the arcane arts. Collegiate mages scoff at the notion that it be considered a true school of study, discounting it as little more than “kitchen-conjuring” and “garden alchemy.” But those who utilize it know that mastery isn't about the recitation of dusty tomes in campus libraries or arcane theatrics of fire and frost. They know that it isn't even about rare material components, words of power, or complex gestures. No, unlocking these secrets takes effort, dirt under nails and well-earned scrapes and bruises, continually nurturing one's affinity for what the world around you has to offer. Some practitioners serve their communities with their skill in herbalism or by tutoring others. But whether leading the lives of familiar healers or reclusive witches, common folk often find reasons to fear hedge mages regardless, mistaking their arcane dedication for fearsome occultation. Other practitioners harness it for their own designs, embarking on quests of discovery, crusades, and even bids for dominion.



RECOMMENDED SPELL LIST

This section presents a sampling of spells in alignment with the hedge magic style. These spells are available to any spellcasting class with the GM's consent. Spells marked with an asterisk (*) appear in **Chapter 5**.

Cantrips (0 level)

*Conjure thicket** (conjunction)
Mage hand (conjunction)
Prestidigitation (transmutation)

1st Level

Entangle (conjunction)
*Jedza's tidy charm** (enchantment)
Protection from evil and good (abjuration)
Unseen servant (conjunction)

2nd Level

Arcane lock (abjuration)
*Baba's pincushion** (conjunction)
Barkskin (transmutation)
*Rite of rain** (conjunction)
Spike growth (transmutation)

3rd Level

*Daisy regrowth** (transmutation)
*Diversion door** (abjuration)
Magic circle (abjuration)
Plant growth (transmutation)
Speak with plants (transmutation)

4th Level

Banishment (abjuration)
Fabricate (transmutation)
Private sanctum (abjuration)

5th Level

Animate objects (transmutation)
Awaken (transmutation)
Dispel evil and good (abjuration)

6th Level

Guards and wards (abjuration)
Move earth (transmutation)
Wall of thorns (conjunction)

7th Level

*Field of lotuses** (abjuration)

Symbol (abjuration)

8th Level

Earthquake (evocation)

9th Level

Imprisonment (abjuration)

PLAYER OPTION: HEDGE MAGE

Spellcasters who use hedge magic call themselves hedge mages, concerning themselves less with druidic rites, witchcraft, or arcana and more with the daily practice of developing their craft. Outsiders to the craft use the term as an insult though, deriding it as somehow less than more academic pursuits. Regardless of how they are perceived by others, hedge mages devote themselves to the practice with a dedication any tradesman could appreciate.

Whenever you would normally gain a feat or ability score improvement, you can choose to gain one of the following features instead. You can only ever have one such feature:

- **Brambleknack.** When you enter combat, you can choose to roll initiative with disadvantage. When you do so, 1d4 + 1 leafy hedges spring from the ground in random unoccupied spaces within 20 feet of you. (The GM determines where the hedges appear.) Each hedge occupies a 5-foot square, provides partial cover, and acts as difficult terrain. Each is considered a Medium object with an AC of 10, 10 hit points, immunity to psychic damage, and vulnerability to fire damage. If in suitable conditions, they take permanent root and last until destroyed. Otherwise, they wither and vanish after 1 minute. You can use this feature a number of times per day equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.
- **Comfrey Fettle.** Whenever you consume a potion that uses a die roll to determine its effects, such as one of healing, you can choose to add your proficiency bonus to the roll. Additionally, you can choose to double the duration of any potion, magical plant, or poison you either consume or use.
- **Green Thumb.** You have a special way with plants, causing wildflowers and herbs to grow with supernatural ease. As a bonus action, you can cause flowers to sprout on the surface or object you touch (though not on creatures). These flowers can spread a number of 5-foot squares equal to your proficiency bonus. You can choose which kind of flower grows, but it must be one that you are familiar with.
- **Hawthorne Curate (5th Level or Higher Required).** Your affinity for soothing remedies and your skill with tinctures, poultices, and herbal concoctions filter into your magic. You gain the ability to cast *lesser restoration*,

protection from poison, and *remove curse* (as rituals only).

Casting these spells requires material components in addition to the somatic and verbal components of the spells. Work with your GM to determine what your unique remedy is for each, but the cost of components for each spell must meet a combined total of at least 100 gp.

- **Mage's Tools.** You can animate one set of artisan's tools to do what they were designed for. The tools make their own ability check for the task you assign, using your spellcasting modifier + half your proficiency bonus (rounded down). You can use the tools in this way once per long rest, though completing some tasks, such as weaving a tapestry or brewing a potion, may take longer and require repeated attempts. Additionally, whenever you finish a long rest, you may choose one spell that you know from the recommended hedge mage spell list that has a verbal component and cast it once without expending a spell slot.
- **Roseskin.** When you take piercing damage, you can use your reaction to reduce that damage up to an amount equal to twice your proficiency bonus. When you do so, your skin sprouts sharp, brittle thorns. The next creature to make a successful melee attack against you takes piercing damage equal to the amount that you previously reduced. The thorns persist for an hour or until you are hit by a weapon attack.

CREATURE TRAITS

You can create a themed version of an existing creature by giving it one or more of the following traits or actions:

- **Eye-Watering Aroma.** Whenever you begin or end your turn within 10 feet of this creature, you must succeed on a Constitution saving throw or become blinded as your eyes fill with stinging tears. The DC equals 10 + the creature's proficiency bonus. The condition ends as soon as you move at least 10 feet away from the creature. Targets with more than two eyes have disadvantage on the saving throw.
- **Rending Thorns.** Whenever this creature succeeds on a melee attack by rolling a 19 or 20, your AC is reduced by 1, in addition to suffering the normal effects of the attack. This reduction to AC ends after you take a short or long rest.
- **Wreath of Briars.** When you hit this creature with a melee attack, it can use its reaction to force you to make a Dexterity saving throw, taking 2d8 piercing damage and dropping whatever you are currently holding on a failed save or half as much damage on a successful one. The DC equals 10 + the creature's proficiency bonus.



PESTILENT MAGIC

Pestilence is an age-old threat to civilizations young and old. Rumors of plague bear a special kind of terror, carried on the black wings of ravens and the bloody claws of rats. Practitioners of this pestilent magic delve into this primal fear, seeing it as far more than an accidental miasma or wayward curse. At its most evolved, pestilence is an avatar of suffering and corruption, manifesting in the bodies of its victims like a malignant spirit. Some pestilent practitioners would repel disease like a demonic incursion, exorcising pestilent entities or taking them unto themselves, but others welcome it, becoming hosts to terrible afflictions they spread without care.

Traditionally, clerics and paladins form the bulwark of casters defending against plagues, but both divine and arcane magic help spread corruption and disease. The line blurs further between these traditions when a caster takes an interest in the tainted potential within the concepts of disease and vermin, whether to combat or embrace them. As such, all spellcasting classes have at least some access to pestilent magic, but clerics and warlocks have the greatest potential in this style.

RECOMMENDED SPELL LIST

This section presents a sampling of spells in alignment with the pestilent magic style. These spells are available to any spellcasting class with the GM's consent. Spells marked with an asterisk (*) appear in **Chapter 5**.

Cantrips (0 Level)

*Blood purge** (necromancy)
*Illusion of health** (illusion)
*Memento mori** (necromancy)
*Panacea** (abjuration)
*Plague marks** (necromancy)
*Pocketful of posies** (abjuration)
*Wilting breath** (necromancy)

1st Level

Detect poison and disease (divination)
*Malaise** (illusion)
*Plague doctor's call** (divination)
*Withering smite** (necromancy)

2nd Level

Blindness/deafness (necromancy)
*Conjure vermin** (conjuration)
*Contagious healing** (evocation)
*Fever's gift** (divination)
*Plaguebearer** (abjuration)
*Poisonous flesh** (transmutation)
*Stench of rot** (necromancy)

3rd Level

*Cloak of vermin** (conjuration)
*Plague walk** (necromancy)
*Purge** (necromancy)
*Seeping death** (necromancy)

4th Level

*Aura of filth** (necromancy)
Blight (necromancy)
*Create plague zombie** (necromancy)
*Dead man walking** (necromancy)
*Death toll** (necromancy)
*Festering fever** (necromancy)

5th Level

Contagion (necromancy)
*Contingency boils** (necromancy)
Insect plague (conjuration)

6th Level

Harm (necromancy)
*Plague hysteria** (necromancy)
*Wave of putrefaction** (necromancy)

7th Level

*Defile healing** (necromancy)
*Mass contagious healing** (evocation)

8th Level

*Burst organs** (necromancy)
*Power word plague** (necromancy)

9th Level

Power word kill (enchantment)

RANDOM DISEASE TABLE

The list of nonmagical diseases below is not exhaustive but expands options for diseases to use with the *contagion* spell or similar magical effects, at the GM's discretion. The existing disease descriptions that appear in the *contagion* spell and elsewhere have been reprinted here for your convenience.

RANDOM DISEASE TABLE

d10	Disease
1	Blinding sickness
2	Cackle Fever
3	Filth Fever
4	Flesh Rot
5	Mindfire
6	Rotten Pox (see sidebar)
7	Seizure
8	Sewer Plague
9	Sight Rot
10	Slimy Doom

Blinding Sickness

Pain grips the creature's mind, and its eyes turn milky white. It has disadvantage on Wisdom checks and Wisdom saving throws and is blinded.

Cackle Fever

This disease targets humanoids, though gnomes are strangely immune. While in the grips of this disease, victims frequently succumb to fits of mad laughter, giving the disease its common name and its morbid nickname: "the shrieks."

Symptoms manifest 1d4 hours after infection and include fever and disorientation. The infected creature gains one level of exhaustion that can't be removed until the disease is cured.

Any event that causes the infected creature great stress—including entering combat, taking damage, experiencing fear, or having a nightmare—forces the

NEW DISEASE: ROTTEN POX

Rotten pox is primarily carried by mice, rats, and other small vermin and inflicted through bites. When a humanoid is bitten by these vermin or exposed to the open sores of a victim of rotten pox, they must succeed on a DC 15 Constitution saving throw or become infected.

It takes 1d6 days for rotten pox to manifest in an infected creature. When symptoms begin, the infected creature

gains a level of exhaustion from malaise and fever and then develops oozing black sores all over their body. Those visibly infected with rotten pox suffer disadvantage on all Charisma checks and saving throws and can no longer regain hit points except by magical means. Their hit point maximum decreases by 5 (1d10) every 24 hours, and if their hit point maximum drops to 0 as a result of this disease, they die.

creature to make a DC 13 Constitution saving throw. On a failed save, the creature takes 5 (1d10) psychic damage and becomes incapacitated with mad laughter for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the mad laughter and the incapacitated condition on a success.

Any humanoid creature that starts its turn within 10 feet of an infected creature in the throes of mad laughter must succeed on a DC 10 Constitution saving throw or also become infected with the disease. Once a creature succeeds on this save, it is immune to the mad laughter of that particular infected creature for 24 hours.

At the end of each long rest, an infected creature can make a DC 13 Constitution saving throw. On a successful save, the DC for this save and for the save to avoid an attack of mad laughter drops by 1d6.

When the saving throw DC drops to 0, the creature recovers from the disease. A creature that fails three of these saving throws gains a randomly determined form of indefinite madness.

Filth Fever

A raging fever sweeps through the creature's body. It has disadvantage on Strength checks, Strength saving throws, and attack rolls that use Strength.

Flesh Rot

The creature's flesh decays. It has disadvantage on Charisma checks and vulnerability to all damage.

Mindfire

The creature's mind becomes feverish. It has disadvantage on Intelligence checks and Intelligence saving throws and behaves as if under the effects of the *confusion* spell during combat.

Seizure

The creature is overcome with shaking. It has disadvantage on Dexterity checks, Dexterity saving throws, and attack rolls that use Dexterity.

Sewer Plague

Sewer plague is a generic term for a broad category of illnesses that incubate in sewers, refuse heaps, and stagnant swamps, and which are sometimes transmitted by creatures that dwell in those areas, such as rats and otyughs.

When a humanoid is bitten by a creature that carries the disease, or when it comes into contact with filth or offal contaminated by the disease, the creature must succeed on a DC 11 Constitution saving throw or become infected.

It takes 1d4 days for sewer plague's symptoms to manifest in an infected creature. Symptoms include fatigue and cramps. The infected creature suffers one level of exhaustion, and it regains only half the normal number of hit points from spending Hit Dice and no hit points from finishing a long rest.

At the end of each long rest, an infected creature must make a DC 11 Constitution saving throw. On a failed save, the character gains one level of exhaustion. On a successful save, the character's exhaustion level decreases by one level. If a successful saving throw reduces the infected creature's level of exhaustion below 1, the creature recovers from the disease.

Sight Rot

This painful infection causes bleeding from the eyes and eventually blinds the victim. A beast or humanoid that drinks water tainted by sight rot must succeed on a DC 15 Constitution saving throw or become infected. One day after infection, the creature's vision starts to become blurry. The creature takes a -1 penalty to attack rolls and ability checks that rely on sight. At the end of each long rest after the symptoms appear, the penalty worsens by 1. When it reaches -5, the victim is blinded until its sight is restored by magic such as *lesser restoration* or *heal*.

Sight rot can be cured using a rare flower called eyebright, which grows in some swamps. Given an hour, a character who has herbalism kit proficiency can turn the flower into one dose of ointment. Applied to the eyes before a long rest, one dose of it prevents the disease from worsening after that rest. After three doses, the ointment cures the disease entirely.

Slimy Doom

The creature begins to bleed uncontrollably. It has disadvantage on Constitution checks and Constitution saving throws. In addition, whenever it takes damage, it is stunned until the end of its next turn.

MAGIC ITEMS: PLAGUE IMPLEMENTS

This section presents unique items that harness the power of pestilent magic.

Plague Mask of Remedy

Wondrous Item, Uncommon (Requires Attunement)

Usually seen on the grim faces of plague doctors that treat diseased patients, this mask covers the top half of your face with stiff black leather, and an elongated beak extends out from your nose.

When you don the mask, you smell an assortment of pungent, almost-sweet herbs and flowers stuffed into the beak and magically held there and preserved. You have disadvantage on Wisdom (Perception) checks requiring scent due to the strength of the remedies, but you gain advantage on your saving throws against attacks based on gases or scents, including *stinking cloud* and *cloudkill*.

Once per long rest, you can spend an action to focus on breathing in the aromas to soften your fatigue and remove a level of exhaustion.

Tail of the West Wind

Weapon (Dagger), Very Rare (Requires Attunement)

You gain a +2 bonus to attack and damage rolls made with this magic weapon. This dagger has sharp wings encompassing its hilt guard, and the blade curves into a thick edge like a scorpion's tail.

The dagger has 3 charges. If you attack and hit a diseased creature with this dagger, you can choose to inflict no damage and instead expend a charge to absorb the disease into the dagger, curing the target of the disease. You can choose to release one or more diseases stored in the dagger as part of a successful attack, causing an additional 3d8 poison damage for each disease expended. The dagger's charges are regained on the next dawn after they are expended.

CREATURE TRAITS

You can create a themed version of an existing creature by giving it one or more of the following traits or actions:

- **Plague Form.** The creature has resistance to necrotic damage and immunity to poison damage.
- **Putrid.** Whenever the creature takes bludgeoning, piercing, or slashing damage, all creatures within 5 feet of it take 1d6 poison damage.
- **Toxic Strike.** If the creature hits with a melee attack, the target must succeed on a Constitution saving throw or be poisoned for 1 minute. If the target fails the save by 5 or more, the target is also paralyzed while poisoned in this way. The DC equals 10 + the creature's proficiency bonus.

GRIMOIRE OF PESTILENCE: CODEX MORTABULA

The waxy yellowed cover of this heavy tome resembles human skin emblazoned with an emerald skull above crossed femurs. A putrescent green ichor drips intermittently from between the vellum pages.

The *Codex Mortabula* began life as a medical treatise written by Doctor Clairia Mors, outlining her revolutionary hypothesis that many diseases are caused by tiny organisms that invade and attack the body. Scoffing at this heretical idea, the Guild of Physicians and Barber Surgeons stripped the author of her membership and exiled her from the community. Furious at the narrow-minded guild, Doctor Mors fell prey to the influence of a band of fiends and turned from healing disease to spreading it—for science. She recorded her discoveries in her *Codex Mortabula*.

Five years to the day after her exile, Doctor Mors returned to her former guild and unleashed a wave of disease. Illnesses quickly spread to the city beyond, and in the space of a week, two-thirds of the community perished, including the unwitting Doctor Mors. The *Codex Mortabula* was discovered in the ruins of the guild by a

band of healer clerics and taken to their remote temple for study. Unfortunately, the clerics copied the grimoire, as was their custom, and dread enchantment of the original codex infected the copy as well. Precisely how many copies were made of the *Codex Mortabula* is unclear since clerics of the temple all succumbed to a strange rash of diseases.

Grimoire Adventure Hooks

The grimoire can act as a potent reward for characters or serve as a plot device in adventures. Below are several hooks to utilize it in a campaign:

- **Divine Scourge.** Perhaps inspired by its origin, a holy sect called the Scourgers of Light has acquired the *Codex Mortabula* with a grim purpose. They use the grimoire to spread disease from city to city, claiming to have altered it so that only the wicked and evil will succumb to its effects. However, when one of the victims is a blameless ally of the characters, they must work to stop the Scourgers.
- **Fever For The Beast.** Grimbane the Skulleater, a massive monster with arcane powers, descends from the mountains, crushing all who stand in the way. No blade or spell can defeat the terrible Skulleater. However, a local adventuring guild has a desperate plan, and the characters are hired to find the *Codex Mortabula* and infect Grimbane with enough diseases to end his rampage.
- **Nearest Scapegoat.** At some point after the characters acquire the *Codex Mortabula*, during one of their adventures, they learn strange diseases are striking the cities and communities they visit. Attacked by vengeful families and pursued by the law, the characters must uncover the truth behind the deaths and determine who is blaming them for the crimes.



Grimoire of Pestilence: Codex Mortabula

*Wondrous Item, Fabled (5th-Level and Higher Properties)
Require Attunement by a Spellcaster*

This grimoire contains horribly illustrated pages detailing all manner of diseases. The strange ichor occasionally dripping from the tome is a spiritual reflection of the grim information lurking within. The owner of the *Codex Mortabula* gradually gains a sallow, pallid, or jaundiced complexion. Some who have carried the tome have become obsessed with cleanliness and preventing illness while others delight in spreading contagion.

If attuned to it, you can use the grimoire as a spellcasting focus, and it functions as a spellbook for you. The spells listed below count as spells for your spellcasting class. Moreover, you are immune to disease and have advantage on Intelligence and Wisdom checks made to recall information about or treat diseases.

When found, the book contains the following spells. Spells marked with an asterisk (*) appear in **Chapter 5**:

1st level: *detect poison and disease*

2nd level: *contagious healing**, *protection from poison*

3rd level: *stinking cloud*

4th level: *festering fever**

5th level: *contagion*

6th level: *harm*

7th level: *mass contagious healing**

8th level: *power word plague**

An Unbalance of Humors (Requires Attunement). As your level increases, you gain the following benefits while the grimoire is on your person.

5th level. As a reaction when you deal poison or necrotic damage, you can give the target a disease. The target must succeed on a Constitution saving throw or be infected by your choice of disease from the list below for 1 minute. A creature can only be under the effect of one such disease at a time.

At the beginning of each of its turns, a diseased creature can repeat the Constitution saving throw, ending the disease on a success. Once a creature has been subjected to this feature or succeeds on a saving throw against it, it is immune to this feature for 24 hours.

You can use the following diseases:

- **Bonebreak Fever.** The creature takes 2d6 poison damage at the beginning of each of its turns.
- **Chalkstones.** The creature's movement speed is reduced by half.
- **Shaking Tremors.** The creature has disadvantage on attack rolls and Dexterity saving throws.

You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a short or long rest.

9th level. You have resistance to poison damage, and you can add the options described in the *contagion* spell to your list of diseases known.

In addition, you can use the following new diseases:

- **Black Spills.** If the creature takes any damage, it takes an extra 2d10 damage of the same type at the start of its next turn. If it take damage from more than one source, only the first is copied.
- **Delirious Porting.** At the beginning of each of its turns, the creature magically teleports to a random, unoccupied space within 60 feet of its previous position.
- **Horrors.** The creature hallucinates, believing its allies are horrible monsters, and must attack its nearest ally.

13th level. You are immune to poison. Moreover, when an attack or spell subjects you to poison damage, you regain hit points equal to the poison damage.

In addition, you can use the following new diseases:

- **Firespouts.** At the beginning of each of its turns, the creature uncontrollably spits fire at the nearest creature, using your spell attack modifier, and on a hit, the target takes 2d10 fire damage.
- **Jester's Gasp.** The creature is incapacitated with mad laughter. If it takes damage from any source, it gains advantage on its Constitution saving throw to remove this disease.
- **Stonelegs.** The creature is restrained and begins to turn to stone from the feet upward. If it fails three consecutive Constitution saving throws to end the disease, it is petrified for an hour.

17th level. Your Constitution score increases to 20. If your Constitution score is already 20, your Strength or Dexterity (your choice) increases by 2, to a maximum of 20.

In addition, you can use the following new diseases:

- **Beast's Curse.** Also called zoanthropalitis, this disease causes the creature to magically transform into a beast (CR 1/8 or less) of equal size, as if under the effect of a *polymorph* spell. At the beginning of each of its turns, the target transforms into the beast, and at the end of each of its turns, it transforms back to its normal form.
- **Spellbuncles.** The creature's mouth and limbs erupt in boils. It can't speak or cast spells with verbal or somatic components. The creature can still hold objects, just not make intricate gestures.

Quirks of the Codex Mortabula. While attuned to the grimoire, you occasionally experience the emotions and attitudes of its previous owners, who have left their psychic imprint upon it. While you are not compelled to act on these feelings, you might randomly experience one of the quirks presented in the Quirks of the Codex Mortabula table.

QUIRKS OF THE CODEX MORTABULA

d8	Result
1	You possess a deep hatred of mice and other forms of vermin.
2	You refuse to eat food or drink liquids that are prepared out of your sight.
3	You have trouble connecting to people and prefer to think of them as subjects.
4	You are haunted by smudges, stains, or messes of any kind.
5	You do everything you can to avoid large crowds or sharing confined spaces with other creatures.
6	You tend to use overly complicated clinical jargon to explain basic concepts.
7	You sometimes catch yourself washing your hands until they are painfully raw.
8	You experience great anxiety unless you have a full medical kit on your person.

PORTAL MAGIC

Practitioners of portal magic have an obsession with the liminal boundaries of reality. At the cusp of one place and another—buoyed by magic and knowledge—they watch. There is no greater feeling than rushing headlong through some conjured doorway, dragging friend and foe along, without regard for the horrors that lurk one step to the dimensional right, knowing just how wide to crack the magical doorway to serve a purpose.

Portal magic is highly complex and centered on the manipulation of space. It demands incredible precision to be performed safely. Spells of this style link multiple locations, allowing rapid travel across any distance, whether mere feet or entire planes of existence.

RECOMMENDED SPELL LIST

This section presents a sampling of spells in alignment with the portal magic style. These spells are available to any spellcasting class with the GM's consent. Spells marked with an asterisk (*) appear in **Chapter 5**.

Cantrips (0 Level)

Mage hand (conjuration)

*Misstep** (enchantment)

*Spy** (divination)

1st Level

Alarm (abjuration)

Amplify sound (divination)

*Broken charge** (enchantment)

Sanctuary (abjuration)

2nd Level

Arcane lock (abjuration)

Knock (transmutation)

*Poisoned portal** (conjuration)

Rope trick (transmutation)

3rd Level

*Arrow door** (conjuration)

*Dimensional shove** (conjuration)

Glyph of warding (abjuration)

*Lesser maze** (conjuration)

*Shadow portal** (conjuration)

4th Level

Banishment (abjuration)

Black tentacles (conjuration)

*Labyrinth mastery** (divination)

*Rift** (conjuration)

*Storm door** (conjuration)

5th Level

*Mass shuffle** (conjuration)

Passwall (transmutation)

Teleportation circle (conjuration)

6th Level

*Dimensional rending** (conjuration)

Find the path (divination)

Planar ally (conjuration)

7th Level

*Nexus** (conjuration)

Plane shift (conjuration)

8th Level

Maze (conjuration)

9th Level

Gate (conjuration)

*Greater maze** (conjuration)

VARIANT: LABYRINTH MAGIC

The minotaurs created what they call "labyrinth magic" long ago, a result of their fascination with and mastery of mazes. Spells of this sort tend to involve elements of confusion, dimensional manipulation, and the strengthening of the minotaur's natural weapons. They are rarely taught to outsiders.

Portal magic is known by many names, but labels like labyrinth magic refer to a small portion of the larger umbrella that is portal magic. Whenever you see such style names in a Kobold Press product, they are merely one facet of the portal magic style.



PLAYER OPTION: SPELLBOOK MODIFICATIONS

Spellcasters who are obsessed with portals spend precious downtime customizing their spellbooks to hold all manner of information on places near and far. With your GM's consent, spend the listed amount of gold and downtime to add the following features to your spellbook:

- **Inter-Dimensional Shelf.** Your spellbook is stored on a small shelf in a pocket dimension only you can access. You may banish or summon it at any time without using an action. The shelf can only hold your spellbook. The door to the shelf may appear however you like. It costs 200 gp and takes 10 days to create the shelf.
- **Spectral Note-Taker.** Your spellbook is constantly recording your location, allowing you can unerringly navigate to any location you've visited within the last day. It costs 300 gp and takes 10 days to add this feature to your spellbook.
- **Wizard's Finder.** Choose one friendly creature. Every 24 hours, your spellbook records the location of that creature, regardless of its distance from you (even across planes), and you may refer to this information as an action. Your spellbook can contain such information on a number of creatures equal to your proficiency bonus. It costs 500 gp and takes 10 days to add a creature to your book. If a creature's attitude toward you changes to hostile or indifferent, its location disappears from your spellbook.

PLAYER OPTION: MASTER OF DOORS

Some spellcasters who are interested in portal magic choose to forgo learning new spells in exchange for other strange magical powers. At your GM's discretion, whenever you would learn a new spell as a result of leveling up, you may gain one of these features instead (dispel DC equals your spell save DC):

- **Locks.** You may choose to magically lock any door you step through. The lock lasts for a minute or until you use this feature on another door. This ability does not change the material from which the door is made, nor does it prevent the door from being damaged.
- **Personalized Portal.** After stepping through a door, gate, portal, or similar structure, you may magically mark it. The mark lasts for 24 hours and is invisible, except to those with truesight. You may choose to have the mark visible to any number of friendly creatures.
- **Unlikely Connection.** As an action, you can magically link two doors that are within 100 feet of one another. A creatures that passes through one of these doors emerges instead from the other. The effect lasts for an hour or until a creature passes through one of the doors. Once you use this ability, you cannot use it again until you complete a long rest.

CREATURE TRAITS

You can create a themed version of an existing creature by giving it one or more of the following traits or actions:

- **Half There.** This creature is literally halfway between this plane of existence and another. Attacks against it have disadvantage. Successfully grappling the creature brings it fully into this plane for the duration, removing any benefit to the creature from this feature.
- **Infuriating Redirection.** Once per round, as a reaction to being targeted by a ranged attack, the creature can open a portal to redirect the attack to another creature within 30 feet.
- **Pop Out.** At the end of this creature's turn, if it did not move, it can teleport to any unoccupied space within 20 feet.

GRIMOIRE OF PORTALS: OSTIUM INFINITUM

On initial inspection, few realize the true nature of the *Ostium Infinitum*. Its pages are hidden within a thick, metallic shell sealed by layers of locks, gears, and other mechanisms meant to deter the irresolute. To open the tome, one must discover how to surpass each barrier and commit the complex process to memory. Only creatures who successfully complete this process can take true ownership of the grimoire, and on achieving this honor, the book instructs the owner to add a new puzzle mechanism to further secure its secrets.

At present, the *Ostium Infinitum* is sealed by 24 distinct mechanisms, which means the book has changed hands at least that number of times. Most recently, the book has fallen into the possession of a curious type of construct known as a **locksmith** (see *Tome of Beasts 2*), who liberated it from the human who hired the construct to open it. Since then, the grimoire's whereabouts have become a closely guarded secret, and other locksmiths regard the search for it as an obsession—even as a holy act.

Grimoire Adventure Hooks

The grimoire can act as a potent reward for characters or serve as a plot device in adventures. Below are several hooks to utilize it in a campaign:

- **Escape Room.** An eccentric millionaire on the brink of death announces they are holding a contest to determine who should inherit their greatest treasure. Participating groups are invited to their mansion to learn more, and upon arrival, they find themselves sealed inside by a series of mundane and magical obstacles. If the party can solve all the puzzles required to escape the mansion, the millionaire will award them with the *Ostium Infinitum*.
- **Future Proof.** The character's travels are suddenly interrupted when a goblin in a black leather duster suddenly steps from a portal directly in their path. The goblin tosses them the *Ostium Infinitum* and says they must deliver it as quickly as they can to the most

influential, good-aligned magical institution in your campaign setting. The goblin warns the party to defend the book with their lives, or reality itself could be destroyed, and then the goblin promptly disappears through another portal. As long as the book remains in the party's possession, they are attacked by bands of ever more powerful fiends trying to steal the book.

- **Hero Unchained.** Upon finally defeating a powerful villain, a local hero was banished and locked in an interdimensional prison cell—courtesy of the villain's final vengeful act. The people of the land are devastated and eager to reward other adventurers who can safely return their imprisoned hero. However, with the villain now dead, the only thing that can free the hero is the magic of the *Ostium Infinitum*, which is held within a subterranean vault filled with clockwork monsters and deadly traps.

Grimoire of Portals: Ostium Infinitum

Wondrous Item, Fabled (5th-Level and Higher Properties)
Require Attunement by a Spellcaster

The *Ostium Infinitum* is a dissertation on the nature of space, filled with arcane calculations necessary for navigating it via magical means. Those tenacious enough to master the locks that protect the grimoire's contents are rewarded with revolutionary insight into the mechanical forces that govern the universe and practical guidance for manipulating those forces in accordance with your will.

While holding the book, you can use it as a spellcasting focus for your spells and it functions as a spellbook for you. Additionally, you have advantage on any checks made to open locks or other closure mechanisms of magical or mundane make.

When found, the book contains the following spells. Spells marked with an asterisk (*) appear in **Chapter 5**:

- 1st level: *alarm, sanctuary*
- 2nd level: *arcane lock, knock*
- 3rd level: *dimensional shove**
- 4th level: *rift**
- 5th level: *teleportation circle*
- 6th level: *dimensional rending**
- 7th level: *nexus**

Ostium Infinitum (Requires Attunement). As your level increases, you gain the following benefits while the grimoire is on your person.

5th level. Whenever you take damage, you can use your reaction to teleport to an unoccupied space within 30 feet. Moving in this way does not provoke attacks of opportunity. You can use this feature a number of times per long rest equal to your proficiency bonus.

9th level. As a bonus action, you can use the *Ostium Infinitum* to create a portal. Choose two points you can see within 60 feet of you: an invisible and intangible gateway appears at each point. A Large or smaller creature who steps on a space with a gate can choose to remain in the



same space or use their movement to step onto any of the squares adjacent to the other gate. Stepping through a gate does not provoke attacks of opportunity. The portals remain open for 1 minute or until you choose to close them (no action required). Once you use this feature, you can't do so again until you complete a short or long rest.

13th level. Your speed increases by 10 feet, and you can no longer be moved against your will. Attempts to shove or push you automatically fail. Spells or magical effects, like *banishment* or *maze*, that would force you out of the Material Plane have no effect on you unless you wish it.

17th level. As an action, you can command the *Ostium Infinitum* to teleport you anywhere in the multiverse. The destination must be known to you—a place you have personally visited or thoroughly studied—and it must be a place that physically exists, though it can be located on any plane of existence. If the destination you select does not meet these conditions, the attempt fails. Once this feature is used, you can't use it again until you complete a long rest.

QUIRKS OF THE OSTIUM INFINITUM

d8	Result
1	You are fascinated by keys and feel compelled to collect them.
2	You are plagued by sudden bursts of anxiety, questioning whether or not you forgot to lock something important.
3	Whenever you see a locked door or container, you are seized by a burning desire to open it—just to prove you can.
4	You feel calmest when tinkering with machinery or other mechanical devices.
5	You can't feel comfortable in a new space until you've counted every door, window, or other means of escape.
6	You experience the urge to shut out others when upset and lock yourself away when things become too intense.
7	You never feel perfectly content where you are and have a tendency to wander off.
8	You are terrified of being trapped, rendered immobile, or otherwise forced into a situation that impairs your freedom in any way.

Quirks of the Ostium Infinitum. While attuned to the grimoire, you occasionally experience the emotions and attitudes of its previous owners, who have left their psychic imprint upon it. While you are not compelled to act on these feelings, you might randomly experience one of the quirks presented in the Quirks of the Ostium Infinitum table.

PYROMANCY MAGIC

For practitioners of pyromancy, flame is everything. They weave it like threads through the dry branches of a tree, summon goutts of it from the ground, and bathe in its calming heat. Their allies have known its gentle, life-giving dance, and their enemies have felt its searing kiss.

Pyromancy harnesses one branch of elemental magic and incorporates some of the oldest and most universally studied spells. Since the dawn of civilization, creatures have relied on fire to survive, seeking mastery over it to warm their bodies, fill their bellies, and light their forges. So too have creatures historically suffered in the wake of fire's awesome destructive power as cities have burned and lives have been claimed by the embers of war. Pyromancers understand—more than anyone—that raw elemental forces like fire are neither good nor evil. Such forces can be called upon to create a staggering array of effects, as long as the caster who wields them has the foresight and the strength necessary to hold them in balance.

RECOMMENDED SPELL LIST

This section presents a sampling of spells in alignment with the pyromancy magic style. These spells are available to any spellcasting class with the GM's consent. Spells marked with an asterisk (*) appear in **Chapter 5**.

Cantrips (0 Level)

*Een's molten shard** (conjunction)

Fire bolt (evocation)

*Flame's kiss** (evocation)

*Smolder** (illusion)

1st Level

*Ashen lashes** (evocation)
Burning hands (evocation)
*Curse of sustenance** (evocation)
*Dehydration** (evocation)
*Flamestep** (conjuration)

2nd Level

*Brilliant harrier** (conjuration)
*Combust the dead** (evocation)
Continual flame (evocation)
*Court the flame** (abjuration)
Flaming sphere (conjuration)
*Heartfire** (evocation)
*Magma spray** (evocation)
Scorching ray (evocation)
*Seeking fire** (divination)

3rd Level

Fireball (evocation)
*Flames united** (abjuration)
*Immolating geist** (necromancy)
*Sear** (evocation)
*Vortex of steam** (evocation)

4th Level

*Fire dance** (illusion)
Fire shield (evocation)
Wall of fire (evocation)

5th Level

*Arrow of ash** (evocation)
Flame strike (evocation)
*Flamewalk portal** (conjuration)

6th Level

*Bombard** (evocation)
*Bouncing fireball** (evocation)
*Een's armor of glass** (conjuration)
*Hearth walk** (conjuration)
Sunbeam (evocation)

7th Level

Fire storm (evocation)
*Flame's chronicle unleashed** (conjuration)

8th Level

Sunburst (evocation)

9th Level

Meteor swarm (evocation)



PLAYER OPTION: EMBERS

Spellcasters who devote themselves to pyromancy sometimes refer to themselves as embers. Those who self-identify as ember pyromancers find themselves a part of a long line of fire-weaving practitioners who seek a connection with the Elemental Plane of Fire. As these spellcasters grow in power, their connection to the plane increases, and their physical form begins to exhibit characteristics of their favored element.

Whenever you would normally gain a feat or ability score improvement, you can choose to gain one of the following features instead. You can only ever have one such feature:

- **Breath to Smoke.** You breathe out thick black smoke. As an action, you can create a cloud of smoke centered on you that fills the 5-foot cube you currently occupy. The cloud moves with you. On subsequent rounds, you must use your bonus action to maintain the cloud, or it will dissipate at the end of your turn. Creatures outside the smoke have disadvantage on attacks targeting anything inside the cloud.
- **Fire Rider.** As an action, you cause one Huge or larger mount or vehicle you can see to be surrounded by an aura of flames for up to 1 hour. While the flames are active, the target emits bright light in a 30-foot radius and dim light for an additional 30 feet. The flames are heatless, harmless, and can be ended by you at any time (no action required). While the flames are active, you can use a bonus action to expend a spell slot of 3rd-level or lower, increasing the target's speed by 10 feet per level of the expended slot.
- **Flame's Succor.** Whenever you take a single instance of fire damage, you can use your reaction to reduce that damage up to an amount equal to twice your proficiency bonus. When you do so, you also recover hit points equal to the amount of damage prevented.
- **Spreader.** Your flesh, scales, or feathers take on an orange-red hue. Whenever a creature within 5 feet of you takes fire damage, you can use your reaction to cause a different creature within 5 feet of you to take damage equal to half the triggering damage amount. Once you use this ability, you cannot use it again until you complete a short or long rest.
- **Upon the Rising Plume.** You may use your spellcasting ability instead of Strength when determining your long jump and high jump distances. Additionally, you may use a bonfire (or other flame source that takes up at least a 5-foot square area) as a magical springboard. If your movement causes you to pass through or start your turn in a space with such a fire, you gain a flying speed of 30 feet until the end of your next turn. You still take any damage you would normally from entering a fire's space in this way.

- **Voice Inferno.** You can transform your voice to sound like a roaring inferno. You gain the ability to speak and understand Ignan, and you have advantage on Charisma checks made to influence elementals or other creatures from the elemental planes. Additionally, whenever you complete a long rest, you can choose one spell that you know from the recommended pyromancy spell list that has a verbal component, and you can cast this spell once without expending a spell slot.

CREATURE TRAITS

You can create a themed version of an existing creature by giving it one or more of the following traits or actions:

- **Evaporating Aura.** Whenever you enter an area within 20 feet of this creature for the first time in a turn, or start your turn there, any water, wine, spirits, or other nonmagical fluids you carry evaporate and disappear.
- **Hot as Hells.** Whenever you enter an area within 5 feet of this creature for the first time in a turn, or start your turn there, you must succeed on a Constitution saving throw or take fire damage equal to 1d6 + the creature's proficiency bonus. The DC equals 10 + the creature's proficiency bonus.
- **Singeing Blow.** Whenever this creature hits with a melee attack, it deals extra fire damage equal to its proficiency bonus.

IGNICES: CHRONICLE OF FLAME

Over the ages, the *Ignices* has taken several forms: a staff covered in pictographs, a set of paintings on canvas, and a fabled grimoire. The chronicle of flame has passed from owner to owner as well, its power growing with each. Most recently, it came into the possession of a humble glassworker named Een Jelwud.

Een found the *Ignices* in the fire-wrecked tower of a forgotten wizard's order. Drawn to the buried ruins—by portents seen in molten glass as he worked—Een disappeared into the ashen darkness for several years. In the ruins, the glassworker studied pyromancy. He emerged, returning to his village having grown into a capable spellcaster. Finding no place in his former home, the glassblower, now a mage, established a tower he named the Shard. There, he melds his glassworking craft with the dangers and wonders of the *Ignices*.

Once a year, Een hosts a festival to celebrate the heat of summer. For seven days, the Shard is surrounded by a series of tents, shops, and pavilions. Celebrants gather nightly at great fires where they dance and drink and toast the power of the flame. Many buy Een's glassworks during this festival: the small glass baubles and cups are enchanted as minor magic items of various sorts and can be purchased for 25 gp each. At the end of the festival, Een summons a mighty firestorm to incinerate any offerings the participants wish to make.

Een is a slender man in his late forties. He wears soot-covered robes and a heavy leather apron. His hands smoke slightly at all times, and his wispy, greying hair floats upward from his scalp when not contained by a hood. He keeps the *Ignices* in a simple leather satchel that hangs about his shoulders.

Een has no diabolical ambitions, but he is driven to witness and record important fires in his lifetime. None can say if his involvement in the fires is more active, though some rulers regard the glassblower with suspicion.

Grimoire Adventure Hooks

The grimoire can act as a potent reward for characters or serve as a plot device in adventures. Below are several hooks to utilize it in a campaign:

- **Arson.** A rash of unexplainable fires affects a major town or city in your campaign. In addition to the loss of property and life, the city's people grow fearful, threatening to end trade and livelihoods. Strange tales of a living fire teleporting from place to place circulate in the taverns and inns. The characters are hired by the mayor or ruling council to investigate the arsons. They learn that an apprentice wizard, angry at being ejected by a local college, stole the *Ignices* and is causing the fires as an act of revenge. After recovering the fabled grimoire, the party must choose to keep or return it to its rightful owners.
- **Dragon's Prize.** Tossed into a city's infamous prison pits for theft, a young wizard has managed to smuggle one of her stolen objects with her: the *Ignices*. In those dark prison tunnels below the city, she has used the tome's power to part the veil between the material world and the swirling chaos of the elemental planes. Dangerous prisoners, fiery monsters, and the empowered spellcaster rise from the pits, threatening to immolate the will and wealth of the city's citizenry.



- **Dry Grounds.** Explorers of an ancient jungle return to a portside community, telling tales of a desert growing nearby. The characters investigate and discover that a miles-wide area of verdant jungle has turned to sand and ash. At the center of the area is a smoldering temple where the *Ignices*, once secured in a magical urn, has tumbled free. Fire-based monsters are drawn to the area. To prevent the spread of the grimoire's influence, the party must delve into the temple and return the book to its container or risk taking it themselves.

Ignices

Wondrous Item, Fabled (5th-Level and Higher Properties Require Attunement by a Spellcaster)

The *Ignices* is a grimoire recounting the greatest fires in history. From cataclysmic firestorms caused by meteorites to the humble embers under the most powerful witch's cauldron, the *Ignices* lists the world's most impactful conflagrations. The bearer of this fabled magical object is filled with knowledge on this topic and is driven to seek out fires of great power and importance on behalf of the tome.

While holding the grimoire, you can use it as a spellcasting focus for your spells, and it functions as a spellbook for you. You have advantage on Intelligence checks made to interact with or recall information concerning creatures from the elemental planes.

When found, the book contains the following spells. Spells marked with an asterisk (*) appear in **Chapter 5**:

- 1st level: *burning hands*, *flamestep**
- 2nd level: *combust the dead**, *scorching ray*
- 3rd level: *fireball*, *flames united**, *immolating geist**, *protection from energy*
- 4th level: *wall of fire*
- 5th level: *flamewalk portal**
- 6th level: *Een's armor of glass**
- 7th level: *flame's chronicle unleashed**

Chronicle of Flame (Requires Attunement). As your level increases, you gain the following benefits while the grimoire is on your person.

5th level. You are resistant to fire damage. Whenever a creature takes fire damage from a spell you cast, that creature takes additional fire damage equal to your proficiency bonus.

9th level. You learn three 1st-level spells that are not on your spell list. Additionally, you can ignore the effects on your vision (lightly or heavily obscured) from smoke created by mundane and magical fires.

13th level. Once per long rest, when you cast *fireball*, you can choose to have it heal creatures in the affected area instead of damaging them.

17th level. You are immune to fire damage. Once per long rest, you can cast one of the spells contained in the *Ignices* as a bonus action.

Quirks of the Ignices. While attuned to the grimoire, you occasionally experience the emotions and attitudes of its previous owners, who have left their psychic imprint upon it. While you are not compelled to act on these feelings, you might randomly experience one of the quirks presented in the Quirks of the Ignices table.

QUIRKS OF THE IGNICES

d8	Result
1	Your hands smoke lightly when you are stressed.
2	You always feel a little overheated.
3	Small flames such as campfires and torches lean toward you when you are within 10 feet of them.
4	You feel compelled to collect ashes.
5	You dislike being wet and avoid rain, baths, and boats whenever possible.
6	Food and water that you carry for more than an hour takes on a smoky flavor.
7	You like to set fires.
8	Your face is perpetually coated in a thin layer of soot that does not wash off.

RITUAL MAGIC

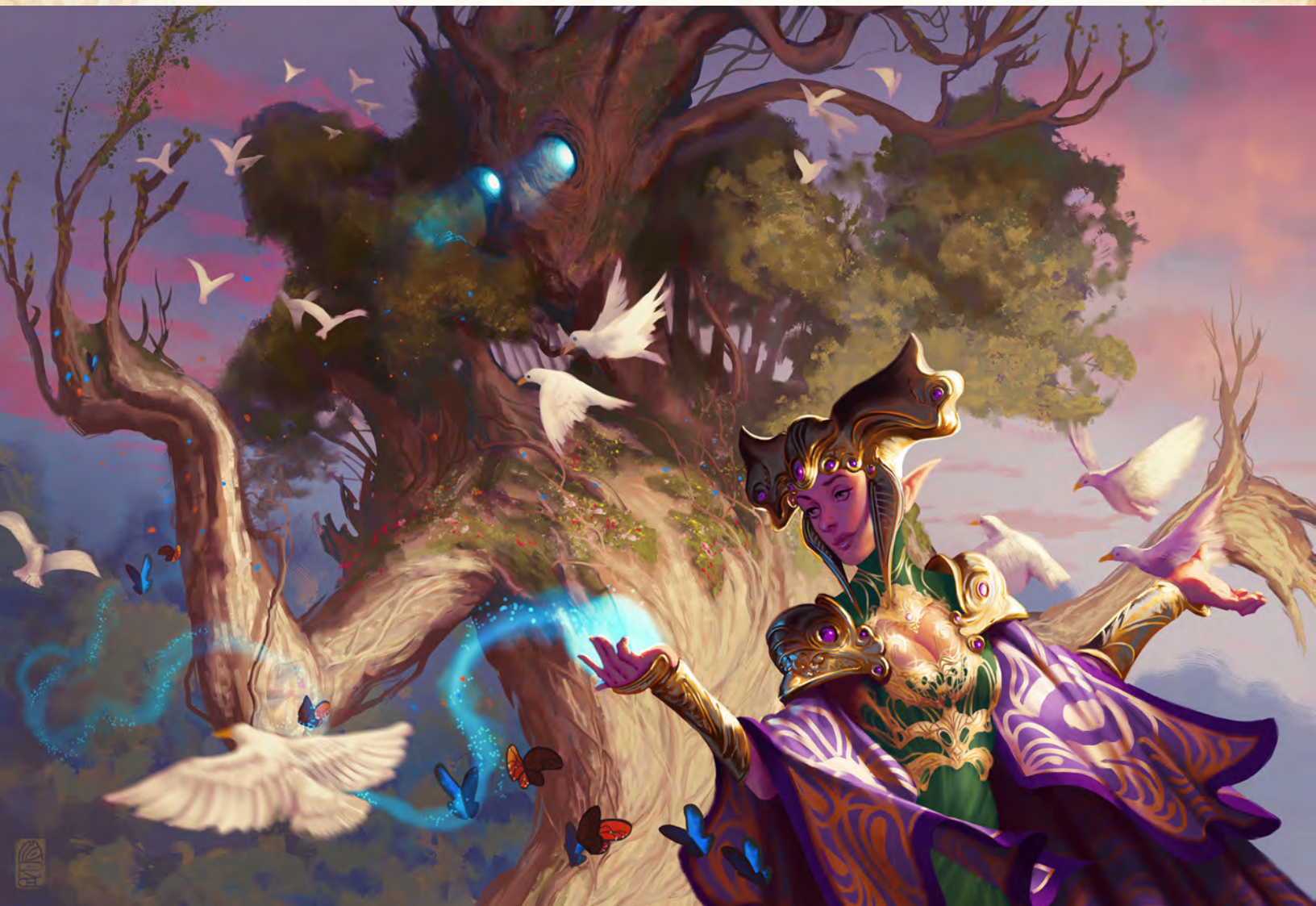
Practitioners of ritual magic know better than most that a prepared mage is the deadliest kind of mage. This is magic that requires a mind for strategy, patience, and resourcefulness—qualities beyond the reach of crude boom-and-blast casters. Ritualists perceive spellcasting like a puzzle: a clever hand brings all the pieces into place to unlock a vision that shakes the cosmos.

Ritual magic is the most complex form of spellcasting and the style with the greatest potential to alter the world on a grand scale. Spells of this style take longer to cast and consequently create long-lasting effects that are hard to reverse—if not impossible.

VARIANT: ELVEN RITUAL MAGIC

There are many variations of ritual magic that fall under the broader ritual style, but one of the most well-known branches is called elven ritual magic.

When the elves first developed their magic long ago, the spells they used were all cast as rituals. Over time, mages discovered how to cast most spells more quickly and with greater potency—at the expense of sapping their energy, which they had to recuperate to cast again.



Some of the original elven rituals are still being taught and used today, and just as in the distant past, they can be cast only as rituals. That aspect of their nature sets them apart from all other spells because it means that anyone who can cast one of these spells can do so repeatedly, without needing to draw on enough of their inner power to deplete their magical ability.

Ritual Focus. Another quality unique to elven ritual magic is the ability of the caster to call upon inner reserves and expend extra effort to improve or enhance the effect. This extra effort is represented by the caster's ritual focus. Each of these spells ends with a paragraph that explains an additional effect of the spell that can be achieved by expending a ritual focus during the casting of that spell.

Unlike a normal spellcasting focus, a ritual focus is not an object but a state of mind. And once this mental energy has been expended, a caster's ritual focus can't be used again until they finish a short or long rest.

RECOMMENDED SPELL LIST

This section presents a sampling of spells in alignment with the ritual magic style. These spells are available to any spellcasting class with the GM's consent. Spells marked with an asterisk (*) appear in **Chapter 5**.

1st Level

Alarm (abjuration)
Comprehend languages (divination)
Detect magic (divination)
Detect poison and disease (divination)
*Extract essence** (transmutation)
Find familiar (conjuration)
Floating disk (conjuration)
*Guest of honor** (enchantment)
Identify (divination)
Illusory script (illusion)
Purify food and drink (transmutation)
Speak with animals (divination)
Unseen servant (conjuration)

2nd Level

Animal messenger (enchantment)
Augury (divination)
*Clearing the field** (transmutation)
Gentle repose (necromancy)
Locate animals or plants (divination)
Magic mouth (illusion)
*Shadows brought to light** (divination)
Silence (illusion)
*Vine trestle** (conjuration)

3rd Level

Meld into stone (transmutation)
Phantom steed (illusion)
*Song of the forest** (transmutation)
Tiny hut (evocation)
Water breathing (transmutation)
Water walk (transmutation)

4th Level

Divination (divination)
*Shadowy retribution** (necromancy)

5th Level

Commune (divination)
Commune with nature (divination)
Contact other plane (divination)
*Hidden agent** (divination)
Telepathic bond (divination)

6th Level

*Encroaching shadows** (illusion)
Forbiddance (abjuration)
Instant summons (conjuration)

7th Level

*Celebration** (enchantment)

8th Level

*Bloom** (conjuration)
*Desolation** (necromancy)

9th Level

*Afflict line** (necromancy)

PLAYER OPTION: RITUALS EXPANDED

This section offers alternatives to the way characters can learn ritual spells. Before using one of these options, make sure to get approval from your GM.

Class Feature: Rituals Known

Prerequisite: Bard, Cleric, Druid, or Wizard; *Must Be Taken at 1st-Level; Replaces the Ritual Casting Component of the Spellcasting Feature*

You have access to a special type of long-form spell called a ritual. You do not need to prepare ritual spells to cast them, and they do not expend a spell slot when cast.

At 1st level, choose one ritual of your choice from your class spell list. You learn additional rituals of your choice at higher levels. Each time you gain access to a new level of spell slots by gaining a level in your spellcasting class, you learn one new ritual spell. This new ritual must be from your class spell list, and it must be of a level for which you have spell slots. For example, when a bard reaches 5th level, they gain access to 3rd-level spells, so the bard would learn one ritual spell of 3rd level or lower.

Rituals you learn in this way do not count against the number of spells you learn at each level, but ritual spells you learn in this way can't be cast as normal spells—even if the spell description would typically allow you to choose whether a spell can be cast as a normal spell or a ritual spell.

New Feat: Ritualist

Prerequisite: Spellcasting Class Feature

Your study of magic has unlocked the mysteries of ritual spells. When you gain this feat, you also gain a ritual book, which contains the rituals you know. To cast a ritual spell, you must have your ritual book in hand.

Choose one of the following spellcasting classes: bard, cleric, druid, witch, or wizard. You must choose your rituals from that class's spell list. Regardless of which list you choose, you use your normal spellcasting ability for these spells.

When you first gain your ritual book, you add one ritual of each spell level you have already unlocked via your spellcasting class. For example, a bard that selects this feat at 4th level has spell slots for 1st level and 2nd level, so they would add one 1st-level ritual and one 2nd-level ritual to their book.

Each time you gain access to a new level of spell slots by gaining a level in your spellcasting class, you add one new ritual spell to your book. This new ritual must be from the same spell list you originally chose, and it must be of a level for which you have spell slots. For example, when a bard reaches 5th level, they gain access to 3rd-level spells, so the bard would select one ritual spell of 3rd level or lower to add to their ritual book.

Rituals you learn in this way do not count against the number of spells you learn at each level, but ritual spells you learn in this way can't be cast as normal spells—even if the spell description would typically allow you to choose whether a spell can be cast as a normal spell or a ritual spell.

RITUAL FOCUS SPELL OR NOT?

Elven ritual spells can be incorporated into the game in one of two ways, depending mainly on whether the GM uses the rules for feats. If so, then it might be necessary for a character to have the Ritualist feat (see Player Option: Rituals Expanded) before the ritual focus bonus of these spells can be employed. If not, then—unless the GM decides otherwise—a character can cast any of these spells as normal, provided that they appear on their spell list.

CREATURE TRAITS

You can create a themed version of an existing creature by giving it one or more of the following traits or actions:

- **Ritualist.** This creature knows three ritual spells of your choice. These spells can be from any spell list, but they can't be of a level that exceeds this creature's proficiency bonus. The creature can cast each of these spells once per long rest without expending material components. If a ritual requires a saving throw, the DC equals 10 + this creature's proficiency bonus.
- **Superior Focus.** This creature has advantage on Constitution saving throws to maintain concentration.

SAINT MAGIC

Practitioners of saint magic embrace the truth that divinity shines in manifold forms. Divine magic need not come directly from the gods; it can flow from the hearts of the faithful when the need is great.

Saint magic is one aspect of divine magic that focuses on serving the needs of allies and communities—often at the expense of those who wield it. To use saint magic is to discard selfish need and follow the example of those who have sacrificed themselves in pursuit of the greater good. Spells of this style amplify specific aspects of faith, enhancing virtues like devotion or a user's ability to dish out righteous judgement.

RECOMMENDED SPELL LIST

This section presents a sampling of spells in alignment with the saint magic style. These spells are available to any spellcasting class with the GM's consent. Spells marked with an asterisk (*) appear in **Chapter 5**.

Cantrips (0 Level)

*Biting armor** (conjuration)

*Shackle** (abjuration)

1st Level

*Aegis of honor** (abjuration)

*Compel mercy** (enchantment)

*Expel heresy** (enchantment)

*Proselytize** (enchantment)

2nd Level

*Palliative censure** (enchantment)

*Prayer of resolve** (evocation)

*Templar's bellow** (evocation)

*Templar's mercy** (evocation)

3rd Level

*Bury the dead** (abjuration)

*Chaotic contrition** (enchantment)

*Densini's radiance** (evocation)

*Impaling glory** (evocation)

*Wings of retribution** (evocation)



4th Level

Death ward (abjuration)

Guardian of faith (conjunction)

*Halo of blood and tears** (necromancy)

5th Level

*Cry of the dragon god** (evocation)

*Field of retribution** (enchantment)

*Zone of radiance** (abjuration)

6th Level

*Kindness of angels** (conjunction)

Planar ally (conjunction)

7th Level

*Heaven's spear** (evocation)

8th Level

Holy aura (abjuration)

9th Level

*Storm of angels** (conjunction)

CREATURE TRAITS

You can create a themed version of an existing creature by giving it one or more of the following traits or actions:

- **Blessing of Vitality.** The creature regenerates 10 hit points at the start of its turn. If the creature takes necrotic damage, this trait doesn't function at the start of the creature's next turn. The creature dies only if it starts its turn with 0 hit points and doesn't regenerate.
- **Divine Protection.** If you target the creature with an attack or a harmful spell, you must first make a Wisdom saving throw (DC equals 10 + this creature's proficiency bonus). On a success, you attack as normal, and you are immune to this feature for 1 minute. On a failed save, you must choose a new target or lose the attack or spell. If the creature attacks another creature, that target is immune to this feature for 1 minute.
- **Heavenly Wrath.** Whenever this creature makes a successful weapon attack, they deal an additional 1d8 radiant damage.

GRIMOIRE OF SAINT OVILA: AN ACCOUNTABILITY OF HONOR

This gilded tome is emblazoned with celestial iconography crafted from golden threads, gems, and bands of silver. The shape of a dove formed from sparkling gemstones is set into the cover.

Long ago, the barbarian warlord Ovila Fleshscaper descended from the northern steppes to lay waste to cities and towns with an army of dark warriors and monstrous allies. Known for excoriating her victims, Ovila knew no equal in her savagery and made many offerings of flesh and souls to her dark gods. Even today, the legend of her evils endures in children's rhymes:

Close the hatch, hide in the thatch, hush now and pray. Hear the drums? The Scraper comes to scrape your flesh away.

Years into her bloody advance, while battling an alliance of humans, dwarves, and elves in a mountain valley, Ovila faced a human knight in single combat. His name was Sir Morien, and only that morning had he been dubbed a knight. Yet he embodied all the virtues imparted to him by his paladin instructors, and a heart of honor burned in his chest.

For hours, her notched battleaxe met his shining sword. As they fought, Ovila insulted the knight, but Morien met every barb with lessons on chivalry, honor, and kindness. Despite her savagery and the dark powers given by her grim deities, Ovila could not pierce Morien's defenses. Yet where no blade could find purchase, his words found gaps in her armor. At length, both exhausted themselves and paused for a breath. At that moment, a troop of alliance archers treacherously fired at Ovila, and Morien leapt in front, taking the shots in his own chest. When she asked him why, the dying Sir Morien answered, "Even the life of a foe is worth protecting," and then he died.

Humbled by the knight's sacrifice, Ovila abandoned her army and her dark gods, fleeing into the wilderness for a decade. In the wastes, she repented and was filled with a holy light. When she again appeared in the civilized nations, she carried with her a tome filled with all of the

lessons Morien kindled in her. Ovila healed the sick, performed miracles, and brought justice to the wicked. Eventually, she was martyred in a confrontation with an avatar of her former dark gods. Her book was enshrined as a reliquary for a time but was lost in some forgotten raid.

Grimoire Adventure Hooks

The grimoire can act as a potent reward for characters or serve as a plot device in adventures. Below are several hooks to utilize it in a campaign:

- **Dark Shadow.** The shade of Saint Ovila's former evil endures. The Fleshscaper spirit appears in nightmares or moments of moral weakness and seeks to corrupt anyone who possesses the tome. Further, when it appears, the spirit commits vicious murders involving the rending of flesh. The crimes all lead back to the owner of the grimoire.
- **Honor a Saint.** Shortly after acquiring the grimoire, a vision of Saint Ovila appears before the new owner. She pledges celestial rewards and the blessings of the gods of light if the owner proves themselves by embodying each of the virtues described in the tome.
- **Jealous Order.** The Golden Blades, an order of paladins devoted to the memory of Sir Morien, hunts for the grimoire. They see the tome as a stain on the honor of their brotherhood and believe it must be destroyed. The only way to dissuade them is to recover the missing sword of Sir Morien, long ago lost to a demon-filled lair in the mountains.

Grimoire of Saint Ovila: An Accountability of Honor Wondrous Item, Fabled (5th-Level and Higher Properties Require Attunement by a Spellcaster)

This book contains axioms about the twelve virtues of honor, along with handwritten notes discussing each entry. Though there only appear to be two dozen or so pages, the tome actually has an infinite number. The owner of *Accountability of Honor* gradually becomes very reluctant to lie, intolerant of lies told by others, and they behave under a strict moral code.

If attuned to it, you can use the grimoire as a spellcasting focus, and it functions as a spellbook for you. The spells listed below count as spells for your spellcasting class. Moreover, while this tome is in your possession, you have proficiency in Wisdom (Insight), and when you hold it, you have advantage on skill checks to detect lies.

Paladins. *Accountability of Honor* holds great affinity for holy warriors. If you have at least two levels of paladin and you attune to this tome, you gain an additional use of your Divine Smite feature. This single use functions as a 1st-level spell slot but does not expend one of your actual spell slots. You regain any expended uses of this benefit when you finish a long rest.



When found, the book contains the following spells. Spells marked with an asterisk (*) appear in **Chapter 5**:

1st level: *aegis of honor**, *compel mercy**, *heroism*
 2nd level: *palliative censure**, *spiritual weapon*, *warding bond*
 3rd level: *chaotic contrition**, *revivify*
 4th level: *guardian of faith*
 5th level: *field of retribution**
 6th level: *kindness of angels**
 7th level: *heaven's spear**

The Path of Honor (Requires Attunement). As your level increases, you gain the following benefits while the grimoire is on your person.

5th level. On your turn, you can cast a spell inscribed in this tome using a spell slot of an appropriate level without needing to prepare the spell ahead of time.

9th level. When a creature you can see casts a spell that targets a single creature (besides you), you can use your reaction to counter the spell. If the spell is of 3rd level or lower, the spell fails and has no effect as it is absorbed into the grimoire. On your next turn, you can cast the same spell using a spell slot of an appropriate level. At the end of your next turn, the spell vanishes from your tome.

If the spell is 4th level or higher, you can sacrifice a spell slot of the same level to counter the spell, but it is not absorbed by the grimoire.

13th level. Your Intelligence, Wisdom, or Charisma score (your choice) increases by 2, to a maximum of 20. In addition, you are immune to being frightened.

17th level. You can use a bonus action to embody the divine grace of the celestial realms. For 1 hour, you have advantage on saving throws against the spells and effects of fiends and undead. In addition, for the duration, you can expend a spell slot to heal your companions. As an action, each creature you choose within 15 feet of you regains 1d6 hit points for every level of spell slot you expend.

Once used, this property can't be used again until the next dawn.

Quirks of the Accountability of Honor. While attuned to the grimoire, you occasionally experience the emotions and attitudes of its previous owners, who have left their psychic imprint upon it. While you are not compelled to act on these feelings, you might randomly experience one of the quirks presented in the Quirks of the Accountability of Honor table.

QUIRKS OF THE ACCOUNTABILITY OF HONOR

d8	Result
1	I can't control my temper when I see someone acting with dishonor.
2	I will bring justice down upon those who prey on the weak and defenseless.
3	I will never fail to face my fears.
4	I can't willingly tell a falsehood or cheat.
5	I will defend those in need without concern for myself.
6	I will bring compassion to the needy and shield them from the wicked.
7	I shall never let the inglorious and dishonorable stand unchallenged.
8	I will strike down evil without mercy.

SHADOW MAGIC

Darkness brings a tingle to the spine, fear building at the threat of the unknown. When the light goes out, the hair on the back of the neck stands up. Was it the wind, or is something lurking just out of sight, waiting to attack? Those that stalk the night are built for the darkness, sensing what others can't and using it to advantage.

Shadow magic can lend a sinister feel to an NPC or cast a player character as a cursed hero who uses the power of darkness for good—at the cost of their soul. Spellcasters who manipulate shadow draw this mysterious, unsettling energy from alien dimensions and turn it to their own uses.

RECOMMENDED SPELL LIST

This section presents a sampling of spells in alignment with the shadow magic style. These spells are available to any spellcasting class with the GM's consent. Spells marked with an asterisk (*) appear in **Chapter 5**.

Cantrips (0 Level)

*Claws of darkness** (evocation)
*Douse light** (transmutation)
*Obfuscate object** (illusion)
*Shadow bite** (illusion)
*Shadow blindness** (illusion)
*Silhouette** (illusion)

1st Level

*Black ribbons** (conjuration)
*Cloak of shadow** (illusion)
*Gloaming** (evocation)
*Lunarbolt waxing** (evocation)
*Shadow armor** (abjuration)
*Shadow hands** (evocation)



2nd Level

*Clinging shadow** (conjunction)
*Dark path** (conjunction)
*Darkbolt** (evocation)
*Negative image** (conjunction)
*Shadow adaptation** (abjuration)
*Shadow puppets** (illusion)
*Slither** (transmutation)

3rd Level

*Call shadow mastiff** (conjunction)
*Grim shadows** (conjunction)
*Legion** (conjunction)
*Obviating shadow** (necromancy)
*Shadow tendrils** (necromancy)
*Shadow trove** (transmutation)

4th Level

*Black hand** (necromancy)
*Hide in one's shadow** (transmutation)
*Shadow monsters** (illusion)
*Shadow passenger** (transmutation)
*Shadow step** (conjunction)
*Spider song** (conjunction)

5th Level

*Dark dementing** (illusion)
Mislead (illusion)
Seeming (illusion)
*Shadow gateway** (conjunction)

6th Level

*Become nightwing** (enchantment)
*Black well** (necromancy)
*Ominous shadow** (necromancy)
*Shadow metamorphosis** (transmutation)
*Stygian eye** (necromancy)

7th Level

*Conjure shadow titan** (conjuration)

*Dying of the light** (evocation)

8th Level

*Creeping darkness** (conjuration)

9th Level

*Umbral storm** (necromancy)

CREATURE TRAITS

You can create a themed version of an existing creature by giving it one or more of the following traits or actions:

- **Dancing Shadows.** While standing in dim light or darkness, the creature can use their bonus action to teleport to a different unoccupied space of dim light or darkness it can see within 30 feet.
- **Shadow Cloak.** Whenever the creature takes damage, it can use its reaction to create a 10-foot-radius sphere of magical darkness centered on itself. The darkness remains until dispelled or until the beginning of the creature's next turn. The creature can use this feature a number of times equal to its proficiency bonus.
- **Shadow Sight.** The creature has darkvision out to a range of 60 feet (if they don't already have darkvision) and can see in magical darkness out to the same distance.

GRIMOIRE OF SHADOW: ARS UMBRA

The charcoal leather cover of this strange grimoire is undecorated but for a vertical row of glowing azure outlines representing the phases of the moon. The tome feels oddly lighter than it should, and its pages' edges appear to fade into wisps of tattered darkness.

Some time ago, the dwarven scholar Ithil Hythrim constructed a magnificent observatory on a high mountain. Where most of her kin's focus was below ground, Ithil yearned to study the night sky and all it contained. Her passion and obsession were so great that she pledged herself to the moon, trading her soul in exchange for secret knowledge of lunar light and deep shadow. Over the course of her long life, she recorded her findings in a journal she called the *Ars Umbra*, a grimoire imbued with some manner of power from her patron.

Long after Hythrim's death, the *Ars Umbra* came into the possession of Iban Salas, an arcane thief of middling reputation. Using the grimoire, Salas rose in the ranks of his thieves' guild, dispatching foes and accomplishing heists with equal ruthlessness, and now he stands as the youngest guildmaster in its history. The grimoire is locked in a secure vault beneath Salas's extensive mansion. Today, he ingratiates himself in the hearts and minds of the city's wealthy and poor alike. Each season, he hosts the Nightgames, a series of grand tournaments, revelries, and feasts held all night long. However, the gift of the moon is

not meant to be hidden away, so it will not be long before the *Ars Umbra* surfaces once again.

Grimoire Adventure Hooks

The grimoire can act as a potent reward for characters or serve as a plot device in adventures. Below are several hooks to utilize it in a campaign:

- **Lost Dance.** A dying elf lord's only wish is to see a specific ritual dance in veneration of the moon before he passes. Unfortunately, the only place the specifics of this dance can be found is within the pages of the *Ars Umbra*. Thus the characters are hired to venture into a valley cast into perpetual darkness. The grimoire is guarded by various shadow-loving monsters under the command of a demon of shade and sorrow.
- **Reclaiming the Light.** An order of paladins called Lunara's Shield believe that the *Ars Umbra* contains power stolen from their moon goddess and that those who so much as possess it tarnish her divinity. When a wounded mage falls dead in the road in front of the characters, they find his arms wrapped around the *Ars Umbra*. They are attacked by the paladins, and no manner of diplomacy is enough to dissuade them. The characters must defend themselves against the attention of Lunara's Shield while venturing to a lost temple where they can appeal to the moon goddess herself.
- **To the Moon.** A nobleman's daughter, Misha, has mysteriously gone missing from her chambers, leaving only broken furniture, signs of a magical portal, and the *Ars Umbra*. Hired to find her, the characters quickly discover a bookmark in the grimoire noting a ceremony to open a portal to the moon. Replicating this ritual, the characters journey to the moon where Misha is imprisoned by a forgotten race of humanoids and guarded by planar monstrosities.



Grimoire of Shadow: Ars Umbra

Wondrous Item, Fabled (5th-Level and Higher Properties)
Require Attunement by a Spellcaster

The glowing outline of the phases of the moon on the cover of *Ars Umbra* are formed from incredibly small crystal mosaics inlaid in the leather. Opening the cover reveals the pages of a beautifully calligraphed lunar calendar, charting the cycle of the phases of the moon (or moons) in great detail along with other relevant astronomical notations. The enchantments in the grimoire adjust the text to reflect the lunar cycle for the current plane or planet. The owner of *Ars Umbra* gradually comes to venerate the moon as a deity and begins to prefer darkness and shadow rather than direct sunlight. Some owners even become nocturnal.

If attuned to it, you can use the grimoire as a spellcasting focus, and it functions as a spellbook for you. The spells listed below count as spells for your spellcasting class. Moreover, you have darkvision to a range of 60 feet, or if you already have darkvision, its range increases by 30 feet.

When found, the book's pages contain the following spells. Spells marked with an asterisk (*) appear in Chapter 5:

- 1st level: *cloak of shadow**, *lunarbolt waxing**
- 2nd level: *clinging shadow**, *darkbolt**
- 3rd level: *obviating shadow**, *shadow tendrils**
- 4th level: *shadow monsters**
- 5th level: *shadow passenger**
- 6th level: *stygian eye**
- 7th level: *dying of the light**
- 8th level: *creeping darkness**
- 9th level: *umbral storm**

A Shadowed Circumgyration (Requires Attunement).

As your level increases, you gain the following benefits while the grimoire is on your person. Saving throws for its features equal your spellcasting DC.

5th level. As an action, you can speak the command word and cause the dark moon sigil to rise from the tome's cover and transform into a two-inch-diameter stone sphere. This moon orbits your head at a distance of 1d3 feet for 1 hour. The moon moves with you and does not interfere with your actions. Once you summon forth the dark moon, you must finish a short or long rest before you can summon it again.

While your dark moon orbits your head, you can use the following features:

- **Darkbeam.** You can use a bonus action to cause the dark moon to emit a beam of pure shadow at one creature or object within 60 feet of you. When you do so, make a ranged spell attack. On a hit, the target takes 1d6 necrotic damage plus your proficiency bonus. The damage from your darkbeam increases by 1d6 when you reach 9th level (2d6), 13th level (3d6), and 17th level (4d6).

- **Eclipsed Form.** You have advantage on Dexterity (Stealth) checks made to use the Hide action.

9th level. When you now speak the command word, the waning crescent sigil also rises from the tome's cover and transforms into a second two-inch-diameter stone sphere. This second moon functions identically to the dark moon and allows you to use the following features:

- **Hungry Moon.** As a reaction when you take necrotic or radiant damage, you can absorb some of the energy. You gain resistance to the triggering damage type until the start of your next turn. In addition, when you hit with an attack for the first time on your next turn, the target takes an extra 1d12 damage of the triggering type.
- **Tenebrous Aura.** You gain resistance to necrotic damage.

13th level. When you now speak the command word, the waxing gibbous sigil also rises from the tome's cover and transforms into a third two-inch-diameter stone sphere. This third moon functions identically to the dark moon and allows you to use the following features:

- **Gloaming Glide.** Your feet no longer touch the ground. Instead, a thin layer of shadow cushions your steps and allows you to glide an inch above the flat surface of any solid ground or liquid. While you are within 1 inch of any appropriate surface, you move and act as if you were standing on solid ground. You also no longer trigger traps that rely on weight or touch. When you take the Dash action, you can move vertically as part of your movement.
- **Voidfield.** As an action, your waxing gibbous moon creates a circular shadow in a number of 5-foot cubes equal to your proficiency bonus in unoccupied spaces you can see within 120 feet. The shadow cubes last for 1 minute. During this time, when you stand in one of these areas, you can use your bonus action to teleport to any other of the shadow cubes. Once you use this feature, it does not function again until you next summon the moons from the cover of the grimoire.

17th level. When you now speak the command word, the full moon sigil also rises from the tome's cover and transforms into a fourth two-inch-diameter stone sphere. This fourth moon functions identically to the dark moon and allows you to use the following feature:

- **Detonating Shadows.** As an action, you can choose a number of creatures you can see within 90 feet to make Dexterity saving throws as their shadows wrap around them and explode. On a failed save, a creature takes 10d6 necrotic damage, 10d6 radiant damage, and 5d6 fire damage, and on a successful one, a creature takes half as much damage. Once you use this feature, it does not function again until you next summon the moons from the cover of the grimoire.

Quirks of the Ars Umbra. While attuned to the grimoire, you occasionally experience the emotions and attitudes of its previous owners, who have left their psychic imprint upon it. While you are not compelled to act on these feelings, you might randomly experience one of the quirks presented in the Quirks of the Ars Umbra table.

QUIRKS OF THE ARS UMBRA

d8	Result
1	I am a glass half-empty sort of person.
2	I see omens and prophecies in every shadow.
3	I have little rituals I perform during each phase of the moon.
4	There is always time to point out the worst-case scenario.
5	Sometimes I think I might be allergic to the sunlight.
6	I make sure to always shade my face from the sun.
7	I prefer to operate at night or in darkness.
8	I regularly have dreams where the moon whispers secrets to me.

SPIRIT MAGIC

Practitioners of spirit magic enact their spells by working with the forces beyond the known world. These forces are generally known as spirits, though there is incredible diversity in the kinds of spirits throughout the multiverse. While individuals can be born with the sensitivities required to look beyond the veil, these mages gain their power by building and strengthening relationships with spirits. Casting spirit magic is always a negotiation between yourself and the beings that dwell beyond.

RECOMMENDED SPELL LIST

This section presents a sampling of spells in alignment with the spirit magic style. These spells are available to any spellcasting class with the GM's consent. Spells marked with an asterisk (*) appear in Chapter 5.

Cantrips (0 Level)

Guidance (divination)

Message (transmutation)

Spare the dying (necromancy)



1st Level

Detect evil and good (divination)
Sanctuary (abjuration)
*Spectral perfume** (abjuration)
Unseen servant (conjunction)
*Varina's virtuous valediction** (evocation)

2nd Level

Augury (divination)
*Conjure ferryman** (conjunction)
See invisibility (divination)
*Spirit balm** (conjunction)
Spiritual weapon (evocation)

3rd Level

*Apparition's invitation** (illusion)
*Busy bee** (conjunction)
*Dome of spectral blows** (conjunction)
Phantom steed (illusion)
Sending (evocation)
Spirit guardians (conjunction)

4th Level

Conjure woodland beings (conjunction)
Divination (divination)
Faithful hound (conjunction)
Guardian of faith (conjunction)
*Trade corporeality** (transmutation)
*Unnatural causes** (necromancy)

5th Level

Commune (divination)
Commune with nature (divination)
Contact other plane (divination)
*Uplifting spirit** (conjunction)
*Vengeful spirits** (conjunction)

6th Level

Planar ally (conjunction)
True seeing (divination)

7th Level

Etherealness (transmutation)
Mirage arcane (conjunction)

8th Level

Antipathy/sympathy (enchantment)

9th Level

Weird (illusion)

PLAYER OPTION: SPIRIT VESSEL

Most beings born with inherent sensitivities to the spirit world live perfectly normal lives, unhampered by their minor flashes of intuition or awareness. Such individuals often excuse their subconscious awareness as the product of an overactive imagination and grow out of their gifts as they age. Others recognize such stirrings for what they truly are and willingly develop their natural gifts into a full-blown talent for connecting with spirits. Some individuals never have a choice whether to embrace the spirit world, due to circumstances that leave them vulnerable to connection, possession, or other supernatural interactions.

Possession

When the veil between realities is parted—or torn open—spirits can cross from the world of the ethereal into physical form by occupying the bodies of suitable creatures or objects. Unwilling hosts (or vessels) possessed by a spirit might be dominated by the spirit, becoming prisoners within their own mind as the possessor takes complete control of their host body. An unwilling host might also be forced to share their consciousness, locked in a constant struggle for control with the possessing spirit. Cunning spirits might hide inside an unwilling vessel without the creature's knowledge, subtly influencing the host or waiting to assert control only when the time is right. Creatures born with sensitivities to the spirit world are typically more vulnerable to this type of forced possession than those born without supernatural awareness, but unusual circumstances can make any creature vulnerable to hostile spirits.

Symbiosis

Becoming a spirit vessel does not always have to be a violent or traumatic process. Those who study spirit magic forge bonds with all manner of spirits, both malicious and benevolent. Such practitioners can learn to willingly invite spirits to share their bodies, creating a mutually beneficial situation between spirit and vessel. In a symbiotic relationship, a spirit vessel typically retains control of their body—unless the host invites the spirit

WHAT ARE SPIRITS?

When talking about spirits in the context of this style, we are not referring to typical creatures. Spirits are embodiments of ideals and purpose for all things. Practitioners of spirit magic can reach beyond the physical world and commune directly with the spirits who dwell within objects, places, and more abstract concepts like emotions or eras of time.

There are an infinite number of spirits that embody specific minutia, but these vast ranks can be sorted into general categories labeled by motivating force. For example, an individual spirit might represent "the spirit of tears shed by young lovers forced to part ways," but for the purpose of this style, we might categorize that spirit into the more general "spirit of compassion" category.

to take control—and the spirit’s consciousness exists as a separate entity inside the host’s mind. Even in the case of coexistence, a spirit vessel inevitably takes on traits of the spirit sharing their body, and as time goes on, the two consciousnesses inevitably begin to meld together into one inseparable being.

Hosting a Spirit

With the GM’s permission, your character can become a spirit vessel, gaining the benefits and quirks of the type of spirit you host. As part of a long rest, you can invite a spirit to share your body. When you do so, choose one of the following types of spirits. Unless otherwise specified by your GM, either you or the spirit can terminate the relationship at any time (no action required), at which point you no longer have access to the benefits or are beholden to the quirks granted by hosting the spirit.

Spirit Vessel Options

The following list presents the types of spirits you can host as a spirit vessel. Each type of spirit presents a brief description, the benefits of hosting that type of spirit, and suggested quirks you display while hosting the spirit.

Spirit of Balance

Spirits of balance encompass spirits of harmony, justice, and natural order. While spirits in this category use wildly different strategies, they share the goal of organizing the world in strict accordance with their agendas.

While hosting a spirit of balance, you gain the following benefits:

- You have advantage on saving throws against charm, fear, and poison effects. You also add your proficiency bonus to Wisdom saving throws.
- You can mentally ask the spirit to read the power structure of a group of creatures you can see. Some examples of this are determining which creature is the leader, determining which creature is the least loyal, or determining if creatures are romantically involved with one another. The GM has the final say on the extent of the questions your spirit can answer in this way.

Vessels usually take on some of the personality traits of the spirits they host. Here are some examples of quirks you might display while serving as a vessel for this kind of spirit:

- You experience great anxiety when spaces are messy or when objects are moved from their proper place.
- You are inclined to view everything as either right or wrong, and there is no in-between.

Spirit of Compassion

Spirits of compassion encompass spirits of love, leadership, and charity. The spirits in this category yearn to create positive relationships and thrive in environments where they communicate with other beings.

While hosting a spirit of compassion, you gain the following benefits:

- You add your proficiency bonus to Wisdom (Insight) and Charisma (Persuasion) checks. You also add your proficiency to Charisma saving throws.
- You can mentally ask the spirit the best thing to say during a conversation. Some examples of this are asking how to console someone who is grieving, asking for a romantic poem, or asking for a convincing lie. Your spirit provides the words, but you still must sell the meaning with checks when appropriate. The GM has the final say on the extent of the questions your spirit can answer in this way.

Vessels usually take on some of the personality traits of the spirits they host. Here are some examples of quirks you might display while serving as a vessel for this kind of spirit:

- You feel compelled to clothe, feed, and care for everyone, even at your own expense.
- You often get swept up in the emotion of the moment, and even the smallest events move you to tears.

Spirit of Endurance

Spirits of endurance encompass spirits of control, survival, and patience. The spirits in this category place extreme emphasis on the ability to remain constant through both trials and triumphs.

While hosting a spirit of endurance, you gain the following benefits:

- You can ignore one level of exhaustion you would take from environmental hazards or starvation. You also add your proficiency bonus to Constitution saving throws.
- You can mentally ask a spirit to assess the chances of survival in a real or imagined scenario. Some examples of this are whether eating a mushroom you found will kill you, whether you could hold your breath long enough to swim through an undersea cavern, or whether there is a chance of surviving a fall from a 100-foot drop. The GM has the final say on the extent of the questions your spirit can answer in this way.

Vessels usually take on some of the personality traits of the spirits they host. Here are some examples of quirks you might display while serving as a vessel for this kind of spirit:

- You take your time with every task to be sure it is done correctly. Even great danger cannot hurry you along.
- You frequently count down from 10 out loud to calm yourself.

Spirit of Freedom

Spirits of freedom encompass spirits of expression, movement, and dreams. The spirits in this category chafe against restraints imposed by society and encourage beings to trust in themselves for answers.

While hosting a spirit of freedom, you gain the following benefits:

- When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you automatically succeed (only taking half damage). You also add your proficiency bonus to Dexterity saving throws.
- You can mentally ask the spirit the best way to overcome an obstacle that blocks your way, and it will provide you with the answer. Some examples of this are how to open a sealed door, how best to escape from a prison cell, or how to distract the monster on guard duty. The GM has the final say on the extent of the questions your spirit can answer in this way.

Vessels usually take on some of the personality traits of the spirits they host. Here are some examples of quirks you might display while serving as a vessel for this kind of spirit:

- You start to panic when trapped in cramped spaces.
- You shy away from responsibility and make up fantastic excuses about why you can't accomplish certain tasks.

Spirit of Knowledge

Spirits of knowledge encompass spirits of lore, technology, and memory. The spirits in this category yearn to acquire and cultivate vast stores of information.

While hosting a spirit of knowledge, you gain the following benefits:

- You add your proficiency bonus to Intelligence checks and Intelligence saving throws.
- You can mentally ask the spirit any simple question, and it will provide you with the answer. Some examples of this are the answer to a math problem, a government official's name, or a historical summary of a particular place. The GM has the final say on the extent of the questions your spirit can answer in this way.

Vessels usually take on some of the personality traits of the spirits they host. Here are some examples of quirks you might display while serving as a vessel for this kind of spirit:

- You are prone to hyperfocus on one specific subject and talk about it long after your listeners have lost interest.
- You are always reading something, even at the most inappropriate times.

Spirit of Violence

Spirits of violence encompass spirits of warfare, weaponry, and competition. Spirits in this category are extremely diverse in their philosophies but ultimately agree that strength is the dominant force driving the world.

While hosting a spirit of violence, you gain the following benefits:

- You are considered proficient with all weapons and add your proficiency bonus to Strength saving throws.
- When making a weapon attack, you can use your Constitution modifier instead of Strength or Dexterity when determining attack bonus and damage.

Vessels usually take on some of the personality traits of the spirits they host. Here are some examples of quirks you might display while serving as a vessel for this kind of spirit:

- You grow impatient quickly and prefer to settle things with a direct approach.
- You are impressed by displays of physical prowess.

CREATURE TRAITS

You can create a themed version of an existing creature by giving it one or more of the following traits or actions:

- **Ephemeral.** The creature is not completely grounded in material space, and attacks against it have disadvantage. If the creature is hit by an attack, this trait is disrupted until the end of its next turn.
- **Incorporeal.** This creature can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.
- **Shapeless.** This creature is invisible except to creatures with truesight or under the effects of spells like *detect magic* or *see invisibility*.

SPIRIT GRIMOIRE: MIZZEN'S GUIDE TO THE UNSEEN

The seafoam-green cover of this grimoire emits a soft, steady glow. It is decorated with intricate blue geometric patterns, and a portion of it extends beyond the edges of the pages, framing an eye-sized, glass lens. Its pages contain essays on the nature of spirits, guidelines for interacting with the unseen occupants of the multiverse, and firsthand accounts of interactions with the curious entities that dwell beyond the veil of measurable reality. Most of these entries are penned by an author named Mizzen, who provides frustratingly little detail about themselves or their own nature. However, those who spend time re-reading the book frequently discover new essays, pages, and notations that were not present upon their last reading. These entries seem to appear and disappear randomly and are clearly penned by different unidentified authors, all with different styles of penmanship. This bizarre property has led several of its

owners to believe the book itself is possessed or haunted by spirits—and to speculate that Mizzen himself may actually be a spirit.

Mizzen's Guide to the Unseen has changed hands an impressive number of times since its appearance on the Material Plane. The grimoire's powers are invaluable to seers and charlatans alike, which means its owners are frequent targets of theft—or of nastier fates. By all accounts, the guide is currently in the possession of the infamous Oracle of Pythia, but it is unlikely such a prominent celebrity has managed to hold onto the book for any significant length of time.

Grimoire Adventure Hooks

The grimoire can act as a potent reward for characters or serve as a plot device in adventures. Below are several hooks to utilize it in a campaign:

- **Bad Company.** After acquiring the grimoire, a local noble's personality has completely changed, causing them to become a cruel and tyrannical ruler. The noble's vassals fear their leader is possessed and are desperately seeking someone who can separate the noble from the book.
- **Crossover.** A group of novice spellcasters need help after using the grimoire to accidentally tear a hole in the fabric of reality. The apprentices managed to seal the rift but not before several powerful spirits crossed over. The characters must use the book to find the renegade spirits and return them to their rightful place before the influence of the material world drives them to become confused and violent.
- **Cry for Help.** One of the characters becomes the target of a good spirit, trying to get their attention. The spirit uses a series of ever more desperate dreams, messages, and signs to convince them to become a vessel for it (see Player Option: Spirit Vessel above), so they can rescue the grimoire from a nearby abandoned castle filled with evil spirits.



Mizzen's Guide to the Unseen

Wondrous Item, Fabled (5th-Level and Higher Properties)
Require Attunement by a Spellcaster

Mizzen's Guide to the Unseen is a study of spirits and other supernatural beings that dwell beyond material reality. The bearer of this fabled grimoire is gifted with heightened perception and armed with knowledge about the invisible forces that govern the cosmos.

While holding the book, you can use it as a spellcasting focus for your spells, and it functions as a spellbook for you. Additionally, while the book is on your person, you have advantage on saving throws made to resist becoming charmed or possessed.

When found, the book contains the following spells.

Spells marked with an asterisk (*) appear in **Chapter 5**:

1st level: *detect evil and good*, *varina's virtuous valediction**

2nd level: *see invisibility*, *spirit balm**

3rd level: *apparition's invitation**, *spirit guardians*

4th level: *divination*, *unnatural causes**

5th level: *vengeful spirits**

6th level: *true seeing*

7th level: *ethereality*

Mizzen's Guide (Requires Attunement). As your level increases, you gain the following benefits while the grimoire is on your person.

5th level. Whenever you cast a spell like *detect magic*, *clairvoyance*, or any similar spell that has an ongoing effect on your senses, the duration of that spell's effect is doubled.

9th level. Once per long rest, you can use an action to ask the spirits that dwell within the grimoire a single question. The answer to the question is a one-word answer, such as "yes," "no," "maybe," "never," "irrelevant," or "unclear" (if the spirits don't know the answer to the question). There is a 10-percent chance that the grimoire answers with a lie (and the GM secretly makes this roll each time a question is asked).

13th level. Continued contact with the book has opened your mind to the universal language of the cosmos. You understand any language you hear, and creatures can understand anything you say regardless of the language you use, as long as they speak at least one language.

17th level. You can see invisible creatures and objects within 30 feet of you that are within line of sight. You can also see into the Ethereal Plane within the same distance.

Quirks of Mizzen's Guide to the Unseen. While attuned to the grimoire, you occasionally experience the emotions and attitudes of its previous owners, who have left their psychic imprint upon it. While you are not compelled to act on these feelings, you might randomly experience one of the quirks presented in the Quirks of Mizzen's Guide to the Unseen table.

QUIRKS OF MIZZEN'S GUIDE TO THE UNSEEN

d8	Result
1	You have a bad habit of answering questions with questions.
2	You see conspiracies behind everything, even the most innocent of subjects.
3	You are prone to hyperfocusing on a specific topic and can't help talking about it.
4	You thrive on gossip and compulsively snoop around in other people's business.
5	You feel compelled to leave coded or cryptic messages for others in public places.
6	You often get swept up in the emotion of the moment, and even the smallest of events can move you to tears.
7	You have a hard time accepting "facts" that most people assume to be true.
8	You have a knack for stumbling across haunted places and objects—or rather, places and objects that you think are haunted.

TRUE NAME MAGIC

Practitioners of true name magic are dedicated to the mastery of an ancient art that taps into the power of creation itself. Those who pursue it seek dominion over others by peering into the deepest source of identity and consequently gaining the ability to influence beings both great and small.

Unlike other magic styles, true name magic serves to enhance existing spellcasting. Mastering its components allows a caster to focus their power by astounding degrees, tailoring their arcane influence more precisely to those they target.

UTILIZING TRUE NAME MAGIC

True name magic is a system that enhances spellcasting, allowing a spellcaster to increase the potency of spells over certain targets. To use a true name, it must first be learned or "known," and it must be prepared. Preparing a list of true name parts requires time spent meditating on the words and fixing them in your mind: at least 1 minute per root word, 3 minutes per prefix, and 10 minutes per suffix. Due to their potent nature, the number of true name parts a caster can have fixed in mind at any given time depends on the character's proficiency bonus.



True Name Casting Feat. Utilizing true name casting requires the True Name Casting feat detailed below. If the option to gain feats isn't used in your campaign, then the ability to use true names can be gained in place of a level-based ability score improvement, at GM's discretion. Alternatively, a character might need to accomplish other story-related tasks determined by the GM to gain the benefits of the True Name Casting feat.

Enhancing Spells

Once your list of true name parts is prepared, you can use any combination of the prepared parts to enhance a number of spells equal to 1 + your proficiency bonus. After you have enhanced that many spells, you must complete a long rest and re-prepare your list before you can use any true name parts again.

To enhance a spell, you must always use a root word. If you use two parts of a true name, you must use a root word and a prefix. If you use three parts of a true name (which is a full true name), you must use a root word, a prefix, and a suffix. You can't use multiple parts of the same type to enhance a spell.

Verbal Components

Speaking one or more parts of a true name as part of casting a spell counts as the spell's verbal component. If a spell does not have a verbal component, it can't be enhanced with any part of a true name.

Learning New Parts of a True Name

A character can know any number of true name parts. However, like most esoteric magic, parts of true names aren't common knowledge, and they must be found, researched, or learned from a mentor. For players, this could provide incentive for characters to seek out long-forgotten chances of magical knowledge, spend downtime researching true names (see *Magical Research Downtime Rules* in **Chapter 3**), or even tracking down a master namer. For GMs, you can reward characters with new parts of a true name as you might reward them with *spell scrolls* or an enemy's spellbook, or you can use true name parts as rewards from arcane patrons or allies.

As detailed in the True Name Casting feat, a character automatically learns a single root word when they embark on their research of true names, but seeking the other root words allows you to create ever more potent combinations to enhance your spells.

Learning Suffixes. Suffixes are the final part of a true name, and learning a suffix should involve a significant amount of mechanical and narrative effort. A suffix is incredibly personal and can't be learned by simply discovering it upon a page or reading it.

To learn a suffix, a caster must hear it—intentionally given—from the creature who owns it or from a creature who has been intentionally given the name by the original creature. Note that “freely given” simply

WHAT ARE TRUE NAMES?

When talking about true names in the context of this style, we are not referring to the word or set of words by which creatures are known, addressed, or referred to. True names are mystic notations that describe the fundamental identity and nature of a creature, regardless of any language it may happen to know or understand.

As with spells, learning and invoking even part of a true name requires a huge amount of effort and energy—much more so than the effort it takes to learn or speak a simple word. Those who study true name magic must start with mastery of the broadly applicable—but less potent—components of full names, which are often referred to as root words. As their personal abilities and knowledge grow, practitioners learn to combine these roots with ever more specific portions of a name to enhance the effectiveness of their spells against the targets they name.

means a creature can't be magically coerced to give their true name, but they can certainly be tricked or forced to do so through mundane means. This loophole is what allows creatures like devils and fey to accumulate and broker lists of true names—eventually resulting in dire consequences for the hapless mortals who have no idea what they have traded away.

PARTS OF A TRUE NAME

True names are broken down into three parts, and each of these parts carries different levels of influence. A practitioner can enhance their spells with just one part of a name, two parts, or three for truly potent magical effects.

Root Word: Aspect

The first part of every true name is comprised of a root word that grants influence over a core aspect of a creature's being. These root words are the easiest to

TRUE NAME CASTING FEAT

Prerequisite: Ability to cast at least one spell that requires a target to make a saving throw

You have unlocked the basic tenets of true name casting. You gain the following benefits:

- You learn one root word of your choice.
- You can meditate on true name words you know and prepare them during a long rest. You can have a number of words prepared at one time equal to your proficiency bonus. You can use prepared words to enhance spells you cast, as described in the True Name Magic section.

master but grant the least amount of power because they deal with the broadest categories that define a creature's true name.

The three root words and their effects are described here.

Body

Root Word

Aspect: Strength, Dexterity

Effect: When you enhance a spell that requires your target to make a Strength or Dexterity saving throw, you double your proficiency bonus when calculating your spell save DC for that spell.

Heart

Root Word

Aspect: Constitution, Charisma

Effect: When you enhance a spell that requires your target to make a Constitution or Charisma saving throw, you double your proficiency bonus when calculating your spell save DC for that spell.

Mind

Root Word

Aspect: Intelligence, Wisdom

Effect: When you enhance a spell that requires your target to make an Intelligence or Wisdom saving throw, you double your proficiency bonus when calculating your spell save DC for that spell.

Prefix: Form

The second part of every true name is a prefix that grants influence over the core form that defines a creature's being. These prefixes are difficult to master but grant a moderate amount of power because they deal with more specific categories that define a creature's true name.

The true name prefixes and their effects are described here.

Aberration

Prefix

Form: Creatures of the aberration type

Effect: When you enhance a spell that requires an aberration to make a saving throw of a type specified in the root word, the target has disadvantage on the saving throw.

Beast

Prefix

Form: Creatures of the beast type

Effect: When you enhance a spell that requires a beast to make a saving throw of a type specified in the root word, the target has disadvantage on the saving throw.

Celestial

Prefix

Form: Creatures of the celestial type

Effect: When you enhance a spell that requires a celestial to make a saving throw of a type specified in the root word, the target has disadvantage on the saving throw.

Construct

Prefix

Form: Creatures of the construct type

Effect: When you enhance a spell that requires a construct to make a saving throw of a type specified in the root word, the target has disadvantage on the saving throw.

Dragon

Prefix

Form: Creatures of the dragon type

Effect: When you enhance a spell that requires a dragon to make a saving throw of a type specified in the root word, the target has disadvantage on the saving throw.

Elemental

Prefix

Form: Creatures of the elemental type

Effect: When you enhance a spell that requires an elemental to make a saving throw of a type specified in the root word, the target has disadvantage on the saving throw.

Fey

Prefix

Form: Creatures of the fey type

Effect: When you enhance a spell that requires a fey to make a saving throw of a type specified in the root word, the target has disadvantage on the saving throw.

Fiend

Prefix

Form: Creatures of the fiend type

Effect: When you enhance a spell that requires a fiend to make a saving throw of a type specified in the root word, the target has disadvantage on the saving throw.

Giant

Prefix

Form: Creatures of the giant type

Effect: When you enhance a spell that requires a giant to make a saving throw of a type specified in the root word, the target has disadvantage on the saving throw.

Humanoid

Prefix

Form: Creatures of the humanoid type

Effect: When you enhance a spell that requires a humanoid to make a saving throw of a type specified in the root word, the target has disadvantage on the saving throw.

Monstrosity

Prefix

Form: Creatures of the monstrosity type

Effect: When you enhance a spell that requires a monstrosity to make a saving throw of a type specified in the root word, the target has disadvantage on the saving throw.

Ooze

Prefix

Form: Creatures of the ooze type

Effect: When you enhance a spell that requires an ooze to make a saving throw of a type specified in the root word, the target has disadvantage on the saving throw.

Plant

Prefix

Form: Creatures of the plant type

Effect: When you enhance a spell that requires a plant to make a saving throw of a type specified in the root word, the target has disadvantage on the saving throw.

Undead

Prefix

Form: Creatures of the undead type

Effect: When you enhance a spell that requires an undead to make a saving throw of a type specified in the root word, the target has disadvantage on the saving throw.

Suffix: Identity

Suffixes are the final and most powerful part of a true name and far more difficult to learn than the others. Unlike root words and prefixes, a suffix is tied to one specific creature and consequently is incredibly powerful.

Because there are as many suffixes in the universe as there are creatures, they can't possibly be listed here, but a template for these parts is listed here.

Identity

Suffix

Identity: The specific creature named

Effect: When you enhance a spell that targets a creature of the type specified in the prefix to make a saving throw of a type specified in the root word, the target automatically fails the saving throw.

Creature Traits

You can create a themed version of an existing creature by giving it one or more of the following traits or actions:

- **Enhanced Spellcasting.** Any spells this creature casts have their saving throw DC increased by 1.
- **Potent Spellcasting (CR 10 or Higher Creature Only).** Creatures have disadvantage on saving throws made to resist spells cast by this creature.

WEATHER MAGIC

Practitioners of weather magic draw on natural forces, expressed in the ever-present storms and similar phenomena that comprise the world's weather. Though civilization continues to lull itself into false security, these spellcasters know that all creatures are helpless in the face of nature's wrath and could not survive without the gifts it bestows.

Weather magic does not concern itself with creating new things, but instead, it centers on manipulating the forces already present in the environment. By reading subtle patterns in the air and earth, a weather mage can determine precisely how they can use their power to tip the scales—generating devastating earthquakes or summoning a well-needed burst of rain. Spells from this style always replicate effects that could theoretically happen in the natural world, whether spawning sudden flash freezes or calling down lightning from a storm-black sky.

RECOMMENDED SPELL LIST

This section presents a sampling of spells in alignment with the weather magic style. These spells are available to any spellcasting class with the GM's consent. Spells marked with an asterisk (*) appear in **Chapter 5**.

Cantrips (0 Level)

*Cecily's stormshot** (evocation)

*Drizzle** (conjunction)

Ray of frost (evocation)

Shocking grasp (evocation)

*Storm mote** (conjunction)

1st Level

Feather fall (transmutation)

Fog cloud (conjunction)

Thunderwave (evocation)

2nd Level

*Gift of ice** (abjuration)

Gust of wind (evocation)

Shatter (evocation)

*Shamal's grasp** (conjunction)

*Storm step** (conjunction)

3rd Level

*Bitter wind** (evocation)

Call lightning (conjunction)

Haste (transmutation)

*Miniature hurricane** (evocation)

4th Level

Ice storm (evocation)

*Khamsin's chariot** (conjunction)

*Mudslide** (conjunction)

5th Level

Commune with nature (divination)

*Enshroud** (conjunction)

Wall of stone (evocation)

6th Level

Chain lightning (evocation)

*Monsoon** (conjunction)

*Part clouds** (conjunction)

7th Level

*Storm queen's children** (conjunction)

8th Level

Control weather (transmutation)

9th Level

Storm of vengeance (conjunction)

PLAYER OPTION:

THE CALM AND THE STORM

Spellcasters who draw their magic from the weather have learned that both stillness and calamity possess great power. From wizards who study the wrath of a thunderstorm to druids who inhabit the magic found in old

trees, these dutiful practitioners respect the natural world. Some see themselves as protectors while others seek to exploit the raw power of a hurricane to fuel their spells.

The following archetypes provide guidance and abilities to shape a character's relationship with the natural world and its stormy expressions. Any spellcaster capable of casting 2nd-level spells may choose the archetype that feels most appropriate:

- **Mudrunner.** The rumble and roar of a mudslide flattening the world before it is music to you. You are always slightly mud-caked, regardless of how much you wash. As an action, you can summon a muddy spirit for 1 minute who clears the ground before you. The spirit works in a 10-foot sphere centered on you, instantly removing any difficult terrain (magical or otherwise). This effect follows you as you move for the duration. You cannot use this ability again until you complete a short or long rest.
- **Skylighter.** The flash and crack of lightning and the smell of ozone are home to you, and they beckon. Your eyes and fingertips crackle permanently with it. You know one fewer 2nd-level spell. As an action, you can summon a lightning spirit to electrify the air



before you in a 15-foot cone. Creatures within this area must succeed on a Dexterity saving throw, taking 1d8 lightning damage and being paralyzed until the end of their next turn on a failed save or half as much damage with no additional effects on a successful one. You cannot use this ability again until you complete a short or long rest.

- **Snowflake.** Merciless and beautiful, the freezing snow and ice arrive to blanket the world. Your features are permanently tipped with frost, and your touch is cold. Creatures within 5 feet of you just cannot seem to stay warm. You know one fewer 2nd-level spell. As an action, you can command an icy spirit to freeze a creature you can see within 60 feet. The target must make a Constitution saving throw, taking 11 (2d10) cold damage and having their speed reduced to 5 feet until the end of their next turn on a failed save or half as much damage with no additional effects on a successful one. You cannot use this ability again until you complete a short or long rest.
- **Wind Keeper.** The wind is not only fascinating but also a friend. Your appearance is permanently wind-blown: your hair is pressed back, and your clothes flutter subtly at all times. Creatures within 5 feet of you discover they cannot whistle. You know one fewer 2nd-level spell. As an action, you may summon a wind spirit to carry you to an unoccupied space within 60 feet. This movement does not trigger opportunity attacks. You cannot use this ability again until you complete a short or long rest.

MAGIC ITEMS: WEATHERVANES

This section presents unique items that harness the power of weather magic.

Freezing Weathervane

Wondrous Object, Uncommon

This simple tin and wood weathervane is shaped like a snowflake. It can be worn around the neck as a pendant or sewn into the hood of a cloak.

Bearing this weathervane, you may reduce any cold damage by an amount equal to your proficiency bonus. In addition, when you hit a creature with a weapon attack, its speed is reduced by 5 feet until the end of its next turn.

Fulminating Weathervane

Wondrous Object, Uncommon

This simple tin and wood weathervane is shaped like a lightning bolt. It can be fitted onto the shoulder or helm.

Bearing this weathervane, you can reduce any lightning damage you take by an amount equal to your proficiency bonus. In addition, your weapon attacks deal an additional 1 lightning damage.

Heavy Weathervane

Wondrous Object, Uncommon

This simple stone and wood weathervane is shaped like a rolling pile of rocks. It can be affixed to a shield or sewn to the front of armor or robes.

Bearing this weathervane, you have advantage on all grappling checks. In addition, whenever you cast a spell that forces a creature to move, you can choose to move that creature an additional 5 feet.

CREATURE TRAITS

You can create a themed version of an existing creature by giving it one or more of the following traits or actions:

- **Crackling.** This creature crackles with electricity. If you attempt a melee attack against it, you must succeed on a Constitution saving throw or take 1d8 lightning damage. The DC equals 10 + the creature's highest ability modifier.
- **Soaked.** This creature is immune to fire damage. It magically creates enough drinking water for five creatures (including itself) each day.
- **Whirling.** Whenever this creature makes an attack, it can move its speed.

GRIMOIRE OF STORMS: OPUS TEMPESTAS

The cover of this book bears an animated image of roiling storm clouds punctuated by flashes of lightning. A thin yellow spike topped by a sphere sticks out of the top of the book, wedged in place by the pages. The edges of the pages give the impression of being constantly damp.

Since the creation of *Opus Tempestas* by its unidentified storm giant author, it has generally resided with the giant's kin, passed down as a gift through the generations of giant nobility. However, conflicts between the various clans of giants have seen the grimoire seized by enemy factions at various points in time, and the book seems to have disappeared completely, following the death of its latest owner, a sahuagin sorcerer named Calamity.

Grimoire Adventure Hooks

The grimoire can act as a potent reward for characters or serve as a plot device in adventures. Below are several hooks to utilize it in a campaign:

- **Adrift.** A powerful sea witch has used the *Opus Tempestas* to steal the winds around a port city. Sailors are stranded at sea with no way to move their vessels, and many will die unless the heroes can find a way to reach the witch's island fortress.
- **Storm Scourge.** The trade industry of a thriving metropolis is thrown into jeopardy when a cult in the nearby mountains acquires the *Opus Tempestas* and uses it to torment the city. Officials are desperate to find a party willing to travel into the mountains,

confront the cult, and put a stop to the bizarre series of earthquakes, gale-force winds, and deadly rockslides plaguing the city.

- **Worthy Gift.** A storm giant queen offers a challenge. Any heroes who can retrieve *Opus Tempestas* from her storm giant rival in time for her daughter's birthday celebration will be handsomely rewarded.

Opus Tempestas

Wondrous Item, Fabled (5th-Level and Higher Properties Require Attunement by a Spellcaster)

Opus Tempestas is an epic that chronicles the story of the first storm giant to wield the power of lightning. Its pages follow the hero Shelmesh in exhaustive detail, extolling his virtues and painstakingly describing the nature of every magical discovery made during his quest. Those who bear this tome are not only regaled with Shelmesh's discoveries but are also imbued with a measure of the giant's might.

While holding the grimoire, you can use it as a spellcasting focus for your spells, and it functions as a spellbook for you. Additionally, you do not suffer any negative effects imposed by extreme heat or cold while the grimoire is on your person.

When found, the book's pages contain the following spells. Spells marked with an asterisk (*) appear in

Chapter 5:

1st level: *fog cloud*, *thunderwave*

2nd level: *shamal's grasp**, *storm step**

3rd level: *call lightning*, *miniature hurricane**

4th level: *khamsin's chariot**

5th level: *enshroud**

6th level: *monsoon**

7th level: *storm queen's children**

Opus Tempestas (Requires Attunement). As your level increases, you gain the following benefits while the grimoire is on your person.

5th level. You are resistant to lightning and thunder damage. Whenever a creature takes lightning or thunder damage from a spell you cast, that creature takes additional lightning damage equal to your proficiency bonus.

9th level. The winds are at your beck and call. Creatures you can see have disadvantage on ranged weapon attacks against you.

13th level. Your form can shift to jolt around the battlefield. You can move through hostile creatures' spaces as long as you don't end your turn there. The first time you enter a creature's space on your turn, that creature takes 10 (3d6) lightning damage.

17th level. You are immune to lightning and thunder damage. Once per long rest, you can cast one of the spells contained in *Opus Tempestas* as a bonus action.

Quirks of Opus Tempestas. While attuned to the grimoire, you occasionally experience the emotions and attitudes of its previous owners, who have left their psychic imprint upon it. While you are not compelled to act on these feelings, you might randomly experience one of the quirks presented in the Quirks of the Opus Tempestas table.

QUIRKS OF OPUS TEMPESTAS

d8	Result
1	You feel tired and depressed when the weather is sunny.
2	You are constantly shocking others with jolts of static electricity.
3	Your bones ache whenever a storm approaches.
4	You constantly feel too cold or too hot, never truly comfortable.
5	You are prone to explosive bursts of laughter of startling volume.
6	You become irritable if you go too long without being under the open sky.
7	Your sweat smells like soil after a rainstorm.
8	Your mood changes dramatically whenever the weather shifts.





MAGIC IN YOUR CAMPAIGN

This chapter will give information for different ways you can use magic in your campaign, such as new magical downtime rules, tools for creating exciting magical villains, and guidance on customizing spells. The Epic and Legendary Magic section of this chapter provides an overview of ways to incorporate high-level spellcasting and top-tier magic items in your RPG storytelling. This section includes how to capably integrate magic into a compelling narrative with satisfying consequences, how to effectively narrate and adjudicate the impact of wide-reaching magic, and how the ramifications of long-lasting magic can permanently alter a campaign—for better or worse!

DOWNTIME ACTIVITIES

Characters aren't always adventuring, saving the world, or looting ancient tombs. Sometimes they are enchanting arms or armor, brewing potions, or researching the magical mysteries that suffuse the world. Here you'll find a variety of new downtime activities for characters to showcase their hobbies, create useful items for the group's next big adventure, or make money on the side when they aren't in immediate peril.

ENCHANTING ARMS AND ARMOR

Enchanting arms and armor is costly and time-consuming, but the fruits of the labor are sought by king and hero alike. In addition to conventional resources, anyone attempting such enchantments must be proficient

in the Arcana skill as well as in a set of artisan's tools. Calligrapher's supplies, jeweler's tools, or tinkerer's tools are commonly used to etch intricate runes or set magically empowered gemstones. However, enchanting is creative in practice, and each artisan may have their own method unique to them.

Resources and Resolution. The costs and requirements of enchanting an object are determined by the rarity of the enchantment (consult the Enchantment Activity Costs table). This in turn determines the rarity of the finished magic item. While no skill check or ability contest is needed to enchant something, you can enchant only one object at a time. You must meet the minimum proficiency bonus requirement to enchant an item of a given rarity. You don't need to be a spellcaster to meet the spell level requirement, but you must have access to one spell of the listed level for each workweek. The spell can be from a magic item such as a spell scroll, a spellcasting friend, a hired spellcaster, or similar. The enchanted item is considered to be enchanted with a spell of that level for the purposes of spells and effects that remove or destroy magic, such as *dispel magic*.

Enchanting Ammunition. The following section includes several enchantments you can imbue into objects. Only a few of these are suitable to be placed on ammunition: anointed, basic enhancement, dire critical, elemental wounding, foe bane, and torchlight. You can enchant a batch of 10 ammunition of the same type, such as arrows or bolts, at a time, and you can never place multiple enchantments on the same batch of ammunition.

Enchanting Magic Items. You can enchant a magic item, but to do so, you must meet the requirements for creating an enchantment of one rarity higher than the magic item's current rarity. You can't enchant legendary magic items.

Multiple Enchantments. You can imbue a single object with a number of enchantments up to your proficiency bonus, but you must imbue the object with one enchantment at a time, fulfilling the requirements of each enchantment separately.

Removing and Replacing Enchantments. To remove an enchantment you placed on an object, you must spend one workweek of time. Removing an enchantment you created doesn't have any other requirements. You can replace an enchantment on an item only if you are

changing the rarity level of a specific enchantment. For example, you can replace a +1 *alacrity* enchantment on an item with a +2 *alacrity* enchantment, but you can't replace a +1 *alacrity* enchantment with a +1 *prowess* enchantment. When replacing an enchantment with the same enchantment of a different rarity, halve the time and gold requirements of the new enchantment's rarity. You must still meet all other requirements of enchanting an object with that new rarity.

Using Multiple Enchanted Items. A creature can benefit from only one version of an enchantment at a time, regardless of the number of enchanted items the creature wears or carries. For example, a creature can wear +1 *gloves of stealth prowess* and +1 *boots of acrobatics prowess*, but if it wears a +2 *cloak of stealth prowess*, the gloves won't function for that creature, their magic overridden by the cloak with a more potent version of the same enchantment. If both the gloves and cloak have the same enchantment bonus, the creature has to choose which to use, and the other item functions as if it didn't have an enchantment while worn by that creature.

ENCHANTMENTS

This section includes more than a dozen enchantments you can imbue in objects. If you have an effect in mind that isn't present in this section, work with your GM to invent your enchantment while using this downtime activity as a guideline. Each enchantment here includes the following information, detailing different aspects of the enchantment.

Rarity. The listed rarity defines the rarity of the enchantment when determining the enchanting requirements for the object and the resulting rarity of the finished magic item.

Attunement. Each enchantment states whether the resulting magic item requires attunement to use the features detailed in the enchantment.

Category. Each enchantment notes the enchantment's role or purpose, defined as offensive or defensive. This category gives guidance on the type of objects that can be imbued with the enchantment. Offensive enchantments are typically placed on weapons while defensive enchantments are usually bestowed on armor, shields, and clothing, such as tunics, cloaks, gloves, boots, and similar.

ENCHANTMENT ACTIVITY COSTS

Rarity	Workweeks Required	Enchanting Cost	Minimum Proficiency Bonus Required	Minimum Spell Level
Common	1	50 + 6d10 gp	+2	1st
Uncommon	2	125 + 3d100 gp	+3	3rd
Rare	3	1,150 + (3d100 × 10) gp	+4	5th
Very Rare	4	As rare × 4d4	+5	7th
Legendary	6	52,500 + (15d10 × 100) gp	+6	9th

ABILITY SCORE ENHANCEMENT

Rarity: uncommon

Attunement: yes

Category: defensive

This enchantment imbues a suit of armor or piece of clothing with the ability to enhance the wearer's natural abilities. When you enchant the object, choose one ability score. The chosen ability score is 19 while a creature wears an item with this enchantment. This enchantment can't be applied to a shield.

ALACRITY

Rarity: uncommon (+1), rare (+2), very rare (+3)

Attunement: no

Category: defensive

This enchantment imbues a suit of armor, shield, or piece of clothing with alacrity. While a creature wears or carries an item with this enchantment, the creature gains a bonus to Initiative checks. The bonus is determined by the enchantment's rarity.

ANOIDED

Rarity: rare

Attunement: yes

Category: defensive or offensive

This enchantment imbues holy or unholy power into an object. When you enchant the object, choose either necrotic or radiant. While a creature wears a suit of armor or piece of clothing with this enchantment, the creature has resistance to the chosen damage type. When a creature hits with a weapon with this enchantment, the weapon deals an extra 1d6 damage of the chosen type to the target. If the damage type is necrotic, and the target is a Celestial or Humanoid, the weapon deals an extra 3d6 necrotic damage instead. If the damage type is radiant, and the target is a Fiend or Undead, the weapon deals an extra 3d6 radiant damage instead. This enchantment can't be applied to a shield.

BASIC ENHANCEMENT

Rarity: uncommon (+1), rare (+2), or very rare (+3)

Attunement: no

Category: defensive or offensive

Though varying in degrees of rarity, this well-known enchantment imbues a weapon with a bonus to attack and damage rolls, or the enchantment imbues a suit of armor or a shield with a bonus to the armor class it provides to a wearer or wielder. The bonus is determined by the enchantment's rarity.

BEGUILING CHARM

Rarity: uncommon

Attunement: yes

Category: defensive

This simple but creatively flexible enchantment imbues a suit of armor, shield, or piece of clothing with illusionary magic. A creature that wears an item with this enchantment can use a bonus action to make the item look different until the creature uses this bonus action again. The creature can change the general shape, color, detail, smell, and feel of the item, but the creature can't change the item's mass, size, or weight. A creature can use an action to inspect the item and must succeed on a DC 13 Intelligence (Investigation) check to determine the item is covered in an illusion.



ENCHANTING OTHER OBJECTS

The enchanting detailed here applies only to weapons, armor, shields, and clothing. If you want to enchant rings, rods, books, mirrors, or other objects, work with your GM to determine which of the enchantments here would be the most applicable to the object and if there are other requirements to enchanting the object. For example, if you want to enchant a ring to become a *ring of feather falling*, none of the enchantments listed here would be applicable. In that case, the GM might require you have access to the *feather fall* spell throughout the enchanting but otherwise use the Enchantment Activity Costs table to determine the time, proficiency bonus, and cost requirements for enchanting a rare magic item.

DIRE CRITICAL

Rarity: uncommon (defensive), rare (offensive)

Attunement: no

Category: defensive or offensive

This enchantment governs critical hits. While a creature wears a suit of armor or piece of clothing with this enchantment, any critical hit against it becomes a normal hit. When a creature scores a critical hit with a weapon with this enchantment, the creature can roll one additional die of the weapon's damage that is added to the total damage after all other damage dice have been rolled. This enchantment can't be applied to a shield.

ELEMENTAL WARDING

Rarity: rare (resistance), very rare (immunity)

Attunement: yes

Category: defensive

This enchantment imbues a suit of armor or piece of clothing with an element. When you enchant the object, choose one of the following damage types: acid, cold, fire, lightning, or thunder. While a creature wears an item with this enchantment, the creature has resistance or immunity (determined by the enchantment's rarity) to the chosen damage type. This enchantment can't be applied to a shield.

ELEMENTAL WOUNDING

Rarity: uncommon (1d6), rare (2d6), very rare (3d6)

Attunement: yes

Category: offensive

This enchantment imbues a weapon with an element. When you enchant the object, choose one of the following damage types: acid, cold, fire, lightning, or thunder. When a creature hits with a weapon with this enchantment, the weapon deals an extra amount of damage (determined by the enchantment's rarity) of the chosen type to the target.

ENVENOMED

Rarity: rare

Attunement: yes

Category: offensive

This enchantment imbues a weapon with potent poison. When a creature hits with a weapon with this enchantment, the weapon deals an extra 2d6 poison damage to the target. When a creature scores a critical hit with a weapon with this enchantment, the target must succeed on a DC 15 Constitution saving throw or be poisoned for 1 minute.

FLEET

Rarity: uncommon (5 feet), rare (10 feet), very rare (15 feet)

Attunement: no

Category: defensive

This enchantment imbues a suit of armor or piece of clothing with speed. While a creature wears an item with this enchantment, the creature's speed is increased by an amount determined by the enchantment's rarity. This enchantment can't be applied to a shield.

FOE BANE

Rarity: rare

Attunement: no

Category: offensive

This enchantment imbues a weapon with the power to fell a specific foe. When you enchant the weapon, choose one creature type, such as dragon, giant, or ooze. When a creature hits a creature of the chosen type with a weapon with this enchantment, the attacker has a +1 bonus to the attack roll, and the weapon deals an extra 3d6 damage of the weapon's type to the target on a hit.

GREAT FORTUNE

Rarity: very rare

Attunement: yes

Category: defensive or offensive

This enchantment imbues an object with the power to alter fate. When a creature wearing or carrying an item with this enchantment fails an ability check, attack roll, or saving throw, the creature can activate the magic in the item (no action required) to reroll the failed roll. The creature must use the second roll. The item can be used in this way up to two times, and it can't be used in this way again until the next dawn.

LIMITED SPELLCASTING

Rarity: uncommon (1st level), rare (2nd level), very rare (3rd level)

Attunement: yes

Category: defensive or offensive

This enchantment imbues an object with the power of one spell. When you enchant the object, choose one 1st, 2nd, or 3rd level spell (depending on the enchantment's rarity) from the wizard spell list. The spell must have a casting time of one action, and it can't require a material component that has a cost. A creature wearing or carrying an item with this enchantment can use an action to cast the spell imbued into the item. The spell is cast at its lowest possible level and can't be cast at a higher level, regardless of the creature's magical capabilities. Any attack rolls or saving throws in the spell are determined by

the enchantment's rarity: uncommon (+5, spell save DC 13), rare (+7, spell save DC 15), very rare (+9, spell save DC 17). The item can be used to cast this spell up to two times, and it can't be used to do so again until the next dawn.

MAGIC RESISTANCE

Rarity: very rare

Attunement: yes

Category: defensive

This enchantment imbues a suit of armor, shield, or piece of clothing with wards against magic. While a creature wears an item with this enchantment, the creature has advantage on saving throws against spells and other magical effects.

PROWESS

Rarity: uncommon (+1), rare (+2), very rare (+3)

Attunement: no

Category: defensive

This enchantment imbues a suit of armor, shield, or piece of clothing with prowess. When you enchant the object, choose one skill, tool, or gaming set. While a creature wears or carries an item with this enchantment, the creature gains a bonus to checks with the chosen skill, tool, or gaming set. The bonus is determined by the enchantment's rarity.

RETURNING

Rarity: uncommon

Attunement: yes

Category: offensive

This enchantment imbues a weapon with limited flight. When a creature makes a ranged attack with a weapon with this enchantment, the weapon returns to the creature's hand immediately after the attack. This enchantment can be applied only to weapons with the thrown property.

TORCHLIGHT

Rarity: common

Attunement: no

Category: defensive or offensive

This enchantment imbues an object with light. While a creature wears or carries an item with this enchantment, the creature can use a bonus action to activate or deactivate the item's light. While active, the item sheds bright light of a color of the activating creature's choice in a 20-foot radius and dim light for an additional 20 feet. If this enchantment is on a weapon that is also enchanted with the foe bane enchantment, this light activates and glows brighter when a creature of the designated type is within 120 feet of it.



VAMPIRIC

Rarity: uncommon (1d6), rare (2d6), very rare (3d6)

Attunement: yes

Category: offensive

This enchantment imbues a weapon with the power to drain life from a creature to replenish its wielder. A creature wielding this weapon can use a bonus action to activate the power in this enchantment for 1 minute. While active, the weapon appears to drip with blood and shadows, and when the creature hits with the weapon, the weapon deals an extra amount of necrotic damage (determined by the enchantment's rarity) to the target. The creature wielding the weapon then regains hit points equal to half the necrotic damage dealt by this enchantment. After the enchantment's power has been activated, it can't be activated again until the next dawn.

VITALITY

Rarity: uncommon

Attunement: yes

Category: defensive

This enchantment imbues a suit of armor or piece of clothing with the ability to bolster a wearer's lifeforce. While a creature wears an item with this enchantment, the creature has advantage on Constitution saving throws against exhaustion and against being poisoned. In addition, if a creature wearing an item with this enchantment fails a death saving throw, it can choose to succeed on that saving throw instead. If the creature does so, this enchantment goes dormant and doesn't function until 24 hours have passed.

ENCHANTING COMPLICATIONS

d6 Complication

- 1 **Accidental Sentience.** You've apparently poured too much of your heart and soul into your work, because now it talks back to you and claims it has a soul of its own. Work with your GM to determine the new sentient item's personality, goals, and abilities.
- 2 **Arcane Mishap.** That rune or word of power wasn't supposed to explode. Now that your workstation is a mess, it will take time to clean up before you can get back to your work, increasing the downtime necessary to complete the enchantment by one workweek.
- 3 **Breach of Reality.** The ritual of your work has caused a metaphysical conflux, maybe for just a moment or perhaps longer. Perhaps an extradimensional being glimpsed your work and now takes interest, or perhaps you have altered the laws of arcana and physics on a local scale.
- 4 **Interested Party.** Your arcane efforts have earned the attention of another individual, entity, or organization. They might demonstrate their sudden interest in whatever you have crafted right away, or they might hatch a long-term plot to steal or disrupt your work.
- 5 **Ruined Material.** A miscalculation, uneven scrollwork, a poorly etched rune, or similar mishap occurs. This mishap means you'll have to replace some of your materials, entirely or only in part, doubling the cost it took to make the enchantment.
- 6 **Unintended Feature.** Oops! The language of your enchantment is full of double meaning and inverted intention. It is still sound, but the finished item now also has a weakness to a damage type or some other detrimental feature, or it might even be cursed.

ENCHANTING COMPLICATIONS

Bestowing enchantments certainly has its challenges: the delicate runework, sacred geometry, and precise incantations required are all too easy to fumble.

Workshop mishaps are commonplace. Even successfully enchanting a weapon or bauble worthy of a king garners all sorts of attention from rival mages, nefarious agents, and collectors of magic. A character has a 10 percent chance of triggering a complication for each workweek spent enchanting an object. When a complication is triggered, the GM can create a complication or roll a d6 and consult the Enchanting Complications table.

POTION BREWING

Anyone with access to an herbalism kit and proficiency in its use and in Arcana can spend downtime sourcing rare reagents, extracting their essences, and distilling their effects in the alchemical pursuit of potion brewing.

Resources and Resolution. In addition to the necessary tools and proficiencies, brewing a potion requires upfront costs and three skill checks based on the rarity of the attempted potion. The GM uses the Potion Brewing Activity table, referring to the rarity of the potion to determine how much it costs to make, how many potions can be produced in the time allotted, and how difficult it is to brew that batch of potions. The character then makes a Wisdom (herbalism kit) check, an Intelligence (Arcana) check, and a third check that has a bonus equal to the character's Wisdom, Intelligence, and Constitution modifiers combined, testing the character's discipline in finishing the potion.

After the results of the activity are determined, the potion is successfully brewed, regardless of how many successes were achieved. Any failures increase the chance that a complication will arise during the brewing process (see also the Potion Brewing Complications table).

POTION BREWING ACTIVITY

Rarity	Cost	Produced Over Time*	Brewing DC
Common	1d12 × 5 gp	Proficiency bonus + Intelligence modifier per day	11
Uncommon	1d10 × 50 gp	1 + Intelligence modifier per workweek	13
Rare	2d6 × 500 gp	1 + Intelligence modifier per 2 workweeks	15
Very Rare	1d10 × 5,000 gp	1 + Intelligence modifier per 4 workweeks	17
Legendary	1d12 × 12,500 gp	1 per 6 workweeks**	19

*A character can spend downtime to brew multiple potions (minimum of 1 potion) of a different rarity as long as the character does not exceed their limit for the day or workweek.

**Legendary potions require complete dedication and focus to brew successfully. A legendary potion cannot be successfully worked on at the same time as other potions.

POTION BREWING COMPLICATIONS

d6 Complication

- | | |
|---|--|
| 1 | Early Spoilage. Well, that didn't emulsify as you needed. The potion is still potable, but its effects only last half as long. It's possible that whoever drinks it may need to make a Constitution saving throw against your spell save DC or become poisoned for 10 minutes. |
| 2 | Inverted Effects. Oops! You got the measurements for a couple of ingredients mixed up. The resulting potion might still be usable, though its effects now do the opposite of what you intended. Maybe you could rebrand your product as an acid, poison, or some sort of weapon? |
| 3 | Local Opposition. Your brewing efforts have caused some manner of disruption. You've earned the ire of someone else, whether a neighbor, guild, rival, or some other party that doesn't appreciate your potioning. |
| 4 | Toxic Exposure. You've inhaled too deeply of your brewing's fumes and now feel sick. Side effects might last for just a few moments, the rest of the workweek, or maybe even longer. |
| 5 | Unintended Conjuring. Whether attracted by the heady aroma of whatever you are cooking or instead summoned by the just-right mix of material, somatic, and verbal components, you have inadvertently attracted the attention of a curious and possibly hostile creature. |
| 6 | Workstation Mishap. A bubbled-over concoction, a burst alembic, a small explosion. Your brewing efforts have damaged your equipment and wasted valuable reagents. This setback means you'll have to replace some of your workstation and tools, maybe entirely or maybe only in part, doubling the cost it took to make the potion. |

POTION BREWING COMPLICATIONS

Handling delicate, potentially volatile reagents can produce undesirable results. For the unskilled or especially unlucky herbalist, this is often the rule rather than the exception. Whether dealing with the byproducts of an undesirable reaction or incurring the attention of disgruntled neighbors, there is always at least a 10 percent chance for a complication to occur every workweek of downtime spent. As outlined above, this chance increases by 20 percent for every skill check failure per workweek. When a complication is triggered, the GM can create a complication or roll a d6 and consult the Potion Brewing Complications table.

RESEARCHING MAGIC

A character can spend free time between adventures researching magic. Magical research can allow a character to better understand their foes, grant access to new spells, provide leads on the location of arcane treasures, or acquire all manner of arcane knowledge useful in unraveling the mysteries of the universe.

Researching magic covers a workweek of research. A character must spend one workweek with access to one or more suitable facilities that contain a variety of arcane tomes or scholars and also spend at least 250 gp acquiring appropriate materials, gifts, and other expenses required to conduct such research.

RESEARCH POINTS

After a workweek of magic research, a character makes an Intelligence (Arcana or Religion) check using the Magic Research table to determine the number of magic research points acquired that week. If a character has magic research points when making this check, add them to the check.

Magic research points represent the character's familiarity with magical theory and its applications. A character can spend one or more magic research points to use the following features.

Advantage (Costs 1 Magic Research Point). The character has advantage on the next Intelligence (Arcana or Religion) check made to recall lore about spells, magic items, symbols, creatures, rituals, or anything else magical in nature.

Find a Spell (Costs 1 or more Magic Research Points). The character can find a specific spell of 1st level or higher that can be copied into their spellbook. To do so, the character must expend a number of points equal to the level of the spell they wish to find. For example, a wizard who wishes to find the 3rd-level spell *dispel magic* must expend 3 research points. Once a spell is found, a character must still expend the normal amount of gold and time to copy the spell into their spellbook. They are also bound to the same spell list restrictions concerning what spells can be copied into their spellbook.

Gain Minor Answer (Costs 2 Magic Research Points). The character learns the answer to a minor question. Minor answers are typically single true statements about a creature, place, or thing that most well-educated magical scholars could feasibly know. The following are some examples of minor answers:

- Finding a contact willing to buy or sell a particular magic item of common or uncommon quality.
- Identifying the correct cure or antidote to a magical curse, disease, or other arcane affliction.
- Learning a creature's resistances, immunities, or other weaknesses.
- Learning the significance of a magical event or omen.
- Uncovering the last known location of a particular magic item or creature.

MAGIC RESEARCH

Check Total	Result
1–5	Bad information leads you to a false conclusion or causes you to stumble into a dangerous secret. You lose 1 magic research point. If you have no magic research points when you roll this result, you have disadvantage on the next Intelligence (Arcana or Religion) check you make to determine magic research.
6–10	You waste time chasing a lead that results in a dead end. You gain no magic research points.
11–15	You did the work and found exactly what you were looking for. You gain 1 magic research point.
16–20	You uncovered the answers you needed as well as answers to questions you hadn't thought to ask. You gain 2 magic research points.
21+	You stumble upon a hidden trove of knowledge. You gain 3 magic research points.

Gain Major Answer (Costs 5 Magic Research Points).

The character learns the answer to a major question. Major answers are typically a collection of true statements about a creature, place, or thing that only the most brilliant and experienced magical scholars—at the pinnacle of their field—could feasibly know. The following are some examples of major answers:

- Finding a contact willing to buy or sell a particular magic item of rare or greater quality.
- Learning part of a true name (see **Chapter 2**), a draconic rune (see *Tome of Heroes*), or similar piece of knowledge.
- Learning the location of a creature actively trying to avoid being found.

COMPLICATIONS

Characters who research magic face the difficult work of finding accurate sources, parsing huge amounts of esoteric information, and spending long hours distilling research into useful answers. In addition to the standard difficulties of this task, investigating the arcane can attract

unwelcome attention from those who prefer to keep such knowledge secret. A character has a 10 percent chance of triggering a complication for each workweek spent researching magic. When a complication is triggered, the GM can create a complication or roll a d6 and consult the Research Magic Complications table.

CUSTOMIZING SPELLS

Spellcasting is always a personal expression of power. Like any other form of expression, there are innumerable ways for a caster to practice their magic, and no two methods are precisely the same. This section introduces different ways spells can be enhanced or developed to better suit the caster.

COSMETIC CHANGES

The simplest way to personalize a spell is to change its cosmetic effects. With a little creativity, one wizard's *fireball* can look completely different from another's

RESEARCH MAGIC COMPLICATIONS

d6	Complications
1	Bad Source. You spend a great deal of time learning from a source riddled with inaccuracies. Lose 1 magic research point.
2	Not in Stock. Your usual sources were not available due to holiday closures, last-minute travel, or other mundane nuisances. You can't gain a magic research point this week.
3	Opportunity Knocks. A new book, scholar, or other information source unexpectedly becomes known to you. If you can gain access to it, you'll have advantage on the check to determine your magic research points this week.
4	Pricey Knowledge. You find a perfect source of information, but acquiring it has cost you a hefty sum. Lose an additional 100 gp this week but gain 1 extra magic research point.
5	Sloppy Technique. During your research, you accidentally damage a valuable book or object. Someone who noticed is horrified and goes out of their way to make your search more difficult. You have disadvantage on the check to determine your magic research points this week.
6	Unwanted Notice. Your efforts have attracted unwelcome attention. A suspicious individual sends minions, familiars, servants, or other spies to watch you. It is unclear what this individual is afraid you might discover.

without altering what the spell actually accomplishes. If you have built your character using the themes from one of the styles presented in **Chapter 2**, you might consider how those adopted themes change the visual effects of every spell you cast. Perhaps your character is obsessed with the color pink and every spell incorporates some kind of color-based visual element. Imagination is the only real limit on these cosmetic alterations, making them the easiest way to make spells feel unique.

The Cosmetic Themes table includes some suggestions that could inform the various ways you personalize your spell effects.

SPELL VARIANTS

Creating variations of existing spells is another option for spell customization. Creating variants is more complex than simply making cosmetic changes but can introduce exciting narrative twists to the game. For example, making a more specific—and limited use—version of a spell is a good way to introduce higher-level spells. Creating a variant of an existing spell is also a great way to “invent” new spells tailored to specific narrative situations or shake up effects of spells that have become less narratively impactful due to repeated use.

The following sections include examples of spell variants from **Chapter 5** and show examples of other ways you can customize a spell. Use the examples provided here or use them as examples to guide the process of creating your own spell variants.

Variant Examples. This section contains riffs and twists for three classic spells: *charm person*, *fireball*, and *raise dead*. These experimental variations are meant to entertain

players and GMs who are more experienced with—or even jaded by—the standard versions. Changes presented here affect both flavor and implementation, so the spells look different when cast, have different power levels, and even have radically different effects.

Each section covers one of the three standard spells, detailing variations on its theme. Some are similar in effect to the original but with altered story elements, and others have more pronounced tweaks to their effects in the game.

CHARM PERSON

Charm person is the classic enchantment, dating to the origins of the game itself. Its appeal is obvious: an enemy grants a friendly head start to retreating foes, a recalcitrant informant suddenly becomes talkative, or a town guard agrees to ignore a crime because that’s what friends do for each other. The variant spells listed here all work on this theme but with differing levels of power and specificity. The classes that have access to each of these spells can be found in **Chapter 4**, and each spell’s description can be found in **Chapter 5**.

Cantrips (0 level)

Lesser charm (enchantment)

1st Level

Charm of long standing (enchantment)

2nd Level

Bedazzling charm (enchantment)

Charm of great fondness (enchantment)

5th Level

Moonlight charm (enchantment)

COSMETIC THEMES

d8	Theme	Description
1	Birds	Visuals shaped like birds or feathers, sounds of cawing or other bird calls, sensations of flight or freedom
2	Blood	Visuals of blood or crimson stains, metallic smells, sounds of heartbeats, sensations of rushing adrenaline or creeping weakness
3	Community	Visuals of ancestors or roaring hearths, smells of fresh bread or cider, sounds of laughter, sensations of comfort or warm embraces
4	Fate	Visuals of threads or dice, sounds of spinning wheels or shuffling cards, sensations of déjà vu
5	Fungi	Visuals shaped like mushrooms, smells of rot or decay, sounds of echoing caverns, sensations of dampness and darkness
6	Gothic Horror	Visuals of supernatural beings or silver mist, smells of dust or potpourri, sounds of haunting melodies or cawing ravens, sensations of dread or despair
7	Paint	Visuals shaped like paintbrushes or rainbow colors, smells of turpentine, sensations of creative chaos
8	Religion	Visuals of halos or stained glass, smells of incense, sounds of choirs or chanting, sensations of peace or resolve

FIREBALL

Fireball is perhaps the most iconic damage-dealing spell ever, so why mess with it? Partly to add an interesting twist to something familiar, partly to give it a story or character spin, and partly just for fun. Here are some variant *fireballs* to consider. The classes that have access to each of these spells can be found in **Chapter 4**, and each spell's description can be found in **Chapter 5**.

2nd Level

Solitary fireball (evocation)

3rd Level

Slow-burn fireball (evocation)

6th Level

Bouncing fireball (evocation)

Appearance and Type Changes

Fireball can be easily spiced up by changing its appearance and damage type. Roll a d20 and consult the Reskinning *Fireball* table or choose the option that best suits the spellcaster. The new appearance can become emblematic of that caster—as personal as a signature, a catchphrase, or a distinctive facial feature.

All items created by a variant appearance vanish as soon as their damage is done, and no items or materials can be recovered.

Power Changes

Fireball is an instantaneous spell, but it might just as easily resemble *heat metal*, providing a round of warning, a round of damage, and a round of additional damage. Spreading out the damage this way could be called a *slow-burn fireball*. Though this is a bit more bookkeeping, such a spell would be appropriate for limited use by a pyromancer.

While *fireball* is an area of effect spell, a smaller version could attack a single target. This might be called *solitary fireball*, and it could easily find a place in a pyromancer's spellbook or in the hands of a fire imp or an efreeti.

Finally, the third variant here is a *bouncing fireball*, which (as the name implies) strikes one location, then bounces according to the caster's direction to a second location and explodes again. This is similar to how *chain lightning* works, but *bouncing fireball* attacks multiple targets in both locations. The tradeoff is lower damage against each creature when compared to *chain lightning*.



RESKINNING FIREBALL

d20	Appearance	Damage Type
1	A holy word echoes in the air	Radiant
2	Ball of fiery serpents	Acid
3	Blue fire	Fire
4	Burst of exploding light	Radiant
5	Cloud of adamantine needles	Piercing
6	Crackling rays of static electricity	Lightning
7	Darting imps that siphon life	Necrotic
8	Fiery rain	Thunder
9	Flesh-eating orange slime	Acid
10	Flurry of sparks	Lightning
11	Hail the size of oranges	Cold
12	Plunging magical arrows	Piercing
13	Screaming skulls	Necrotic
14	Slashing, flensing knives	Slashing
15	Spheres of pure, explosive energy	Force
16	Stones falling from the sky	Bludgeoning
17	Swarm of bees	Poison
18	Tiny spheres of antimatter	Necrotic
19	Whirling, icy tornado	Cold
20	Whirling sphere of scimitars	Slashing

RAISE DEAD

Raise dead is another spell with roots in the game's earliest days. The variants here are twisted, limited, or expanded in several ways. They all return a creature to life but in unexpected ways: as ghosts, for a short period, without memories or skills, or under a particular compulsion. The classes that have access to each of these spells can be found in **Chapter 4**, and each spell's description can be found in **Chapter 5**.

3rd Level

Raise ghost (necromancy)

4th Level

Raise hero (necromancy)

Raise shade (necromancy)

5th Level

Raise nemesis (necromancy)

6th Level

Raise elder (necromancy)

Raise questing dead (necromancy)

Character and Effect Changes

Two aspects of *raise dead* are easy to change: the raised creature's appearance and the traumatic effect of returning to life. The Raise Dead Random Effects table offers a dozen options for reskinning *raise dead* in

RAISE DEAD RANDOM EFFECTS

d10	Effect
1	Armor of the Planes. The raised creature gains resistance to cold, fire, lightning, or necrotic damage (caster's choice) for 7 days.
2	Breath of Life. The caster absorbs one magical disease, curse, or similar effect from the target creature into themselves. The affliction ends on the newly raised creature but takes full effect on the caster, who must get it cured or removed by standard means.
3	Exhaustion. Restoring a soul is as debilitating on the caster as on the dead. The caster suffers the same penalty on attack rolls, saving throws, and ability checks as the raised creature.
4	Gravetouched. The raised creature has an uncanny voice or appearance that frightens nonhostile animals (including mounts), children, and even adults unaccustomed to such things. Charisma (Intimidation) checks are made with advantage.
5	Mild Spirit. The raised creature returns to life possessed of a gentle kindness. It refuses to fight, argue, or even defend itself for a period of 1d6 + 1 days. This unnatural calm can be removed by a <i>calm emotions</i> spell. It also ends if the creature is rendered unconscious by an attack.
6	Neophyte. The raised creature forgets one language, one spell or feat, one friend, and one class ability. These memories return in a random sequence at a rate of one per week until all are recovered.
7	Raging Spirit. The raised creature returns to life in the grip of intense and uncontrollable rage. It immediately attacks the caster and anyone else nearby, including friends, acolytes, and such. This anger ends when the creature becomes unconscious or when it's affected by a <i>calm emotions</i> spell or comparable magic.
8	Servitor. The raised creature is charmed by the caster. While charmed in this way, the creature serves the caster loyally as repayment for restoring them to life. The length of this service is determined by the caster's spellcasting level: up to level 11 is a week, level 12–14 is a month; level 15 or higher is a year. The effect is broken if the caster or the caster's companions cause direct harm to the charmed creature or its loved ones.
9	Thundercrack. When <i>raise dead</i> is cast, the target's return to life is heralded by a crack of thunder and a stroke of lightning. These can be heard and seen for at least a mile and may be accompanied by a sudden, brief storm.
10	Voice of the Afterlife. The raised creature gained subconscious knowledge of a distant plane during its sojourn in the realm of the dead. It now speaks either Abyssal, Celestial, Infernal, Satarre, or Umbral (player's choice).

random ways. When the spell is cast, roll a d12 or choose the option that best suits the situation or the caster. This change need not be a one-time thing and can be emblematic of that caster, as recognizably personal as a signature, a catchphrase, or a coat of arms.

EPIC & LEGENDARY MAGIC

Consider the most epic magical moments of the most memorable fantasy tales. The dauntless gray wizard dueling the flame-wielding force of darkness atop a snowy mountain peak, an arcane staff in one hand and a legendary elven blade in the other. The sickly warlock emperor of a dying nation whose sentient black blade helps him save the multiverse before eventually claiming the lives of his closest kin. The bastard son of an Olympian god who turned an invulnerable leviathan to stone with a monstrous severed head, slaying one titan to thwart another. The glorious list goes on.

One particularly salient trait shared among these classic fantasy narratives is a certain uniqueness of those magical moments that distinguish them. Whether the stuff of sorcery or providence, magic as a concept and a storytelling tradition speaks directly to the very human

need to change the world. But, how does magic shape the narrative in roleplaying games?

This section offers guidance on how to best include high-level spellcasting and top-tier magic items in storytelling, including how to capably integrate magic into a compelling narrative with satisfying consequences, how to effectively narrate and adjudicate the impact of wide-reaching magic, and how the ramifications of long-lasting magic can permanently alter a campaign (for better or worse).

MAGIC AS A PLOT DEVICE

Roleplaying games are motivated by a set of mechanical considerations, bound together by rules, that feature a transparent, career-long progression for adventurers: a progression already known, even anticipated, by the player when each character is created. As gamers, this conceit is heartily embraced. But as storytellers, it can easily be ignored entirely, simply written off. And while there may be a hesitation to let the mechanics drive stories, they are still a fundamental part of the game.

How then can magic drive a story? How are those adventures shaped? Part of the answer lies in the thematic context of the mechanics themselves. Likewise, inspiration can be gathered from timeless fantasy



stories with magic at their narrative core. From spells as adventure hooks to magic items as narrative milestones, magic can be a potent plot device.

SPELLS AS PLOT DEVICES

The number of ways spells can be used as a plot device are as numerous as the spells themselves, both in terms of aesthetics and conflict. Here are a few examples of timeless plots featuring magic spells as a prime mover:

- A beautiful and malevolent queen uses illusion magic to adopt the guise of a peasant while clandestinely attempting to poison her innocent rival, a girl ordained as the fairest in all the land.
- A king's sister studies dark magic from their wizened, half-demon mentor only to use it against them both in an attempt to claim the kingdom for herself.
- A once-proud forest has fallen under the accursed spell of an evil undead necromancer, and its people shelter in silence from an encroachment of giant monstrous arachnids and other loathsome hazards.
- An undying nobleman from a foreign land uses blood magic to charm a young woman who resembles his dead lover, and her husband and a party of monster hunters must take up occult arms to save her.

One of the easiest ways to utilize magic as a plot device in a campaign is by populating the game world with spellcasting NPCs, characters who drive the narrative with particular milestones and pivot points. But the relationship of these NPCs to the player characters is always key and should be a leading factor when it comes to creative planning. How, to what extent, and why do the machinations of these spellcasters affect the characters? And what impact do they have on the story itself?

Magic is ultimately a resource in the fictional worlds that contain it. Whether magic comes from a grimoire, a god, or the supernatural ability of some creature, a spell effect is decidedly disruptive, and even the simplest spell can change the course of a campaign. Correlate such magical disruptions to ongoing character choices, and the story naturally evolves from that spell or spellcaster's influence.

SPELL LISTS AS ADVENTURE HOOKS

For an easy and clever method to use spells as plot devices, look no further than the characters' spell lists, which serve as a veritable road map for how the characters will be able to interact with their world over time. Subvert player expectations by using those known spell lists as adventure hooks for the campaign.

For example, each time a wizard character gains a wizard level in the game, the player can add two wizard spells of their choosing to their spellbook for free. However, where or how the wizard learns these spells is left relatively vague. Use this as an opportunity to introduce new NPCs, expand the plot, or send the

characters on a wild side adventure. Here are some examples of scenarios where a character might obtain knowledge of a new spell:

- A supernatural entity bestows the character with specific arcane knowledge whenever that character reaches certain milestones of lived experience and promises to one day call in this favor.
- An elder race of immortals transcribed rare spells upon their most precious works of art before hiding the art in feretories within nineteen shadow-haunted citadels.
- Spells endure as an oral tradition of various displaced cultures and can only be learned from the lone orators who dedicate their lives to remembering these spells and the stories that contain them.
- The character must procedurally seek out and reunite the scattered pages of a notorious wizard's lost grimoire, learning a new spell every few pages and discovering the truth behind the wizard's disappearance once the grimoire is complete.

New spells, such as those found in this book, can introduce some fresh and dynamic elements to a campaign that quickly pushes the limits of expectation (from both sides of the GM's screen). When looking at the spells in this book, consider what kind of person or creature would possess the knowledge of how to cast such a spell and how that person or creature relates to the characters, their classes and themes, and their goals. In this way, the players can subtly shape the world and story simply by preferring one class over another or one spell school or style over another.

When considering spell lists as adventure hooks, remember that different classes may be variably suited for different campaign styles, and remember that the narrative potential of each class is ultimately an expression of the mechanical considerations that define it. The divine magic of clerics, for instance, is quite similar to the nature-based magic of druids and their ilk, but they are still distinct from each other, despite several shared spells. A wizard's arcane magic bears pointed similarities to the arcane magic of sorcerers and warlocks, but the nuances between the spell lists, how each class learns spells, and how an individual's spells manifest via game mechanics are unique. Such distinctions can be a bountiful source of narrative inspiration when examined through a storytelling lens.

Moreover, the relationships between the different magical traditions and divine orders of a game world can be their own source of dramatic conflict. Here are examples of class-driven story threads:

- A devout order of clerics comes to discover that their deity also serves as the otherworldly patron for a furtive cult of warlocks and must somehow reconcile their faith.

- An evil wizard summons a representative from each of the arcane traditions to compete in a grand tournament but secretly plans to cull spells from their varied grimoires for use in an eldritch rite.
- Druids of the elder groves whisper tales of a fallen star that warps the surrounding landscape—and their magic along with it.
- The ghost of a fabled bard is rumored to sing the songs of each and every college while haunting the mist-strewn hillocks of his moorland grave.

MAGIC ITEMS AS PLOT DEVICES

Magic items have been a staple form of treasure for adventurers since the first d20 hit a gaming table. The social contract was simple: characters brave terrors and risk their lives in the dungeon, and they're remunerated with appropriate rewards. Keep in mind, as balanced as the game ever is, magic items typically don't factor into that calculating, existing outside of it. This confirms a simple truth of most fantasy roleplaying games: magic, by its very nature, changes the rules.

Similar to using spells and spell lists as noted earlier in this section, one simple way to effectively integrate magic items into a gameplay narrative is to present them not merely as quest rewards but as expositors of the campaign world itself. The lore surrounding individual enchanted items could easily turn out to be just as (if not more) memorable as the various boons they provide characters. Justifiably, magic items that exist solely to benefit the characters on their current and future adventures are an expected conceit of the game. There's no shame in that, but there is a ripe opportunity for something more creatively satisfying.

When preparing a magic item as a reward, consider how it will shape the campaign to come (if at all), what, beyond its statistics, makes it a satisfying reward for the players' actions, and how (if at all) it fulfills the players' expectations or goals for their characters. Taking this a step further, narrative arcs or even entire campaigns can be crafted around a select few magic items, from removing powerful items from enemy hands, to destroying a magic item to stop a catastrophe, to acquiring a legendary magic item to gain a specific power needed to defeat a great evil.

USING LARGE-SCALE MAGIC IN YOUR CAMPAIGNS

When using large-scale magic in a campaign, one key consideration is how this potent magic categorically affects the world around it. What are the ramifications for the world and its inhabitants? And how does it alter the way the player characters are viewed? As the characters change the world they live in, be prepared to relate back to them precisely how and why it changes. Large-scale magic comes with large-scale consequences, whether good or bad.

Talking about large-scale magic can take many forms: from range and area of effect to the number of targets affected and so on. Some higher-level spells are infamous for their extreme mechanical parameters and should be scrutinized from this perspective before introducing them to any game session, let alone an entire campaign. Surprises are part of the fun, but it's important to maintain a certain amount of clarity and forethought once the characters have access to such magic.

A successful implementation of large-scale magic in a campaign can rely heavily on an intimate understanding of the spells and abilities at everyone's disposal. With that in mind, here a few spells that represent large-scale magic and some of the large-scale consequences that can come with them:

- **Astral Projection.** This radical 9th-level spell transports the astral bodies of up to nine creatures to the Astral Plane—an endless, open domain of thought and dream. *Astral projection* can last quite a long time, providing an opportunity for the party to explore an entire “campaign within a campaign” as long as they'd like (or as long as the spell holds up).
- **Control Weather.** This 8th-level spell allows the caster to manipulate the weather within 5 miles of themselves for up to 8 hours. The wide reach of this environmental transmutation is undeniable, and its narrative possibilities are both subtle and sweeping.
- **Earthquake.** The name of the spell says it all. For up to a minute, the caster of this 8th-level spell is able to create seismic fissures throughout a 200-foot-diameter area with a range up to 500 feet. Of particular note, a fissure that opens beneath a structure causes it to automatically collapse, meaning—with enough time and without distraction—*earthquake* could be used to level an entire village or even city.
- **Forbiddance.** This 6th-level spell wards up to 40,000 square feet of floor space (to a height of 30 feet) from magical travel. When is the last time the gaming group measured a 40,000-square-foot section of the battle mat?
- **Gate.** Along with other teleport spells, *gate* allows characters to travel to a different plane of existence. Like *astral projection* and *plane shift*, this becomes a shortcut to expanding the scale of a campaign by introducing characters to wider and stranger worlds.
- **Magnificent Mansion.** When larger-scale magic without necessarily breaking the world is required, the sprawling, extradimensional dwelling created by this 7th-level spell offers characters a massive safe space to enjoy.
- **Mass Suggestion.** Enchanting up to 12 creatures at once is no small effort, but *mass suggestion* is up to the task. The social ramifications of this 6th-level spell are numerous, from influencing a king's court, to

changing the votes of a city's council, to convincing a cult's leadership to disband the cult—or even to form one in the first place!

- **Meteor Swarm.** A favorite of spellcasters that enjoy destruction, *meteor swarm* is a deadly 9th-level spell capable of creating four 40-foot-radius spheres of blazing fire with a range of 1 mile. This spell can turn the tide of battle for an army, decimate a castle's walls and defenders, or even terrorize a populace by igniting and destroying farmland.
- **Mirage Arcane.** Like *hallucinatory terrain* before it, this 7th-level spell is capable of manifesting false terrain. But unlike lesser versions of the same illusion, *mirage arcane* goes big by affecting a large area and making the illusion tangible to those interacting with it. A noxious swamp can be made to appear safe to unwary travelers, an important oasis can be hidden among the desert's dunes, a village can be disguised to appear more or less affluent to fool visiting dignitaries—the possibilities are truly endless!
- **Move Earth.** While not as powerful as many of the spells on this list, this 6th-level spell allows the caster to remodel a new 40-foot square of terrain every 10 minutes for the 2-hour duration. An enterprising transmuter can do a lot of remodeling in 2 hours!
- **Plane Shift.** This 7th-level spell can transport up to eight creatures to a different plane of existence. With interplanar travel at their fingertips, players may quickly turn a campaign into one of large-scale exploration.
- **Scrying.** This unassuming 5th-level spell allows the caster to see and hear a particular creature that is on the same plane of existence. That's quite a lot of breathing room when it comes to expanding the scale of the game world, especially for characters that have already done some exploring and met a variety of NPCs. That king the characters met at level 1 as a prince in need of help is now someone the characters can easily observe. Similarly, an innkeeper that gave the characters trouble ages ago might now be a cult leader the characters have to observe. This spell can be a conduit to give characters a reason to scribe on something far afield, allowing them to literally broaden their horizons.
- **Storm of Vengeance.** This 9th-level spell conjures a deadly storm cloud with a radius of 360 feet that can affect creatures up to 5,000 feet beneath it. While not as wide-reaching as *control weather*, *storm of vengeance* is just the kind of conjuration needed when the battle gets a little too big.

USING LONG-TERM MAGIC IN YOUR CAMPAIGNS

With a greater understanding of the effects of wide-ranging magic on both story and setting, now consider duration. How is a campaign affected by the introduction of powerful, long-lasting magic, and what are the key considerations for the long-term proliferation of supernatural phenomena? If magic changes the rules, it can be expected to change the landscape as well. All encounters and characters, even the essence of the game world itself, are presumed mutable—altered by the very fantasy that defines them.

The application of long-term magic can be a satisfying compliment to using spell lists to create adventure hooks (detailed earlier in this section), particularly when it comes to a caster's subclass or arcane tradition of choice. Spells that share a theme can act as waypoints for the evolution of narrative ideas throughout a campaign, which is to say, one spell logically follows the other along a caster's path of progression. In many ways, this also becomes a quest for permanence—the more powerful the spell, the more enduring its impact on the game world. Spells of higher levels often have longer durations, and some higher-level magic becomes long-term by default. With that in mind, here a few long-lasting spells and examples of the campaign-altering effects they can have:

- **Clone.** The duplicate creature created by this 8th-level spell is permanent and is actually capable of receiving the soul of the original creature upon their death. This could allow an evil spellcaster to never truly be vanquished so long as their clones survive, prompting the characters to go on an adventure to capture or eliminate all the clones.
- **Feeblemind.** The damage wrought upon a creature's intellect and personality by this 8th-level spell has the potential to last forever if the affected subject fails their saving throw every month. A bit unlikely perhaps, but intriguing nonetheless when it comes to long-term considerations. What if a powerful spellcaster used this spell on the one person that knew the spellcaster's only weakness, forcing the characters to find a cure before they can put a stop to the spellcaster's terrible plans?
- **Gate.** On top of its far-reaching transportation properties, this popular 9th-level spell—like the entire suite of spells akin to it—can unwittingly introduce denizens from other planes of existence to a game world. Even at early levels, this can have long-lasting impacts on a campaign—especially if the gate serves as an access point for malevolent extraplanar beings.
- **Geas.** The default duration for this potent 5th-level spell is 30 days, but at 9th-level, *geas* becomes nigh permanent—ending only by the successful casting of the *remove curse*, *greater restoration*, or *wish* spells. Since the affected person still has full control of themselves

outside of performing the task, the characters might not figure out their favorite NPC is under a spell until much later in the campaign, allowing for subtle, long-term storytelling.

- **Mass Suggestion.** At the highest level of casting, this 6th-level spell can affect up to 12 creatures for a year and a day. As with this spell's entry earlier in this section, *mass suggestion* has numerous campaign-affecting applications both in scale and duration.
- **Modify Memory.** While this 5th-level spell lasts, the caster can permanently affect the target's memory of an event that it experienced within the last 24 hours that lasted no more than 10 minutes. The subtlety of this kind of social encounter is often challenging, but the story richness and rewards on both sides of the GM screen can be everlasting.
- **Reincarnate.** This 5th-level spell fashions a new body for a deceased creature to inhabit, which likely causes the creature's race to change. The inner (and outer) conflict that can arise from such a transposition is certainly the stuff of drama and will no doubt leave its mark throughout the length of a campaign.
- **Simulacrum.** When speaking of long-term magic, *simulacrum* comes quickly to mind. The illusory duplicate created by this 7th-level spell is nearly permanent, lasting until it's dispelled, and can even be alchemically repaired. Similar to *clone*, this can allow a villain or even a character to subtly manipulate the story over a long period of time.
- **Symbol.** The harmful glyph created by this 7th-level spell lasts until dispelled or triggered. When it comes to spellcasters leaving a permanent mark to trap or protect their secrets for decades or even centuries, accept no substitutes.
- **Wish.** This 9th-level conjuration is the mightiest spell a mortal creature can cast. By simply speaking aloud, they can alter the very foundations of reality in accord with their desires, setting the stage for a long-lasting, wide-reaching mechanical disruption that can (and will) affect a campaign for the rest of its run. This kind of extensive arcane creation is the very essence of the topics in this section, and it can truly shape stories at the gaming table.

Aside from spells, magic items (and cursed items in particular) can also introduce long-term—and often permanent—ramifications into a campaign. The infamous story “The Monkey’s Paw,” by W.W. Jacobs, treats us to a salient study in precisely how talismanic magic (and ill-fated decisions) can have an enduring effect on the narrative.

VILLAINS USING MAGIC

Magic is a brilliant tool in the hands of heroes, but in the hands of villains, magic is turned to sinister purpose, often causing chaos, fear, and mayhem. And as the characters' mastery of magic increases, so too should the villains' mastery. Ensuring foes have access to all the resources, trickery, and danger that magic readily provides is important to building compelling adventures and raising the campaign stakes to provide worthy challenges.

This section contains various tools to inspire the creation of truly dastardly schemes, powerful magic-centered factions, and potent magical grimoires with world-shattering potential.

VILLAINOUS MAGIC SCHEMES

The first step to creating a compelling villain is choosing their motivation. Deciding on a villain's ultimate goal provides an excellent starting point for building more intricate plots and short-term goals. The Villainous Schemes table presents options suitable as core schemes for any magical villain.

SAMPLE VILLAINOUS FACTIONS

This section provides sample villainous factions ready to drop into a campaign or use as inspiration for creating magic-centered villains.

SAMPLE FACTION: THE MUSES

Alignment: True Neutral

Organization: League of cosmic guardians

Motto: We are the honed instruments of fate.

Born from the twisting tides of destiny, the celestial beings known as Muses are the self-appointed guardians of fate. This organization views the universe as the pinnacle of cosmic perfection, where fate's plan rules all beings who don't stray from their predestined path.

Creed

The Muses are committed to preserving the sanctity of the divine plan by whatever means necessary. They continuously read the web of fate, and when threats to its patterns emerge, one or more of them are dispatched to nudge circumstances back onto their proper path. Whenever possible, a muse attempts subtle coercion—inspiring the right creatures to take the right actions at the right times—but they don't shy from taking more extreme action when necessary. Since they have no allegiances beyond their commitment to the divine plan, they intercede on behalf of good or evil forces in equal measure. Their fixation on neutrality has more than once made them pawns in the plans of greater villains.



VILLAINOUS SCHEMES

d20	Scheme
1	Appease a patron by coercing others into making progressively worse sacrifices.
2	Awaken a slumbering elder evil.
3	Become a god.
4	Become the wealthiest, most powerful, or most influential person in the land.
5	Build a doomsday device.
6	Claim the throne.
7	Complete a horrific experiment.
8	Destroy a coven, guild, college, or other organization out of anger or jealousy.
9	Dogmatically crusade to register spellcasters or wipe out those who resist.
10	Gain absolute mastery over dragons, giants, or some other creature type.
11	Obtain lichdom.
12	Open a gateway to another plane or realm.
13	Prove raw talent is mightier than book learning by eradicating scholars.
14	Reconnect with an ancient and imperceptible power that was glimpsed once for just an instant.
15	Restore a lost love.
16	Rid the world of magic.
17	Save something from an even greater villain.
18	Seek revenge for a betrayal.
19	Slaughter everyone so the world can begin anew.
20	Slay a god.

MUSES ADVENTURE HOOKS

d4 Adventure Hook

- 1 A famous prophet aligned with the Muses issues a public call for the characters to be brought before them to “be judged for their transgressions against the universe.” The public is unaware of the muses’ involvement, but the prophet is respected enough to warrant a realm-wide search for the heroes.
- 2 Artists across the world begin to die as the muses force them to ceaselessly create works of art that show how events should come to pass. The characters are alerted to this ongoing epidemic when an artist friend or contact is seized with the same dangerous mania and is certain to die of exhaustion if the party doesn’t intercede.
- 3 The characters hear rumors of a band of mysterious knights that have been murdering random people across the region. There are four knights in total, each with a different emblem: a cup, a sword, a pentacle, and a wand. It is unclear what connects the knights’ victims, but villagers across the land are seeking adventurers to stop them.
- 4 The Muses kidnap a young girl with remarkable powers of prescience. Her parents hire the characters to retrieve their missing daughter.

Membership

The core of this faction are the nine muses who rule it, but each muse maintains a network of seers, diviners, and fortune tellers who serve as mortal agents for the organization. Most of these agents serve the muses in hopes of one day ascending to become one of the nine and receiving all the powers granted by the transformation.



Spellcasting

Creatures who align themselves with the Muses often have access to the following spells. When choosing creatures to serve this faction, feel free to replace any of these spells with the default spells presented in its stat block. Spells marked with an asterisk (*) can be found in **Chapter 5**.

Cantrip (At will): *true strike*

1st level: *identify*, *oneiromancy**

2nd level: *augury*, *shadows brought to light**

3rd level: *clairvoyance*, *glimpse the end**

4th level: *divination*, *locate creature*

5th level: *commune*, *scrying*

6th level: *true seeing*

7th level: *oculus blossoms**

8th level: *doom of false friends**

9th level: *foresight*

Adventure Hooks

The Muses Adventure Hooks table offers options to inspire adventures connected to the faction.

SAMPLE FACTION: GOLDEN DAWN

Alignment: Lawful Evil

Organization: Theocratic monarchy

Motto: As long as the sun rises, we too shall rise to scorch the earth anew.

Far away and long ago, the Golden Dawn ran their empire from glittering thrones, ruled by immortal sorcerer-kings. Hubris led to magical calamity that wiped the civilization from the earth and living memory—but with the last of their power, one sorcerer-king cast a single city out of time, saving their subjects from the fate that befell their brethren. Thrown through space and time into the modern age, the people of the Golden Dawn now seek to rebuild what was lost, using their ancient sorcery to incinerate all who stand in their way.

Creed

The people of the Golden Dawn are obsessed with recovering the glory and power they lost—but they are well aware of the precarious position they are in. Their immediate goal is to secure the area around their city, and then they will forge alliances with whatever governments or entities are nearby. Once their position is secured, the Golden Dawn will infiltrate rival nations, learn their secrets, and begin their conquest—forcing all to bend the knee to their reborn glory.

Membership

The Golden Dawn is ruled by a sorcerer-king and a cadre of mage-priests who possess terrifying arcane abilities. Below them sits the common citizenry, who were transported along with the city, but nearly all of these citizens also possess a measure of their leaders' arcane mastery over light and flame. As the Golden Dawn's influence grows, they actively recruit followers from the nations they infiltrate—frequently offering power in exchange for loyalty. However, the Golden Dawn views these followers as little more than tools to be used and discarded.

Spellcasting

Creatures who align themselves with the Golden Dawn often have access to the following spells. When choosing creatures to serve this faction, feel free to replace any of these spells with the default spells presented in its stat block. Spells marked with an asterisk (*) can be found in Chapter 5.

Cantrip (At will): *sacred flame*, *smolder**
1st level: *burning hands*, *flamestep**
2nd level: *branding smite*, *flame blade*
3rd level: *bestow curse*, *flames united**
4th level: *fire shield*, *wall of fire*
5th level: *flame strike*, *flamewalk portal**
6th level: *sunbeam*
7th level: *flame's chronicle unleashed**
8th level: *sunburst*
9th level: *time stop*

Adventure Hooks

The Golden Dawn Adventure Hooks table offers options to inspire adventures connected to the faction.

GOLDEN DAWN ADVENTURE HOOKS

d4 Adventure Hook

- | | |
|---|--|
| 1 | A government official makes a secret pact with the Golden Dawn, providing the faction with a base of operations inside their city in exchange for powers that begin to corrupt them. If left unchecked, the official begins terrorizing citizens with cruel treatment and barbaric new laws. |
| 2 | After the sudden appearance of an ancient city mere miles away, a local ruler hires the characters to escort a group of scholars and diplomats instructed to learn more about the settlement and its people. |
| 3 | Followers of the Golden Dawn have begun torching temples and attacking clerics dedicated to gods of light or fire, proclaiming such deities to be false idols. |
| 4 | In an effort to learn more about potential threats, the Golden Dawn invites renowned adventurers to attend a festival in their city. Attendees are encouraged to participate in a series of gladiatorial competitions. |



VILLAINOUS GRIMOIRES

Magic items are a terrific tool for creating compelling villains and their schemes. Even the most unimpressive mage can become a nigh-unstoppable foe with one of the following grimoires in hand. Alternatively, if the characters acquire one of these fabled items, there are no shortage of villains who will do their utmost to claim such objects to further their own dark agendas.

GRIMOIRE OF LIFE AND DEATH: CODEX AETERNUS

This oddly bound grimoire appears to be two separate tomes with separate covers and spines, though bound fore-edge to fore-edge with a common back cover shared by both. The left cover features the image of a dark, cloaked figure while the right displays a healer. Metal clasps in the shape of hourglasses keep the two covers closed.

Hertha and Jarisi Wymane were the last, and certainly most idealistic, apprentices of the famed white necromancer Athaghast. At his side, the young twin women gained enlightenment about the cyclic connections between life and death. It was the twins who aided their master in the creation of his *Grinning Skull*, an artifact Athaghast used to restore the balance after an unprecedented influx of undead in the land. Though they learned together, the twins each gravitated toward a different side of the necromantic triad. Hertha studied the healing arts, learning to cure disease, mend bone, and remove vile curses. Contrariwise, Jarisi delved deeply into the study of undeath, perfecting the arts of reanimation and the effects the undead have upon the living.

After their master vanished along with the *Grinning Skull*, the twins closed themselves up in his tower and used the resources there to pen the *Codex Aeternus*. Much as they were themselves, their grimoire possessed two separate books bound together. They planned for the dual tome to be the definitive work on white necromancy as well as the great triad of life, death, and un-life. The twins wished, above all else, to ensure

their work would be more useful than just a dry academic discussion, and each worked their most powerful magic into the tome.

The Wymane sisters used the grimoire to perform acts viewed as miracles. They raised the dead, healed wounds that resisted other curative enchantments, brought ancient figures back to life to reveal lost secrets, and even continued their former master's crusade against the vampiric courts. It was no doubt this last act that proved their undoing. The twins vanished, leaving only their grimoire behind. Today, it is believed several copies of the *Codex Aeternus* exist, but their owners often meet grisly ends.

Grimoire Adventure Hooks

The grimoire can act as potent reward for characters or serve as a plot device in adventures. Here are several hooks to utilize it in a campaign.

Lich's Bargain. Word has reached a patron of the characters that the *Codex Aeternus* is due to be traded to a lich by an underground figure known to them. When they reach the meeting place though, they find the lich gravely wounded and its phylactery compromised. The undead lord promises them great riches if they will recover the grimoire and use it to repair its phylactery.



QUIRKS OF THE CODEX AETERNUS

d8	Result
1	Funerals and ways that creatures die are amazingly interesting to you.
2	Sometimes your reflection shows what you'd look like if you were undead.
3	There is always time to lecture the uninformed about cycles of life, death, and undeath.
4	While no stranger to violence, you abhor killing anything yourself.
5	You are obsessed with cleanliness.
6	You are quick to point out the potential for major injury in every action.
7	You collect grave dirt and keep your "treasures" in labeled jars.
8	You instinctively want to heal any injured creature you see.

Mask of Autumn. A local ruler has fallen ill to a malady that no prayer or healing can cure. The only hope is said to lie in the *Codex Aeternus*. Braving the masked ball of a vampire queen to bargain for the grimoire, the characters learn that they themselves are the main attraction.

Vengeance, Saith the Twins. By some means, the characters have acquired the *Codex Aeternus*. Unfortunately, a series of healing mishaps and undead attacks seem to originate from the grimoire, and they are growing worse. In truth, the characters are plagued by undead versions of Hertha and Jarisi, who want the characters to abandon the tome.

CODEx AETERNUS

Wondrous Item, Fabled (5th-Level and Higher Properties)
Require Attunement by a Spellcaster

The dual nature of the *Codex Aeternus* is reflected in its two-tome binding, with “death” on the left and “life” on the right. The death tome contains necromantic rituals and treatises on the undead, while the life tome reflects on the nature of the divine and details healing methods and medicinal herbs. The owner of the grimoire gradually becomes interested in learning and performing funerary rites and medicinal remedies.

If attuned to it, you can use the grimoire as a spellcasting focus, and it functions as a spellbook for you. Moreover, when you finish a long rest while this tome is in your possession, you can choose either the *chill touch* or *spare the dying* cantrip. If you are holding the tome, you can cast the cantrip you selected at will.

When found, the book contains the following spells. Spells marked with an asterisk (*) appear in **Chapter 5**:

- 1st level: *cure wounds*, *inflict wounds*
- 2nd level: *prayer of resolve**, *wound surge**
- 3rd level: *animate dead*, *revivify*
- 4th level: *death toll**, *halo of blood and tears**
- 5th level: *contingency boils**, *raise dead*
- 6th level: *create undead*, *harm*, *heal*
- 7th level: *defile healing**, *finger of death*
- 9th level: *afflict line**, *true resurrection*

Tome of Duality (Requires Attunement). As your level increases, you gain the following benefits while the grimoire is on your person. Saving throws for its features equal your spell save DC.

5th level. As a reaction when you take necrotic damage, you can transmute some of the damage into healing energy. You negate an amount of damage equal to 1d10 + your proficiency bonus and heal yourself or a creature of your choice within 10 feet by the same amount.

9th level. As an action, one undead creature that you can see within 30 feet must make a Wisdom saving throw, taking 8d6 radiant damage on a failed save or half as much damage on a successful one. If the target is reduced to 0 hit points by this attack, an exact copy of the creature

appears in an adjacent unoccupied square and is under your control.

The copy has the statistics of the original creature as it was at the beginning of your turn. As a bonus action on each of your turns, you can mentally command the copy if it is within 120 feet of you. 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. The copy lasts for a number of rounds equal to your proficiency bonus, and then it vanishes.

You can use this feature three times and regain all expended uses when you finish a long rest.

13th level. You can use your action to cast either the *finger of death* or the *resurrection* spell. Once you do so, you can't use this feature again until you finish a long rest.

In addition, after you take damage from radiant or necrotic damage, you become immune to that type of damage for 1 minute. If you take damage from the other type while under the effect of this feature, you lose your immunity in favor of becoming immune to the new type, and the duration resets to 1 minute.

17th level. Your Intelligence or Wisdom score (your choice) increases by 2, to a maximum of 20. An undead creature who targets you with an attack or harmful spell must first succeed on a Wisdom saving throw. On a failed save, the creature must choose a new target or lose that attack or spell. Moreover, whenever a spell or effect that restores hit points is used within 30 feet of your position, you regain hit points equal to half as much as the original spell or effect.

Quirks of the Codex Aeternus. While attuned to the grimoire, you occasionally experience the emotions and attitudes of its previous owners, who have left their psychic imprint upon it. While you are not compelled to act on these feelings, you might randomly experience one of the quirks presented in the Quirks of the Codex Aeternus table.

GRIMOIRE OF THE CELESTIAL: ARTES BELLATOR

This beautiful tome is surrounded by a nimbus of light. A thin golden lattice decorates the cover, which is embossed with interlocking divine glyphs. Faintly, the sound of a celestial chorus emanates from the grimoire.

Elenora Falco was a clerical novice, young but very devout. She wished for nothing more than to serve her deity, an ancient god of war. Despite her yearning, her requests for martial service were denied time and again. In desperation, she searched the vast library of her temple, hoping to find something, some way to prove her worth.

In a dusty scroll, she discovered a ritual that would bind her to her god as something more than cleric, more than paladin. She would become an avatar.

For many months, she prepared and planned, and finally performed the celestial ritual. She pledged herself to her god, and her god answered. When the ritual was complete, Elenora found the *Artes Bellator* in her hands.

Using the grimoire, Elenora could generate any weapon she wished, wielding them to defend her temple and thwart evil. Many young paladins flocked to her side, and they accomplished many great deeds. But time, even for a divine avatar, can conquer any foe.

Following Elenora's final request, the temple of the god of war constantly searches for someone worthy to wield the *Artes Bellator*.

Grimoire Adventure Hooks

The grimoire can act as potent reward for characters or serve as a plot device in adventures. Here are several hooks to utilize it in a campaign.

A Crusade Untold. An outbreak of demons in a nearby kingdom prompts the local bishop to hire the characters to lead a small assault force to besiege an isolated fortress. Somewhere within the walls of the keep is an active portal to the realms below. With a force of demons and cultists standing in their way, the bishop gives one of the group the *Artes Bellator*.

Broken Book. Something is wrong with the *Artes Bellator*. When not producing weaponry, the grimoire randomly spawns strange aberrations. The characters may have already acquired the tome, or they might have been hired by its current owner. Either way, the quest to fix the grimoire takes the characters into the celestial realms where they must appease the god of war himself.

Warlord's Captive. Somehow the great khan, Vendris Wyrmbane, has acquired the *Artes Bellator*. The cover, however, will not open for him. In order to use his prize, the khan needs an appropriate sacrifice for a ritual he is convinced will unlock the tome. To that end, he needs some adventurers to kidnap a living saint and bring her to the khan's remote palace.

ARTES BELLATOR

Wondrous Item, Fabled (5th-Level and Higher Properties Require Attunement by a Spellcaster)

The pages of *Artes Bellator* contain biographies of famous warriors, weapon techniques for a wide variety of different armaments, accounts of military tactics, and monster fighting advice. The illustrations are etched with rare inks and gleam with their own inner radiance. The owner of the grimoire gradually becomes compulsive about cleaning and maintaining their arms and armor.

If attuned to it, you can use the grimoire as a spellcasting focus, and it functions as a spellbook for you. The spells listed below count as spells for your spellcasting class.

If you are not a spellcaster and you attune to this grimoire, you gain three spell slots that you can use to cast the spells found within it, requiring no components. You can choose either Wisdom or Charisma for your spellcasting ability. All of your spell slots are the same level, as shown below. You recover all expended spell slots when you finish a long rest. Only the spells listed below can be cast in this way, even if other spells are subsequently added to the book.

Character Level	Spell Slot Level
1st	1st
3rd	2nd
5th	3rd
7th	4th
9th	5th
11th	6th
13th	7th

In addition, while this tome is in your possession, you gain a +2 bonus to your AC when you hold it in a free hand. The grimoire functions in all aspects as if it were a shield. You can't hold *Artes Bellator* and wield a shield at the same time.

When found, the book contains the following spells. Spells marked with an asterisk (*) appear in **Chapter 5**:

1st level: *broken charge**, *cure wounds*, *shield of faith*

2nd level: *branding smite*, *templar's bellow**

3rd level: *beacon of hope*, *brilliant harrier**

4th level: *bark bulwark**, *freedom of movement*

5th level: *commune*, *hero of fable**

6th level: *Een's armor of glass**

7th level: *heaven's spear**

8th level: *holy aura*

9th level: *horn of heroes**

Tome of Armaments (Requires Attunement). As your level increases, you gain the following benefits while the grimoire is on your person. Saving throws for its features equal your spell save DC.

5th level. As a bonus action, you can plunge your hand into the open page of the *Artes Bellator* and withdraw any nonmagical ranged or one-handed melee weapon of your choice. You are proficient with it while you wield it. The weapon counts as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage. Weapons created by the grimoire vanish after 1 minute or if the grimoire is not on your person or if you use this feature again.

Once you have withdrawn a weapon from the grimoire, you can use a bonus action to exchange it for a different weapon.

In addition, if you have the Pact of the Blade class feature and you attune to this grimoire, you can draw



your pact blades from the grimoire. If you do so, your pact weapons deal an extra 1d4 damage.

9th level. The weapons produced by the grimoire gain a +1 bonus to attack and damage rolls. In addition, when you hit a creature with one of the grimoire's weapons, you can choose for it to deal an extra 2d6 radiant damage. You can apply this extra damage three times and recover all expended uses when you finish a short or long rest.

13th level. The weapons produced by the grimoire gain a +2 bonus to attack and damage rolls, and the extra radiant damage increases to 3d6. In addition, when you hit an evil creature with your grimoire weapon, the target must succeed on a Wisdom saving throw. The DC equals 8 + your Wisdom or Charisma modifier (your choice) + your proficiency bonus. On a failed save, the target is frightened of you until the beginning of your next turn.

17th level. The weapons produced by the grimoire gain a +3 bonus to attack and damage rolls, and you can choose for the extra radiant damage to instead be extra force damage. In addition, if you score a critical hit

with a grimoire weapon, you can choose to shatter the item currently held by the target, destroying it. Items or weapons incapable of being destroyed are instead flung 2d10 feet away in the direction of your choice.

Quirks of the Artes Bellator. While attuned to the grimoire, you occasionally experience the emotions and attitudes of its previous owners, who have left their psychic imprint upon it. While you are not compelled to act on these feelings, you might randomly experience one of the quirks presented in the Quirks of the Artes Bellator table.

GRIMOIRE OF THE INFERNAL: KYLINDROS DAEMONIUM

This scepter-like grimoire resembles an octagonal metal cylinder set atop a skin-wrapped handle. Each of the five-inch-tall facets of the cylinder is engraved with disturbing imagery of fiendish creatures. The top of the scepter is fashioned to resemble multiple horned demon skulls. A metal ring allows one facet to be pulled, extending or retracting a coiled length of magical vellum from the interior of the cylinder.

Ages ago, famed mercenary Captain Hadean Tath commanded a small but fanatically loyal band called the Bright Sabers. Together they defeated the vicious vampire guild, drove off the mighty blue dragon Fralnarias, and delved to the heart of the Endless Dungeon. Though each member of his band was powerful individually, their real power came from the bonds of friendship and family between them.

As he grew older, Hadean grew afraid. Not for himself but for his Sabers. He could not keep them from adventuring, for to do so would destroy them faster than any foe. But still, he searched for a way to keep them safe. While traveling, he rescued a strange old hermit and as a reward was offered a priceless treasure, a magical scepter. Using the scepter, Hadean turned the tides of fate again and again, keeping his Sabers safe. Hadean's Scepter became almost as famous as the captain himself.

However, Hadean had been betrayed.

The old hermit was an elder demon, and each time Hadean used the scepter, he drained a year of life from his men. He watched them fall one by one, and using the

QUIRKS OF THE ARTES BELLATOR

d8	Quirk
1	A dark and evil twin of the grimoire exists somewhere in the world. It must be destroyed.
2	Sometimes the heroes described in the book whisper advice to you.
3	You believe a fell curse is slowly corrupting the grimoire and seek a possible remedy.
4	You can enthusiastically talk about weapons with anyone, anywhere, for a long time.
5	You feel it is your duty to instruct others in the minutia of martial combat.
6	You search for someone worthy to wield the tome and test possible candidates rigorously.
7	You treat the items created by the grimoire as if they are gifts from the gods.
8	You write your exploits into the grimoire, updating it as your journeys continue.

scepter only accelerated the dying. By the time Hadean realized the truth and purged the scepter of the demon's influence, he was the only Bright Saber left alive. Some say Hadean surrendered the scepter to a holy monastery, others claim he threw it into the sea. Most accounts agree, the last time anyone saw Captain Hadean, he pledged to journey to the dark realms and avenge himself on the demon who so fooled him.

Grimoire Adventure Hooks

The grimoire can act as potent reward for characters or serve as a plot device in adventures. Here are several hooks to utilize it in a campaign.

Grand Contest. A great tournament is about to begin in the capital city, with the *Kylindros Daemonium* on offer as the grand prize. To win, the characters must battle their way through combat, skill challenges, intellectual puzzles, and even social conflicts. Standing against them are adventurers, mercenaries, demon-worshipping cults, and orders of holy paladins. No problem, right?

Prisoner Within. One of the characters, having found and attuned to the *Kylindros Daemonium*, is plagued with dreams in which a demon lord claims to be trapped within the scepter. With fiends attracted to the scepter and dogging the character's steps, the only way to purge the scepter of its demonic prisoner is to journey to the site of the Bright Saber's last battle and undergo a dangerous ritual.

To Battle the Sabers. Captain Hadean and the Bright Sabers have returned. Unfortunately, Madame Resba, a powerful hag, has reanimated them as fiendish undead. The Sabers revisit the sites of their ancient victories, undoing all their past triumphs by causing death and destruction. Defeating the Sabers proves short-lived as they rise again, more powerful than before. The only way to stop the threat is to find Madame Resba and put an end to her forever.

KYLINDROS DAEMONIUM

*Wondrous Item, Fabled (5th-Level and Higher Properties)
Require Attunement by a Spellcaster*

Using the metal ring, the wielder can disconnect one facet of the scepter, unrolling a long scroll of magical vellum attached to the inside of the removed facet. Made of specially prepared humanoid skin, the scroll holds glyphs inscribed in blood and illustrations of demonic rites. An enchanted mechanism within the cylinder allows the scroll to smoothly expand or retract. The owner of the *Kylindros Daemonium* gradually only respects those who demonstrate strength and power and becomes more obsessed with striking bargains.

If attuned to it, you can use the grimoire as a spellcasting focus, and it functions as a spellbook for you. The spells listed below count as spells for your spellcasting class. While this grimoire is in your possession, you know



Infernal and Abyssal, and you have advantage on Wisdom (Persuasion) checks while conversing with fiends.

When found, the book contains the following spells. Spells marked with an asterisk (*) appear in **Chapter 5**:

- 1st level: *blade of blood and bone**, *brimstone**, *hellish rebuke*
- 2nd level: *doom of destiny**, *ray of enfeeblement*
- 3rd level: *damage echo**, *hellfire blitz**
- 4th level: *death toll**, *servant of doom**
- 5th level: *doom of antiquity**, *Krail's rot**
- 6th level: *grim harvest**
- 7th level: *finger of death*
- 8th level: *burst organs**
- 9th level: *power word kill*

The Infernal Scepter (Requires Attunement). As your level increases, you gain the following benefits while the grimoire is on your person. Saving throws for its features equal your spell save DC.

5th level. You have resistance to radiant damage. In addition, when a creature within 60 feet that you can see declares an attack against you or an ally, you can use your reaction to force the target to make a Charisma saving throw. On a failed save, the target has disadvantage on the triggering attacks.

If you expend a spell slot of 3rd level or higher when you use this reaction, the effect on the target lasts until the end of the target's next turn.

9th level. You have advantage on saving throws against spells. In addition, when a creature you can see casts a spell requiring a saving throw, you can use your reaction to force the caster to make a Constitution saving throw. On a failed save, the target fumbles the casting, and any target of that spell has advantage on its saving throw.

If you expend a spell slot of 4th level or higher when you use this reaction, one target of the fumbled spell can reroll a failed saving throw.

13th level. You are immune to radiant damage. In addition, when a creature you can see within 60 feet (including yourself) takes damage from an attack, you can use your reaction to wreath the attacker with grasping claws of infernal flames. These hellfire claws then leap from that target to an additional number of targets you can see equal to your proficiency bonus, each of which must be within 30 feet of the first target.

A target must make a Dexterity saving throw. On a failed save, it takes 2d6 fire damage and 1d6 necrotic damage and is restrained until the beginning of your next turn. On a successful save, the target takes half as much damage and is not restrained.

If you expend a spell slot of 6th level or higher when you use this reaction, the damage increases by 2d6 fire and 1d6 necrotic for every spell slot above 5th.

17th level. While holding this scepter, if you fail a saving throw, you can choose to succeed. Once triggered, this property can't be triggered again until the next dawn. In addition, when a creature you can see casts a spell or moves within 10 feet of your position, you can use your reaction to magically teleport the target. The target must make a Wisdom saving throw or be magically teleported up to 60 feet to an unoccupied space on the ground that you can see.

If you expend a spell slot of 7th level or higher when you use this reaction, a target that fails the saving throw also takes 12d6 + 40 force damage after being teleported.

Quirks of the Kylindros Daemonium. While attuned to the grimoire, you occasionally experience the emotions and attitudes of its previous owners, who have left their psychic imprint upon it. While you are not compelled to act on these feelings, you might randomly experience one of the quirks presented in the Quirks of the Kylindros Daemonium table.

GRIMOIRE OF THE ELDER BEINGS: THE AOSDA HYMNAL

Intricate and unsettling designs decorate the cover of this palm-sized belt tome. An ancient iron chain attaches to the base of the book's spine, allowing it to hang inverted at thigh height, while latches of the same material secure the cover. Hidden among the designs covering the grimoire, alien eyes occasionally open and close.

The elder things lurking beyond the void seek to corrupt and control the mortal world. There are countless tales about the touch of such beings for those who know where to look. One such is the influence of the *Aosda Hymnal*. The story of this grimoire begins some centuries ago with Otford Durrig, a dwarven poet of middling talent. After a disastrous performance of his epic romance, *Upon A Mire's Heap Go I*, Otford lost his position in the court of his patron and was driven from the town by shame and ridicule. Since he was by no means an outdoorsman, Otford was soon lost in the wilderness. Shivering, hungry, and furious, his diatribe of his perceived injustices was interrupted by the nearby impact of a falling star. In a smoking crater, Otford found a curious book with strange words that seemed to resonate within his mind.

When Otford reappeared in society, he mesmerized audiences, quickly earning accolades and wealthy patrons. Though his verse was still execrable, his poems were peppered with the strange words from the book, which he took to calling the *Aosda Hymnal*. Perhaps Otford's rise to fame, riches, and power would have gone on unabated if he hadn't chosen to perform for the Monastery of the Insightful Ear, an order of monks who magically silenced themselves.

Though Otford's end was not recorded, the histories record that the monastery was later razed to the ground during a series of gnoll raids. Perhaps the grimoire was taken as a prize of war or claimed by looters, rooting through the ruins of the monastery. Many generations of mages and bards have carried the *Aosda Hymnal*, the use of its fell words channeling the eldritch influence of the elder things.

QUIRKS OF THE KYLINDROS DAEMONIUM

d8	Quirk
1	Only by becoming more powerful can you prove how glorious you actually are.
2	The people who consider themselves the most religious need to be taken down a peg or two.
3	Wherever you travel, you need to know your place in the local social hierarchy.
4	You are always juggling several schemes at a time, and even your plots have plots.
5	You are suspicious of the promises made by the so-called gods and other celestial beings.
6	You believe that you are actually a demon somehow born as a mortal.
7	You delight in taking each and every opportunity to sow chaos or discord.
8	You yearn for the glory of combat and the thrill of hunting other creatures.

Grimoire Adventure Hooks

The grimoire can act as potent reward for characters or serve as a plot device in adventures. Here are several hooks to utilize it in a campaign.

Birthright/Deathright. One of the characters is bequeathed an ancient book, the *Aosda Hymnal*, and becomes the target of two different cults. The Hand of Mercy believes the characters are too corrupt to be trusted with the magics in the grimoire. The Ossified Truth is obsessed with killing the characters to punish them for defiling the grimoire. Can the characters master the *Aosda Hymnal* before the cults find them?

Lamentation Village. Eager for a brief respite, the characters stop in a sleepy village led by a charismatic cleric who worships the *Aosda Hymnal*. The characters soon discover the strange inhabitants want far more than to offer them food and rest as, one by one, their deepest fears, failures, and foes come to life all around them.

Sing a Song of Six. A local opera house is the site of a gruesome murder, and signs point toward three pairs of performers newly arrived in the city. Tracking the culprits, the characters learn each of the pairs possesses a powerful magical word and a grudge against various nobles. Stopping the murderers proves to only be half of the task, for where did they get the words of power from?

AOSDA HYMNAL

Wondrous Item, Fabled (5th-Level and Higher Properties Require Attunement by a Spellcaster)

The iron chain of this belt or girdle tome allows the grimoire to hang at the thigh, ready to be picked up and read. Within, the ancient pages seem impossibly thin yet magically resist damage. The grimoire is organized in the manner of a choir book, each page displaying notations on forgotten and powerful words that originated with the elder beings beyond the void. The owner of the *Aosda Hymnal* gradually becomes skeptical and wary, developing a fascination with codes, word puzzles, and names.

If attuned to it, you can use the grimoire as a spellcasting focus, and it functions as a spellbook for you. The spells listed below count as spells for your spellcasting class. Moreover, while this tome is in your possession, you can use an action to cast the *word of unmaking* spell (see **Chapter 5**) from it at will.

When found, the book contains the following spells. Spells marked with an asterisk (*) appear in **Chapter 5**:

- 1st level: *broken charge**
- 2nd level: *clearing the field**, *combust the dead**
- 3rd level: *dimensional shove**, *forceful repurposing**
- 4th level: *knife of fate**, *verbal assault**
- 5th level: *bone of contention**, *souleater**
- 6th level: *dimensional rending**
- 7th level: *symbol*
- 8th level: *desolation**
- 9th level: *black hole**

Tome of Hidden Words (Requires Attunement). As your level increases, you gain the following benefits while the grimoire is on your person. Saving throws for its features equal your spell save DC.

5th level. As an action, you read a word of power from the grimoire that causes a creature to forget a bit of time. If the creature has 25 hit points or fewer, it forgets the last minute of time. When you use this property, you can choose specific events or individuals that the target will forget. The target's mind fills in any gaps in its memory and will naturally explain away absences or illogical events, such as a message arriving when the messenger has been forgotten. The target's memory returns after 1 week.

If you expend a spell slot of 3rd level or higher when you use this property, you can insert one memory into the time the target has forgotten. For example, you might suggest to a noble that you are the new guardsman he just met. The target must make a Wisdom saving throw. On a failed save, the target believes the memory is real and true. This memory must somehow fit into the target's experience during the forgotten time. If the inserted memory is too illogical, the target gains advantage on the saving throw.

Once you use this property, you must finish a short or long rest before you can use it again.

9th level. As an action, you read a word of power from the grimoire to momentarily take control of a creature's attacks. If the creature has 50 hit points or fewer, it immediately uses its reaction to make an attack or cast a spell on a target of your choice. You can command the target to use a spell if you have witnessed the target using the spell and if it has uses of that spell remaining.

Once you use this feature, you must finish a short or long rest before you can use it again.





13th level. As an action, you read a word of power from the grimoire to strip away a creature’s magic. One creature that you can see within 60 feet is subjected to an aura of antimagic, as in the *antimagic field* spell. This aura moves with the creature. At the end of each of the target’s turns, it can make a Wisdom saving throw. On a success, the effect ends on the target.

Once you use this feature, you must finish a long rest before you can use it again.

17th level. As an action, you read a word of power from the grimoire to send a rippling wave of detonations to rend your foes’ very existence. Hostile creatures within 90 feet of a point you can see within 60 feet of you are affected in descending order of their current hit points (ignoring unconscious creatures).

Starting with the hostile creature that has the highest current hit points, the first creature takes 10d10 force damage, the second target takes 9d10 force damage, and so on until there are no d10s remaining. A creature can only take damage from this property once with each use. When there are no d10s remaining or no unaffected hostile creatures in range, the effect ends.

Once you use this property, you must finish a long rest before you can use it again.

Quirks of the Aosda Hymnal. While attuned to the grimoire, you occasionally experience the emotions and attitudes of its previous owners, who have left their psychic imprint upon it. While you are not compelled to act on these feelings, you might randomly experience one of the quirks presented in the Quirks of the Aosda Hymnal table.

QUIRKS OF THE AOSDA HYMNAL

d8	Quirk
1	If there is no hope of defeating what is to come, you will surely enjoy the time you have left.
2	Sometimes you are unsure if reality is a dream—or if it’s the other way around.
3	You alone hear the elder things, whispering about everything you do and everyone you meet.
4	You delight in adopting ominous speech patterns or habits that disturb others.
5	You feel an unrequited kinship with aberrations and creatures from the void.
6	You see omens in everything and use them to guide your every decision.
7	You walk the knife’s edge between sanity and the screaming depths lurking behind your eyes.
8	You will use any distraction to avoid the nightmares that constantly plague your mind.



SPELL LISTS

The spells in *Deep Magic: Volume 2* are listed here, organized by class. The descriptions of the spells listed in this chapter can be found in **Chapter 5**. In the witch class spell list, an asterisk (*) next to a spell indicates a spell found in the *System Reference Document 5.1*. Such spells are listed here to give the witch a more comprehensive spell list.

BARD SPELLS

CANTRIPS (0 LEVEL)

- Arcane sparkler* (evocation)
- Claw guard* (abjuration)
- Drayfn's bane of excellence* (necromancy)
- Dream glimpse* (divination)
- Een's molten shard* (conjunction)
- Flame's kiss* (evocation)
- Illusion of health* (illusion)
- Lesser charm* (enchantment)



Obfuscate object (illusion)
Plague marks (necromancy)
Pocketful of posies (abjuration)
Rime (evocation)
Slime guard (abjuration)
Smolder (illusion)
Spray of glass (evocation)
Spy (divination)
Swing and a missile (evocation)
Weight spike (transmutation)
Wilting breath (necromancy)
Word of unmaking (transmutation)

1ST LEVEL

Amplify sound (divination)
Anneal (transmutation)
Ashen lashes (evocation)
Broken charge (enchantment)
Charm of long standing (enchantment)
Dance of the fey (conjunction)
Doom of fools (necromancy)
Doom of poor fortune (necromancy)
El'tharyn's evanishing exchange (conjunction)
Elf shot (enchantment)
Emotional gamut (enchantment)
Extract essence (transmutation)
Flamestep (conjunction)
Forgettable (enchantment)
Guest of honor (enchantment)
Hemmen's low blow (conjunction)
Jedza's tidy charm (enchantment)
Malaise (illusion)
Nothing to see here (enchantment)
Pratfall (conjunction)
Proselytize (enchantment)
Skip strike (transmutation)
Steady (transmutation)
Tongue pick (transmutation)
Uniting sigil (illusion)
Varina's virtuous valediction (evocation)
Whipcrack (evocation)
Zip (transmutation)

2ND LEVEL

Break it down (enchantment)
Breath of separation (conjunction)
Charm of great fondness (enchantment)
Chergui's swift blessing (conjunction)
Chittrk's soul fire (illusion)
Combust the dead (evocation)
Contagious healing (evocation)

Court the flame (abjuration)
Discord (enchantment)
Doom of consuming fire (evocation)
Doom of the slippery rogue (conjunction)
Doomed (illusion)
Drayfn's blunted blade (transmutation)
Fever's gift (divination)
Gift of the golden tongue (enchantment)
Goob's inconvenient gathering (transmutation)
Heartfire (evocation)
Leiloch's irritating kazoo (enchantment)
Magnetic bolt (transmutation)
Magnify weapon (transmutation)
Ominous winds (enchantment)
Poisoned portal (conjunction)
Power word rebound (evocation)
Power word vulnerability (transmutation)
Shadow shunt (conjunction)
Shadows brought to light (divination)
Shamal's Grasp (conjunction)
Stench of rot (necromancy)
Strafe (evocation)
Ugly duckling (enchantment)
Vision slip (enchantment)

3RD LEVEL

Apparition's invitation (illusion)
Arrow door (conjunction)
Busy bee (conjunction)
Chaotic contrition (enchantment)
Chorus of thunder (evocation)
Critical exchange (enchantment)
Dimensional shove (conjunction)
Dome of spectral blows (conjunction)
Doom of blue crystal (transmutation)
Doom of dancing blades (illusion)
Doom of laughter (enchantment)
Faerie toast (transmutation)
Flames united (abjuration)
Flight of ideas (enchantment)
Flittering eyes (transmutation)
Glimpse the end (divination)

Harmful exchange (conjunction)
Healing glyph (abjuration)
Immolating geist (necromancy)
Lost (enchantment)
Nimble dance (transmutation)
Obviating shadow (necromancy)
Power word fling (conjunction)
Raise ghost (necromancy)
Seal (abjuration)
Shadow portal (conjunction)
Vanish within (transmutation)
Venomous thoughts (necromancy)
Visions of home (illusion)
Word of warning (abjuration)

4TH LEVEL

Dead man walking (necromancy)
Death toll (necromancy)
Detect secrets (divination)
Doom of the pit (conjunction)
Drayfn's curse of incompetence (necromancy)



Dream shear (illusion)
Fire dance (illusion)
Labyrinth mastery (divination)
Mass disarm (abjuration)
Polychromatic bubble (conjunction)
Power word rend (evocation)
Power word reveal (divination)
Raise hero (necromancy)
Raise shade (necromancy)
Reshape skeleton (necromancy)
Rift (conjunction)
Shared nightmare (conjunction)
Shield of ephemera (abjuration)
Spider song (conjunction)
Steal memories (enchantment)
Verbal assault (evocation)

5TH LEVEL

Blood shards (necromancy)
Bone of contention (enchantment)
Bryn's bullying brogue (transmutation)
Dash of the sentinel (evocation)
Death's retribution (abjuration)
Doom of antiquity (enchantment)
Feast of flesh (transmutation)
Field of retribution (enchantment)
Hero of fable (enchantment)
Hidden agent (divination)
Leiloch's interminable yarn
(enchantment)
Lost and wandering (enchantment)
Mass shuffle (conjunction)
Moonlight charm (enchantment)
Wreck (evocation)

6TH LEVEL

Een's armor of glass (conjunction)

7TH LEVEL

Celebration (enchantment)
Charnel banquet (necromancy)
Field of lotuses (abjuration)
Flame's chronicle unleashed
(conjunction)
Leiloch's arduous shuffle (enchantment)
Mass contagious healing (evocation)
Power word deplete (evocation)
Recreate event (illusion)

8TH LEVEL

Doom of false friends (enchantment)
Frailform (enchantment)
Power word plague (necromancy)

9TH LEVEL

Horn of heroes (conjunction)

CLERIC SPELLS

CANTRIPS (0 LEVEL)

Biting armor (conjunction)
Cecily's stormshot (evocation)
Claw guard (abjuration)
Dream glimpse (divination)
Flowering (transmutation)
Gnaw (transmutation)
Hand of doom (necromancy)
Memento mori (necromancy)
Panacea (abjuration)
Shackle (abjuration)
Smolder (illusion)
Spy (divination)
Storm mote (conjunction)
Wilting breath (necromancy)
Word of unmaking (transmutation)

1ST LEVEL

Aegis of honor (abjuration)
Amplify sound (divination)
Anneal (transmutation)
Brimstone (conjunction)
Compel mercy (enchantment)
Conjure rats (conjunction)
Dehydration (evocation)
Detect shapchanger (divination)
Expel heresy (enchantment)
Frightful shout (enchantment)
Grim siphon (necromancy)
Infernal rebound (evocation)
Last strike (abjuration)
Lunarbolt waxing (evocation)
Malaise (illusion)
Oneiromancy (divination)
Plague doctor's call (divination)
Proselytize (enchantment)
Skip strike (transmutation)
Spectral perfume (abjuration)
Steady (transmutation)
Uniting sigil (illusion)
Varina's virtuous valediction (evocation)
Withering smite (necromancy)

2ND LEVEL

By the light of the moon (divination)
Combust the dead (evocation)
Conjure ferryman (conjunction)
Contagious healing (evocation)
Court the flame (abjuration)
Doom of destiny (enchantment)
Drayfn's blunted blade (transmutation)
Fever's gift (divination)
Grave sense (divination)
Heartfire (evocation)
Heavy metal (transmutation)
Jerilyn's cadaverous uprising
(necromancy)
Lightning rod (evocation)
Magnify weapon (transmutation)
Ominous winds (enchantment)
Palliative censure (enchantment)
Plaguebearer (abjuration)
Poisonous flesh (transmutation)
Prayer of resolve (evocation)
Radiant rosette (conjunction)
Reaper's balm (necromancy)
Rite of rain (conjunction)
Shadows brought to light (divination)
Spirit balm (evocation)
Stench of rot (necromancy)
Templar's bellow (evocation)
Templar's mercy (evocation)
Tooth of the wyrm (necromancy)
Undead syphon (necromancy)
Well of frozen missiles (conjunction)
Wound surge (necromancy)

3RD LEVEL

Arrow door (conjunction)
Balo's bolster dead (necromancy)
Bartholomew's elemental arc
(abjuration)
Bury the dead (abjuration)
Chains of justice (conjunction)
Chaotic contrition (enchantment)
Confound senses (enchantment)
Critical exchange (enchantment)
Densini's radiance (evocation)
Doom of blue crystal (transmutation)
Faerie toast (transmutation)
Flames united (abjuration)
Glimpse the end (divination)
Healing glyph (abjuration)
Impaling glory (evocation)

Lost (enchantment)
Magic dampening field (abjuration)
Orros mark of fate (necromancy)
Plague walk (necromancy)
Radiant shield (transmutation)
Raise ghost (necromancy)
Rat plague (necromancy)
Seeping death (necromancy)
Spoil food and water (conjunction)
Unravel ghost (necromancy)
Venomous thoughts (necromancy)
Visions of home (illusion)
Wings of retribution (evocation)

4TH LEVEL

Aura of filth (necromancy)
By the light of the watchful moon
(divination)
Caustic waste (evocation)
Create plague zombie (necromancy)
Dead man walking (necromancy)
Death toll (necromancy)
Doom of the pit (conjunction)
Drayfn's curse of incompetence
(necromancy)
Dream shear (illusion)
Festering fever (necromancy)
Halo of blood and tears (necromancy)
Knife of fate (necromancy)
Mass disarm (abjuration)
Moon trap (abjuration)
Moonlight sending (conjunction)
Phalanx of light (evocation)
Raise hero (necromancy)
Raise shade (necromancy)
Rift (conjunction)
Servant of doom (transmutation)
Storm door (conjunction)

5TH LEVEL

Blood shards (necromancy)
Bone of contention (enchantment)
Contingency boils (necromancy)
Cry of the dragon god (evocation)
Death's retribution (abjuration)
Detonate corpses (necromancy)
Field of retribution (enchantment)
Hero of fable (enchantment)
Krail's rot (necromancy)
Lost and wandering (enchantment)
Mass shuffle (conjunction)
Prison of hungry bones (necromancy)

Souleater (evocation)
Uplifting spirit (conjunction)
Zone of radiance (abjuration)

6TH LEVEL

Bombard (evocation)
Dimensional rending (conjunction)
Een's armor of glass (conjunction)
Encroaching shadows (illusion)
Grim harvest (necromancy)
Investiture of blight (transmutation)
Kindness of angels (conjunction)
Monsoon (conjunction)
Part clouds (conjunction)
Plague hysteria (necromancy)
Raise elder (necromancy)
Raise questing dead (necromancy)
Thresh the battlefield (conjunction)
Wave of putrefaction (necromancy)

7TH LEVEL

Defile healing (necromancy)
Doom of summer years (transmutation)
Flame's chronicle unleashed
(conjunction)
Heaven's spear (evocation)
Mass contagious healing (evocation)
Phantasmal phalanx (conjunction)
Transmogrification (transmutation)

8TH LEVEL

Bloom (conjunction)
Burst organs (necromancy)
Desolation (necromancy)

9TH LEVEL

Afflict line (necromancy)
Chaotic flowerfall (conjunction)
Create graveyard dragon (necromancy)
Horn of heroes (conjunction)
Storm of angels (conjunction)
Unstoppable moon (conjunction)

DRUID SPELLS

CANTRIPS (0 LEVEL)

Biting armor (conjunction)
Cecily's stormshot (evocation)
Claw guard (abjuration)
Conjure thicket (conjunction)
Drizzle (conjunction)
Effervesce sense (transmutation)
Flowering (transmutation)

Gnaw (transmutation)
Lesser charm (enchantment)
Memento mori (necromancy)
Panacea (abjuration)
Pocketful of posies (abjuration)
Rime (evocation)
Smolder (illusion)
Storm mote (conjunction)
Strip wood (transmutation)
Weight spike (transmutation)
Word of unmaking (transmutation)

1ST LEVEL

Azalea skin (transmutation)
Charm of long standing (enchantment)
Concussive punch (transmutation)
Conjure rats (conjunction)
Dance of the fey (conjunction)
Dehydration (evocation)
Doom of the cracked shield
(transmutation)
Elemental infusion (transmutation)
Extract essence (transmutation)
Grim siphon (necromancy)
Grit in the eye (evocation)
Jedza's tidy charm (enchantment)
Leaden wings (transmutation)
Lunarbolt waxing (evocation)
Oneiromancy (divination)
Spray (conjunction)

2ND LEVEL

Aqueous arena (transmutation)
Baba's pincushion (conjunction)
Breath of separation (conjunction)
Breeze walker (transmutation)
Brilliant harrier (conjunction)
Bubble barrier (abjuration)
Buffeting wings (transmutation)
By the light of the moon (divination)
Charm of great fondness (enchantment)
Clearing the field (transmutation)
Conductive vapors (conjunction)
Conjure vermin (conjunction)
Contagious healing (evocation)
Court the flame (abjuration)
Galvanize metal (transmutation)
Gift of ice (abjuration)
Goob's inconvenient gathering
(transmutation)
Heartfire (evocation)
Helper's hands (conjunction)



Hibernation (necromancy)
Krail's maggot (necromancy)
Krail's rupture (necromancy)
Ley chain (enchantment)
Magma spray (transmutation)
Marigold bloom (conjunction)
Ominous winds (enchantment)
Prince's pillar (conjunction)
Radiant rosette (conjunction)
Rite of rain (conjunction)
Serrated limbs (transmutation)
Shroom of doom (conjunction)
Spirit balm (evocation)
Stench of rot (necromancy)
Storm step (conjunction)
Vine trestle (conjunction)
Well of frozen missiles (conjunction)

3RD LEVEL

Arrow door (conjunction)
Bartholomew's elemental arc (abjuration)
Beast essence (transmutation)
Bitter wind (evocation)
Burst of pollen (evocation)
Busy bee (conjunction)
Cloak of vermin (conjunction)
Daisy regrowth (transmutation)

Diversion door (abjuration)
Doom of blue crystal (transmutation)
Dream canopy (illusion)
Dreamstride (illusion)
Earth glide (transmutation)
Elemental exchange (transmutation)
Everan's scorching serpents (evocation)
Faerie toast (transmutation)
Flight of ideas (enchantment)
Glimpse the end (divination)
Kel's antlion trap (conjunction)
Lost (enchantment)
Miniature hurricane (evocation)
Rat plague (necromancy)
Sear (evocation)
Seeping death (necromancy)
Shifting sand form (transmutation)
Song of the forest (transmutation)
Spoil food and water (conjunction)
Venomous thoughts (necromancy)
Vortex of steam (evocation)
Woodland walk (transmutation)

4TH LEVEL

Bark bulwark (abjuration)
By the light of the watchful moon (divination)
Caustic waste (evocation)
Chamber of restoring amber (abjuration)
Doom of serpent coils (necromancy)
Doom of the black river (transmutation)
Drayfn's curse of incompetence (necromancy)
Electric eels (evocation)
Festering fever (necromancy)
Knife of fate (necromancy)
Lunar transfer (conjunction)
Moon trap (abjuration)
Moonsphere meteor (conjunction)
Mudslide (conjunction)
Seismic shift (evocation)
Servant of doom (transmutation)
Storm door (conjunction)
Windblown (transmutation)

5TH LEVEL

Chrysalis (transmutation)
Death's retribution (abjuration)
Feast of flesh (transmutation)
Krail's rot (necromancy)
Lost and wandering (enchantment)
Raise nemesis (necromancy)
Weirding wake (conjunction)

6TH LEVEL

Bombard (evocation)
Conjure giant (conjunction)
Doom of stacked stones (transmutation)
Grim harvest (necromancy)
Investiture of blight (transmutation)
Monsoon (conjunction)
Part clouds (conjunction)
Thresh the battlefield (conjunction)

7TH LEVEL

Mass contagious healing (evocation)
Oculus blossoms (divination)
Storm queen's children (conjunction)
Transmogrification (transmutation)

8TH LEVEL

Bloom (conjunction)
Desolation (necromancy)
Frailform (enchantment)

9TH LEVEL

Chaotic flowerfall (conjunction)
Unstoppable moon (conjunction)

PALADIN SPELLS

1ST LEVEL

Aegis of honor (abjuration)
Blade of blood and bone (necromancy)
Compel mercy (enchantment)
Concentration smash (abjuration)
Detect shapechanger (divination)
Doom of poor fortune (necromancy)
Last strike (abjuration)
Shapechanger-bane weapon (transmutation)
Steady (transmutation)
Uniting sigil (illusion)
Withering smite (necromancy)
Zip (transmutation)

2ND LEVEL

Drayfn's blunted blade (transmutation)
Krail's rupture (necromancy)
Lightning rod (evocation)
Magnify weapon (transmutation)
Prayer of resolve (evocation)
Reaper's balm (necromancy)
Shadows brought to light (divination)
Spellhunt step (conjuration)
Templar's bellow (evocation)
Templar's mercy (evocation)

3RD LEVEL

Bury the dead (abjuration)
Chains of justice (conjuration)
Critical exchange (enchantment)
Densini's radiance (evocation)
Doom of disenchantment (abjuration)
Faerie toast (transmutation)
Hellfire blitz (evocation)
Impaling glory (evocation)
Radiant shield (transmutation)
Raise ghost (necromancy)
Wings of retribution (evocation)

4TH LEVEL

Aura of entropy (abjuration)
By the light of the watchful moon
(divination)
Phalanx of light (evocation)
Raise hero (necromancy)
Raise shade (necromancy)

5TH LEVEL

Dash of the sentinel (evocation)
Death's retribution (abjuration)
Hero of fable (enchantment)
Zone of radiance (abjuration)

RANGER SPELLS

1ST LEVEL

Ambusher's regret (evocation)
Amplify sound (divination)
Azalea skin (transmutation)
Blade of blood and bone (necromancy)
Concentration smash (abjuration)
Concussive punch (transmutation)
Detect shapechanger (divination)
Elemental infusion (transmutation)
Grit in the eye (evocation)
Hemmen's low blow (conjuration)

Leaden wings
(transmutation)
Shapechanger-bane weapon
(transmutation)
Steady (transmutation)
Zip (transmutation)

2ND LEVEL

By the light of the moon (divination)
Clearing the field (transmutation)
Conjure vermin (conjuration)
Court the flame (abjuration)
Drayfn's blunted blade (transmutation)
Gift of ice (abjuration)
Hibernation (necromancy)
Krail's maggot (necromancy)
Krail's rupture (necromancy)
Magnetic bolt (transmutation)
Magnify weapon (transmutation)
Marigold bloom (conjuration)
Poisonous flesh (transmutation)
Rite of rain (conjuration)
Serrated limbs (transmutation)
Shroom of doom (conjuration)
Spellhunt step (conjuration)
Spirit balm (evocation)
Stench of rot (necromancy)
Surprising bound (transmutation)
Vine trestle (conjuration)

3RD LEVEL

Beast essence (transmutation)
Burst of pollen (evocation)
Daisy regrowth (transmutation)



Doom of blue crystal (transmutation)
Dream canopy (illusion)
Earth glide (transmutation)
Faerie toast (transmutation)
Kel's antlion trap (conjuration)
Lost (enchantment)
Nimble dance (transmutation)
Shifting sand form (transmutation)
Song of the forest (transmutation)
Woodland walk (transmutation)

4TH LEVEL

Bark bulwark (abjuration)
By the light of the watchful moon
(divination)
Doom of serpent coils (necromancy)
Harfang's hoarfrost (transmutation)
Labyrinth mastery (divination)

5TH LEVEL

Chrysalis (transmutation)
Death's retribution (abjuration)
Lost and wandering (enchantment)

SORCERER SPELLS

CANTRIPS (0 LEVEL)

Arcane sparkler (evocation)
Blood purge (necromancy)
Cecily's stormshot (evocation)
Claw guard (abjuration)
Claws of darkness (evocation)
Deflection (abjuration)
Douse light (transmutation)
Drayfn's bane of excellence (necromancy)
Dream glimpse (divination)
Een's molten shard (conjunction)
Effervesce sense (transmutation)
Flame's kiss (evocation)
Lesser charm (enchantment)
Memento mori (necromancy)
Missstep (enchantment)
Rime (evocation)
Slime guard (abjuration)
Smolder (illusion)
Spray of glass (evocation)
Spy (divination)
Swing and a missile (evocation)
Weight spike (transmutation)
Wilting breath (necromancy)
Word of unmaking (transmutation)

1ST LEVEL

Amplify sound (divination)
Anneal (transmutation)
Ashen lashes (evocation)
Black ribbons (conjunction)
Brimstone (conjunction)
Charm of long standing (enchantment)
Curse of sustentation (evocation)
Dance of the fey (conjunction)
Dehydration (evocation)
Doom of poor fortune (necromancy)
El'tharyn's evanishing exchange (conjunction)
Elemental infusion (transmutation)
Elf shot (enchantment)
Emotional gamut (enchantment)
Flamestep (conjunction)
Florafetter (conjunction)
Forgettable (enchantment)
Frightful shout (enchantment)
Gloaming (evocation)
Grim siphon (necromancy)
Hemmen's low blow (conjunction)
Jedza's tidy charm (enchantment)

Leaden wings (transmutation)
Lunarbolt waxing (evocation)
Nothing to see here (enchantment)
Pratfall (conjunction)
Reassemble bones (transmutation)
Shadow armor (abjuration)
Skip strike (transmutation)
Spray (conjunction)
Tongue pick (transmutation)
Unnerving yowl (necromancy)
Whipcrack (evocation)

2ND LEVEL

Aqueous arena (transmutation)
Baba's pincushion (conjunction)
Bearing barrage (transmutation)
Bedazzling charm (enchantment)
Breath of separation (conjunction)
Brilliant harrier (conjunction)
Bromn's earthen escape (transmutation)
Bubble barrier (abjuration)
Charm of great fondness (enchantment)
Chergui's swift blessing (conjunction)
Chittrk's soul fire (illusion)
Clinging shadow (evocation)
Combust the dead (evocation)
Conductive vapors (conjunction)
Conjure vermin (conjunction)
Dark path (conjunction)
Darkbolt (evocation)
Discord (enchantment)
Doom of consuming fire (evocation)
Doom of the slippery rogue (conjunction)
Doomed (illusion)
Drayfn's blunted blade (transmutation)
Fever's gift (divination)
Galvanize metal (transmutation)
Gift of ice (abjuration)
Gift of the golden tongue (enchantment)
Goob's inconvenient gathering (transmutation)
Heavy metal (transmutation)
Helper's hands (conjunction)
Krail's rupture (necromancy)
Ley chain (enchantment)
Lightning rod (evocation)
Magma spray (transmutation)
Merchant of minutes (necromancy)
Negative image (conjunction)
Ominous winds (enchantment)
Poisoned portal (conjunction)
Power word rebound (evocation)

Power word vulnerability (transmutation)
Prince's pillar (conjunction)
Radiant rosette (conjunction)
Rite of rain (conjunction)
Rubbery body (transmutation)
Seeking fire (divination)
Shadow adaptation (abjuration)
Shadow puppets (illusion)
Shadow shield (abjuration)
Shadow shunt (conjunction)
Shamal's Grasp (conjunction)
Solitary fireball (evocation)
Stench of rot (necromancy)
Strafe (evocation)
Ugly duckling (enchantment)
Vision slip (enchantment)
Wound surge (necromancy)

3RD LEVEL

Apparition's invitation (illusion)
Arrow door (conjunction)
Bartholomew's elemental arc (abjuration)
Bitter wind (evocation)
Call shadow mastiff (conjunction)
Chorus of thunder (evocation)
Confound senses (enchantment)
Damage echo (transmutation)
Diversion door (abjuration)
Dome of spectral blows (conjunction)
Doom of blue crystal (transmutation)
Doom of dancing blades (illusion)
Earth glide (transmutation)
Een's shredding aura (conjunction)
Elemental exchange (transmutation)
Everan's scorching serpents (evocation)
Flames united (abjuration)
Flight of ideas (enchantment)
Flittering eyes (transmutation)
Forceful repurposing (abjuration)
Glimpse the end (divination)
Harmful exchange (conjunction)
Hellfire blitz (evocation)
Immolating geist (necromancy)
Legion (conjunction)
Lesser maze (conjunction)
Miniature hurricane (evocation)
Obviating shadow (necromancy)
Orros mark of fate (necromancy)
Plague walk (necromancy)
Power word fling (conjunction)

Purge (necromancy)
Scattershot (evocation)
Sear (evocation)
Shadow portal (conjunction)
Shadow tendrils (necromancy)
Slow-burn fireball (evocation)
Visions of home (illusion)
Vortex of steam (evocation)
Wings of retribution (evocation)

4TH LEVEL

By the light of the watchful moon
(divination)
Caustic waste (evocation)
Death toll (necromancy)
Detect secrets (divination)
Doom of serpent coils (necromancy)
Doom of the earthen maw (evocation)
Doom of the pit (conjunction)
Drayfn's curse of incompetence
(necromancy)
Dream shear (illusion)
Electric eels (evocation)
Fey tricks (abjuration)
Fire dance (illusion)
Hide in one's shadow (transmutation)
Khamsin's chariot (conjunction)
Knife of fate (necromancy)
Labyrinth mastery (divination)
Lunar transfer (conjunction)
Mass disarm (abjuration)
Moonlight sending (conjunction)
Moonsphere meteor (conjunction)
Mudslide (conjunction)
Polychromatic bubble (conjunction)
Power word rend (evocation)
Power word reveal (divination)
Reshape skeleton (necromancy)
Rift (conjunction)
Seismic shift (evocation)
Servant of doom (transmutation)
Shadow monsters (illusion)
Shadow passenger (transmutation)
Shadow step (conjunction)
Shadowy retribution (necromancy)
Shared nightmare (conjunction)
Shield of ephemera (abjuration)
Spider song (conjunction)
Steal memories (enchantment)
Trade corporeality (transmutation)
Unnatural causes (necromancy)
Windblown (transmutation)

5TH LEVEL

Arrow of ash (evocation)
Blood shards (necromancy)
Bryn's bullying brogue (transmutation)
Dark dementing (illusion)
Dash of the sentinel (evocation)
Death's retribution (abjuration)
Enshroud (conjunction)
Feast of flesh (transmutation)
Flamewalk portal (conjunction)
Krail's rot (necromancy)
Mass shuffle (conjunction)
Moonlight charm (enchantment)
Prison of hungry bones (necromancy)
Shadow gateway (conjunction)
Tundra hold (evocation)
Vengeful spirits (conjunction)
Weirding wake (conjunction)
Wreck (evocation)

6TH LEVEL

Become nightwing (enchantment)
Bombard (evocation)
Bouncing fireball (evocation)
Dimensional rending (conjunction)
Doom of abeyant time (transmutation)
Doom of stacked stones (transmutation)
Een's armor of glass (conjunction)
Encroaching shadows (illusion)
Investiture of blight (transmutation)
Monsoon (conjunction)
Ominous shadow (necromancy)
Phantasm (illusion)
Stygian eye (necromancy)

7TH LEVEL

Celebration (enchantment)
Charnel banquet (necromancy)
Conjure shadow titan (conjunction)
Doom of summer years (transmutation)
Dying of the light (evocation)
Field of lotuses (abjuration)
Flame's chronicle unleashed
(conjunction)
Leiloch's arduous shuffle (enchantment)
Phantasmal phalanx (conjunction)
Power word deplete (evocation)
Recreate event (illusion)
Storm queen's children (conjunction)
Transmogrification (transmutation)

8TH LEVEL

Burst organs (necromancy)
Creeping darkness (conjunction)
Doom of false friends (enchantment)
Power word plague (necromancy)
Temporal reflection (transmutation)

9TH LEVEL

Black hole (conjunction)
Greater maze (conjunction)
Umbral storm (necromancy)
Unstoppable moon (conjunction)

WARLOCK SPELLS

CANTRIPS (0 LEVEL)

Claws of darkness (evocation)
Douse light (transmutation)
Drayfn's bane of excellence (necromancy)
Hand of doom (necromancy)
Illusion of health (illusion)
Lesser charm (enchantment)
Memento mori (necromancy)
Obfuscate object (illusion)
Plague marks (necromancy)
Shadow blindness (illusion)
Slime guard (abjuration)
Smolder (illusion)
Spray of glass (evocation)
Weight spike (transmutation)

1ST LEVEL

Anneal (transmutation)
Ashen lashes (evocation)
Black ribbons (conjunction)
Blade of blood and bone (necromancy)
Brimstone (conjunction)
Broken charge (enchantment)
Charm of long standing (enchantment)
Curse of sustentation (evocation)
Dance of the fey (conjunction)
Doom of the cracked shield
(transmutation)
El'tharyn's evanishing exchange
(conjunction)
Emotional gamut (enchantment)
Extract essence (transmutation)
Fist from hell (evocation)
Flamestep (conjunction)
Frightful shout (enchantment)
Gloaming (evocation)
Grim siphon (necromancy)

Lunarbolt waxing (evocation)
Malaise (illusion)
Nothing to see here (enchantment)
Pratfall (conjunction)
Proselytize (enchantment)
Reassemble bones (transmutation)
Shadow armor (abjuration)
Shadow hands (evocation)
Spray (conjunction)
Tongue pick (transmutation)
Unnerving yowl (necromancy)
Zip (transmutation)

2ND LEVEL

Bedazzling charm (enchantment)
Breath of separation (conjunction)
Brilliant harrier (conjunction)
Bubble barrier (abjuration)
Charm of great fondness (enchantment)
Chergui's swift blessing (conjunction)
Chittrk's soul fire (illusion)
Clinging shadow (evocation)

Combust the dead (evocation)
Dark path (conjunction)
Darkbolt (evocation)
Doomed (illusion)
Drayfn's blunted blade (transmutation)
Gift of the golden tongue (enchantment)
Grasp of the briar (conjunction)
Helper's hands (conjunction)
Krail's maggot (necromancy)
Krail's rupture (necromancy)
Leiloch's irritating kazoo
 (enchantment)
Magma spray (transmutation)
Merchant of minutes (necromancy)
Negative image (conjunction)
Plaguebearer (abjuration)
Poisoned portal (conjunction)
Poisonous flesh (transmutation)
Power word rebound (evocation)
Power word vulnerability
 (transmutation)
Seeking fire (divination)

Shadow adaptation (abjuration)
Shadow puppets (illusion)
Shadow shunt (conjunction)
Shadows brought to light (divination)
Shamal's Grasp (conjunction)
Solitary fireball (evocation)
Stench of rot (necromancy)
Strafe (evocation)
Utterance (evocation)
Wound surge (necromancy)

3RD LEVEL

Busy bee (conjunction)
Call shadow mastiff (conjunction)
Cloak of vermin (conjunction)
Confound senses (enchantment)
Dimensional shove (conjunction)
Doom of disenchantment (abjuration)
Everan's scorching serpents (evocation)
Flames united (abjuration)
Flight of ideas (enchantment)
Flittering eyes (transmutation)
Forceful repurposing (abjuration)
Glimpse the end (divination)
Grim shadows (conjunction)
Hellfire blitz (evocation)
Immolating geist (necromancy)
Legion (conjunction)



Lesser maze (conjunction)
Obviating shadow (necromancy)
Plague walk (necromancy)
Power word fling (conjunction)
Purge (necromancy)
Raise ghost (necromancy)
Seeping death (necromancy)
Shadow portal (conjunction)
Shadow tendrils (necromancy)
Vortex of steam (evocation)

4TH LEVEL

Aura of filth (necromancy)
Black hand (necromancy)
Conjure spellhound (conjunction)
Create plague zombie (necromancy)
Death toll (necromancy)
Doom of serpent coils (necromancy)
Doom of the earthen maw (evocation)
Doom of the pit (conjunction)

Spider song (conjunction)
Steal memories (enchantment)
Storm door (conjunction)
Unnatural causes (necromancy)

5TH LEVEL

Arrow of ash (evocation)
Blood shards (necromancy)
Contingency boils (necromancy)
Dark dementing (illusion)
Dash of the sentinel (evocation)
Death's retribution (abjuration)
Detonate corpses (necromancy)
Feast of flesh (transmutation)
Moonlight charm (enchantment)
Prison of hungry bones (necromancy)
Shadow gateway (conjunction)
Souleater (evocation)
Tundra hold (evocation)
Vengeful spirits (conjunction)
Wreck (evocation)

Leiloch's arduous shuffle (enchantment)
Power word deplete (evocation)
Transmogrification (transmutation)

8TH LEVEL

Creeping darkness (conjunction)
Frailform (enchantment)
Power word plague (necromancy)

9TH LEVEL

Create graveyard dragon (necromancy)
Umbral storm (necromancy)

WITCH SPELL LIST

CANTRIPS (0 LEVEL)

Arcane sparkler (evocation)
Cecily's stormshot (evocation)
Conjure thicket (conjunction)
*Dancing lights** (evocation)

Drayfn's curse of incompetence (necromancy)
Fey tricks (abjuration)
Fire dance (illusion)
Harfang's hoarfrost (transmutation)
Hide in one's shadow (transmutation)
Khamsin's chariot (conjunction)
Labyrinth mastery (divination)
Moon trap (abjuration)
Power word rend (evocation)
Power word reveal (divination)
Raise shade (necromancy)
Reshape skeleton (necromancy)
Rift (conjunction)
Servant of doom (transmutation)
Shadow monsters (illusion)
Shadow passenger (transmutation)
Shadow step (conjunction)
Shadowy retribution (necromancy)
Shared nightmare (conjunction)
Shield of ephemera (abjuration)

6TH LEVEL

Become nightwing (enchantment)
Bombard (evocation)
Dimensional rending (conjunction)
Een's armor of glass (conjunction)
Grim harvest (necromancy)
Investiture of blight (transmutation)
Ominous shadow (necromancy)
Phantasm (illusion)
Plague hysteria (necromancy)
Shadow metamorphosis (transmutation)
Stygian eye (necromancy)

7TH LEVEL

Conjure shadow titan (conjunction)
Defile healing (necromancy)
Dying of the light (evocation)
Flame's chronicle unleashed (conjunction)

Drayfn's bane of excellence (necromancy)
Dream glimpse (divination)
*Druidcraft** (transmutation)
Effervesce sense (transmutation)
Flowering (transmutation)
Gnaw (transmutation)



*Guidance** (divination)
Illusion of health (illusion)
Lesser charm (enchantment)
Memento mori (necromancy)
*Mending** (transmutation)
Panacea (abjuration)
Plague marks (necromancy)
Pocketful of posies (abjuration)
*Poison spray** (conjunction)
*Produce flame** (conjunction)
*Resistance** (abjuration)
*Shillelagh** (transmutation)
Smolder (illusion)
Storm mote (conjunction)
Strip wood (transmutation)
Word of unmaking (transmutation)

1ST LEVEL

*Animal friendship** (enchantment)
Azalea skin (transmutation)
*Bane** (enchantment)
*Bless** (enchantment)
Charm of long standing (enchantment)
*Charm person** (enchantment)
*Command** (enchantment)
Conjure rats (conjunction)
*Create or destroy water**
 (transmutation)
*Cure wounds** (evocation)
Curse of sustenance (evocation)
Dehydration (evocation)
*Detect magic** (divination)
*Detect poison and disease** (divination)
*Disguise self** (illusion)
El'tharyn's evanishing exchange
 (conjunction)
Elemental infusion (transmutation)
Emotional gamut (enchantment)
*Entangle** (conjunction)
Extract essence (transmutation)
*Faerie fire** (evocation)
*Find familiar** (conjunction)
Florafetter (conjunction)
*Fog cloud** (conjunction)
*Goodberry** (transmutation)
Grim siphon (necromancy)
*Healing word** (evocation)
*Inflict wounds** (necromancy)
Jedza's tidy charm (enchantment)
*Jump** (transmutation)
*Longstrider** (transmutation)
Lunarbolt waxing (evocation)

Oneiromancy (divination)
Plague doctor's call (divination)
*Protection from evil and good**
 (abjuration)
*Purify food and drink** (transmutation)
*Sleep** (enchantment)
*Speak with animals** (divination)
Spectral perfume (abjuration)
*Thunderwave** (evocation)
Tongue pick (transmutation)
Unnerving yowl (necromancy)
*Unseen servant** (conjunction)

2ND LEVEL

*Acid arrow** (evocation)
*Alter self** (transmutation)
*Animal messenger** (enchantment)
Baba's pincushion (conjunction)
*Barkskin** (transmutation)
Bedazzling charm (enchantment)
*Blindness/deafness** (necromancy)
Breeze walker (transmutation)
Bubble barrier (abjuration)
Buffeting wings (transmutation)
By the light of the moon (divination)
Charm of great fondness (enchantment)
Conjure vermin (conjunction)
Contagious healing (evocation)
*Darkness** (evocation)
*Darkvision** (transmutation)
Discord (enchantment)
*Enhance ability** (transmutation)
Goob's inconvenient gathering
 (transmutation)
Grasp of the briar (conjunction)
*Gust of wind** (evocation)
Heartfire (evocation)
*Heat metal** (transmutation)
Hibernation (necromancy)
*Hold person** (enchantment)
Krail's maggot (necromancy)
*Lesser restoration** (abjuration)
*Locate animals or plants** (divination)
*Locate object** (divination)
Marigold bloom (conjunction)
*Moonbeam** (evocation)
Palliative censure (enchantment)
*Pass without trace** (abjuration)
Poisoned portal (conjunction)
*Protection from poison** (abjuration)
Radiant rosette (conjunction)
*Ray of enfeeblement** (necromancy)

Rite of rain (conjunction)
Serrated limbs (transmutation)
Shroom of doom (conjunction)
*Spike growth** (transmutation)
Spirit balm (evocation)
Stench of rot (necromancy)
Storm step (conjunction)
Ugly duckling (enchantment)
Undead syphon (necromancy)

3RD LEVEL

Apparition's invitation (illusion)
Beast essence (transmutation)
*Bestow curse** (necromancy)
Burst of pollen (evocation)
Busy bee (conjunction)
*Call lightning** (conjunction)
Cloak of vermin (conjunction)
*Conjure animals** (conjunction)
*Create food and water** (conjunction)
*Daylight** (evocation)
*Dispel magic** (abjuration)
Diversion door (abjuration)
Dome of spectral blows (conjunction)
Dream canopy (illusion)
Dreamstride (illusion)
Faerie toast (transmutation)
*Fear** (illusion)
Flight of ideas (enchantment)
*Fly** (transmutation)
Glimpse the end (divination)
Healing glyph (abjuration)
Lost (enchantment)
*Meld into stone** (transmutation)
Miniature hurricane (evocation)
Obviating shadow (necromancy)
*Plant growth** (transmutation)
*Protection from energy** (abjuration)
*Remove curse** (abjuration)
Sear (evocation)
*Sleet storm** (conjunction)
Song of the forest (transmutation)
*Speak with dead** (necromancy)
*Speak with plants** (transmutation)
Spoil food and water (conjunction)
*Tiny hut** (evocation)
Vanish within (transmutation)
Venomous thoughts (necromancy)
*Water breathing** (transmutation)
*Water walk** (transmutation)
*Wind wall** (evocation)
Woodland walk (transmutation)

4TH LEVEL

Bark bulwark (abjuration)
*Blight** (necromancy)
By the light of the watchful moon
(divination)
Chamber of restoring amber (abjuration)
*Confusion** (enchantment)
*Conjure minor elementals** (conjunction)
*Conjure woodland beings** (conjunction)
*Control water** (transmutation)
*Dominate beast** (enchantment)
Doom of serpent coils (necromancy)
Doom of the black river (transmutation)
Drayfn's curse of incompetence
(necromancy)
Dream shear (illusion)
Electric eels (evocation)
Festering fever (necromancy)
*Freedom of movement** (abjuration)
*Giant insect** (transmutation)
*Hallucinatory terrain** (illusion)
*Ice storm** (evocation)
Khamsin's chariot (conjunction)
Knife of fate (necromancy)
*Locate creature** (divination)
Lunar transfer (conjunction)
Moon trap (abjuration)
Moonsphere meteor (conjunction)
Mudslide (conjunction)
*Polymorph** (transmutation)
Shadow passenger (transmutation)
Shield of ephemeria (abjuration)
Spider song (conjunction)
*Stone shape** (transmutation)
*Stoneskin** (abjuration)
Storm door (conjunction)
Trade corporeality (transmutation)
Unnatural causes (necromancy)
*Wall of fire** (evocation)
Windblown (transmutation)

5TH LEVEL

*Antilife shell** (abjuration)
*Awaken** (transmutation)
Chrysalis (transmutation)
*Commune with nature** (divination)
*Conjure elemental** (conjunction)
*Contagion** (necromancy)
Death's retribution (abjuration)
Doom of antiquity (enchantment)
Feast of flesh (transmutation)
*Geas** (enchantment)

*Greater restoration** (abjuration)
*Insect plague** (conjunction)
Krail's rot (necromancy)
Leiloch's interminable yarn
(enchantment)
Lost and wandering (enchantment)
*Mass cure wounds** (evocation)
Moonlight charm (enchantment)
*Planar binding** (abjuration)
Raise nemesis (necromancy)
*Reincarnate** (transmutation)
*Scrying** (divination)
*Tree stride** (conjunction)
Vengeful spirits (conjunction)
*Wall of stone** (evocation)

6TH LEVEL

*Conjure fey** (conjunction)
Dimensional rending (conjunction)
*Find the path** (divination)
Grim harvest (necromancy)
*Heal** (evocation)
Hearth walk (conjunction)
*Heroes' feast** (conjunction)
Investiture of blight (transmutation)
Monsoon (conjunction)
*Move earth** (transmutation)
Part clouds (conjunction)
*Sunbeam** (evocation)
Thresh the battlefield (conjunction)
*Transport via plants** (conjunction)
*Wall of thorns** (conjunction)
*Wind walk** (transmutation)

7TH LEVEL

*Fire storm** (evocation)
Flame's chronicle unleashed
(conjunction)
Mass contagious healing (evocation)
*Mirage arcane** (illusion)
Oculus blossoms (divination)
*Plane shift** (conjunction)
*Regenerate** (transmutation)
*Reverse gravity** (transmutation)
Storm queen's children (conjunction)
Transmogrification (transmutation)

8TH LEVEL

*Animal shapes** (transmutation)
*Antipathy/sympathy** (enchantment)
*Control weather** (transmutation)
Doom of false friends (enchantment)
*Earthquake** (evocation)

*Feeblemind** (enchantment)
Frailform (enchantment)
*Sunburst** (evocation)

9TH LEVEL

Chaotic flowerfall (conjunction)
*Foresight** (divination)
*Shapechange** (transmutation)
*Storm of vengeance** (conjunction)
*True polymorph** (transmutation)
*True resurrection** (necromancy)
Unstoppable moon (conjunction)

WIZARD SPELLS

CANTRIPS (0 LEVEL)

Blood purge (necromancy)
Claw guard (abjuration)
Claws of darkness (evocation)
Deflection (abjuration)
Douse light (transmutation)
Drayfn's bane of excellence (necromancy)
Dream glimpse (divination)
Drizzle (conjunction)
Een's molten shard (conjunction)
Flame's kiss (evocation)
Hand of doom (necromancy)
Illusion of health (illusion)
Lesser charm (enchantment)
Memento mori (necromancy)
Missstep (enchantment)
Plague marks (necromancy)
Rime (evocation)
Shadow bite (illusion)
Shadow blindness (illusion)
Silhouette (illusion)
Slime guard (abjuration)
Smolder (illusion)
Spray of glass (evocation)
Spy (divination)
Swing and a missile (evocation)
Weight spike (transmutation)
Wilting breath (necromancy)
Word of unmaking (transmutation)

1ST LEVEL

Amplify sound (divination)
Ashen lashes (evocation)
Black ribbons (conjunction)
Brimstone (conjunction)
Broken charge (enchantment)
Charm of long standing (enchantment)



BRYAN SYME

Cloak of shadow (illusion)
Curse of sustenance (evocation)
Dance of the fey (conjunction)
Dehydration (evocation)
Doom of fools (necromancy)
Doom of poor fortune (necromancy)
El'tharyn's vanishing exchange (conjunction)
Elemental infusion (transmutation)
Elfshot (enchantment)
Emotional gamut (enchantment)
Extract essence (transmutation)
Flamestep (conjunction)
Florafetter (conjunction)
Frightful shout (enchantment)
Gloaming (evocation)
Guest of honor (enchantment)
Hemmen's low blow (conjunction)
Infernal rebound (evocation)
Jedza's tidy charm (enchantment)
Last strike (abjunction)
Leaden wings (transmutation)
Lunarbolt waxing (evocation)
Malaise (illusion)
Nothing to see here (enchantment)

Oneiromancy (divination)
Pratfall (conjunction)
Shadow armor (abjunction)
Shadow hands (evocation)
Skip strike (transmutation)
Spray (conjunction)
Tongue pick (transmutation)
Unnerving yowl (necromancy)
Whipcrack (evocation)

2ND LEVEL

Aqueous arena (transmutation)
Baba's pincushion (conjunction)
Bearing barrage (transmutation)
Bedazzling charm (enchantment)
Breath of separation (conjunction)
Brilliant harrier (conjunction)
Bromn's earthen escape (transmutation)
Bubble barrier (abjunction)
Buffeting wings (transmutation)
By the light of the moon (divination)
Charm of great fondness (enchantment)
Chergui's swift blessing (conjunction)
Chittrk'k's soul fire (illusion)
Clearing the field (transmutation)

Clinging shadow (evocation)
Combust the dead (evocation)
Conductive vapors (conjunction)
Conjure ferryman (conjunction)
Conjure vermin (conjunction)
Dark path (conjunction)
Darkbolt (evocation)
Discord (enchantment)
Doom of consuming fire (evocation)
Doom of destiny (enchantment)
Doomed (illusion)
Drayfn's blunted blade (transmutation)
Gift of ice (abjunction)
Gift of the golden tongue (enchantment)
Grasp of the briar (conjunction)
Grave sense (divination)
Heavy metal (transmutation)
Helper's hands (conjunction)
Jerilyn's cadaverous uprising (necromancy)
Krail's rupture (necromancy)
Ley chain (enchantment)
Lightning rod (evocation)
Magma spray (transmutation)
Merchant of minutes (necromancy)
Negative image (conjunction)
Ominous winds (enchantment)
Plaguebearer (abjunction)
Poisoned portal (conjunction)
Power word rebound (evocation)
Power word vulnerability (transmutation)
Prince's pillar (conjunction)
Rubbery body (transmutation)
Seeking fire (divination)
Shadow adaptation (abjunction)
Shadow puppets (illusion)
Shadow shield (abjunction)
Shadow shunt (conjunction)
Shadows brought to light (divination)
Shamal's Grasp (conjunction)
Slither (transmutation)
Solitary fireball (evocation)
Strafe (evocation)
Tooth of the wyrm (necromancy)
Ugly duckling (enchantment)
Undead syphon (necromancy)
Vine trestle (conjunction)
Vision slip (enchantment)
Wound surge (necromancy)

3RD LEVEL

Apparition's invitation (illusion)
Arrow door (conjunction)
Balo's bolster dead (necromancy)
Bartholomew's elemental arc (abjuration)
Bitter wind (evocation)
Call shadow mastiff (conjunction)
Chorus of thunder (evocation)
Confound senses (enchantment)
Damage echo (transmutation)
Dimensional shove (conjunction)
Diversion door (abjuration)
Doom of blue crystal (transmutation)
Doom of dancing blades (illusion)
Doom of laughter (enchantment)
Dreamstride (illusion)
Earth glide (transmutation)
Een's shredding aura (conjunction)
Elemental exchange (transmutation)
Everan's scorching serpents (evocation)
Flames united (abjuration)
Flight of ideas (enchantment)
Forceful repurposing (abjuration)
Glimpse the end (divination)
Grim shadows (conjunction)
Harmful exchange (conjunction)
Immolating geist (necromancy)
Legion (conjunction)
Lesser maze (conjunction)
Magic dampening field (abjuration)
Miniature hurricane (evocation)
Obviating shadow (necromancy)
Orros mark of fate (necromancy)
Power word fling (conjunction)
Purge (necromancy)
Scattershot (evocation)
Seal (abjuration)
Sear (evocation)
Shadow portal (conjunction)
Shadow tendrils (necromancy)
Shadow trove (transmutation)
Slow-burn fireball (evocation)
Song of the forest (transmutation)
Unravel ghost (necromancy)
Vanish within (transmutation)
Visions of home (illusion)
Vortex of steam (evocation)
Word of warning (abjuration)

4TH LEVEL

Black hand (necromancy)
By the light of the watchful moon (divination)
Caustic waste (evocation)
Chamber of restoring amber (abjuration)
Conjure spellhound (conjunction)
Detect secrets (divination)
Disrupting orb (illusion)
Doom of serpent coils (necromancy)
Doom of the black river (transmutation)
Doom of the earthen maw (evocation)
Doom of the pit (conjunction)
Drayfn's curse of incompetence (necromancy)
Dream shear (illusion)
Dust and ashes (transmutation)
Electric eels (evocation)
Fey tricks (abjuration)
Fire dance (illusion)
Harfang's hoarfrost (transmutation)
Hide in one's shadow (transmutation)
Khamsin's chariot (conjunction)
Knife of fate (necromancy)
Labyrinth mastery (divination)
Lunar transfer (conjunction)
Mass disarm (abjuration)
Moon trap (abjuration)
Moonlight sending (conjunction)
Moonsphere meteor (conjunction)
Mudslide (conjunction)
Polychromatic bubble (conjunction)
Power word rend (evocation)



BRYAN SYME

Power word reveal (divination)
Reshape skeleton (necromancy)
Rift (conjunction)
Seismic shift (evocation)
Shadow monsters (illusion)
Shadow passenger (transmutation)
Shadow step (conjunction)
Shadowy retribution (necromancy)
Shield of ephemera (abjuration)
Spider song (conjunction)
Steal memories (enchantment)
Storm door (conjunction)
Trade corporeality (transmutation)
Unnatural causes (necromancy)
Windblown (transmutation)

5TH LEVEL

Arrow of ash (evocation)
Bryn's bullying brogue (transmutation)
Dark dementing (illusion)
Dash of the sentinel (evocation)
Death's retribution (abjuration)
Detonate corpses (necromancy)
Doom of antiquity (enchantment)
Enshroud (conjunction)
Feast of flesh (transmutation)
Flamewalk portal (conjunction)
Hidden agent (divination)
Krail's rot (necromancy)
Mass shuffle (conjunction)
Moonlight charm (enchantment)
Prison of hungry bones (necromancy)
Shadow gateway (conjunction)
Souleater (evocation)
Tundra hold (evocation)
Vengeful spirits (conjunction)
Weirding wake (conjunction)
Wreck (evocation)

6TH LEVEL

Become nightwing (enchantment)
Black well (necromancy)
Bombard (evocation)
Bouncing fireball (evocation)
Conjure giant (conjunction)
Dimensional rending (conjunction)
Doom of abeyant time (transmutation)
Doom of night (conjunction)
Doom of stacked stones (transmutation)
Een's armor of glass (conjunction)
Encroaching shadows (illusion)
Grim harvest (necromancy)

Hearth walk (conjunction)
Investiture of blight (transmutation)
Monsoon (conjunction)
Ominous shadow (necromancy)
Part clouds (conjunction)
Phantasm (illusion)
Shadow metamorphosis
 (transmutation)
Stygian eye (necromancy)

7TH LEVEL

Celebration (enchantment)
Charnel banquet (necromancy)
Conjure shadow titan (conjunction)
Doom of summer years (transmutation)
Dying of the light (evocation)
Field of lotuses (abjuration)
Flame's chronicle unleashed
 (conjunction)
Nexus (conjunction)
Phantasmal phalanx (conjunction)
Power word deplete (evocation)

Recreate event (illusion)
Storm queen's children (conjunction)
Transmogrification (transmutation)

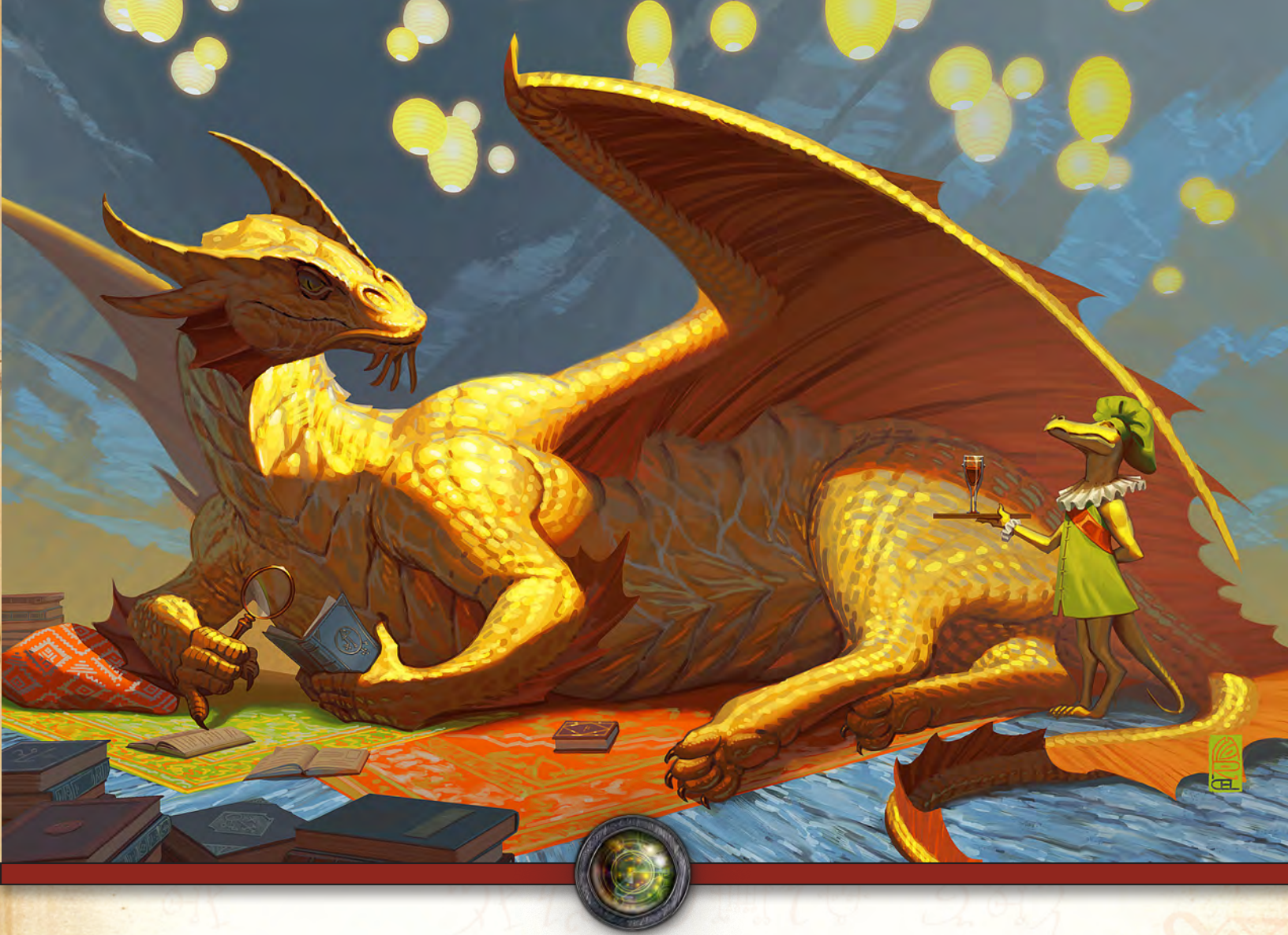
8TH LEVEL

Bloom (conjunction)
Burst organs (necromancy)
Creeping darkness (conjunction)
Desolation (necromancy)
Doom of false friends (enchantment)
Frailform (enchantment)
Mighty vessel (conjunction)
Power word plague (necromancy)
Temporal reflection (transmutation)

9TH LEVEL

Afflict line (necromancy)
Black hole (conjunction)
Create graveyard dragon (necromancy)
Greater maze (conjunction)
Umbral storm (necromancy)
Unstoppable moon (conjunction)





SPELL DESCRIPTIONS

The new spells presented in *Deep Magic 2* are detailed here. The spells are listed in alphabetical order. Refer to specific class spell lists in Chapter 4 to determine which of these spells each class can use.



A

AEGIS OF HONOR

1st-Level Abjuration

Casting Time: 1 reaction, which you take when a friendly creature you can see within 30 feet of you takes damage from an attack

Range: 30 feet

Components: V

Duration: Instantaneous

You reach out toward the friendly target, placing a brief barrier between the target and the target's attacker. The damage the target takes is reduced by 1d6 + your spellcasting ability modifier. If this effect reduces the damage to 0, you can turn the damage back on the

attacker. Make a ranged spell attack against the attacker. On a hit, the attacker takes force damage equal to the amount of damage you reduced.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage the target takes is reduced by an additional 1d6 for each slot level above 1st.

AFFLICT LINE

9th-Level Necromancy (Ritual)

Casting Time: 1 minute

Range: 1 mile

Components: V, S, M (a statuette carved in the likeness of the victim worth at least 1,250 gp)

Duration: Permanent; one generation

You invoke the darkest curses upon your victim and its descendants. This spell doesn't require that you have a clear path to your target, only that your target is within range. The target must make a successful Wisdom saving throw or be cursed until the magic is dispelled. While cursed, the victim has disadvantage on ability checks and saving throws made with the ability score that you used when you cast the spell. In addition, the target's firstborn offspring is also targeted by the curse. That individual is allowed a saving throw of its own if it is currently alive, or it makes one upon its birth if it is not yet born when the spell is cast. If the target's firstborn has already died, the curse passes to the target's next eldest offspring.

Ritual Focus. If you expend your ritual focus, the curse becomes hereditary, passing from firstborn to firstborn for the entire length of the family's lineage until one of them successfully saves against the curse and throws off your dark magic.

AMBUSER'S REGRET

1st-level Evocation

Casting Time: 1 reaction, which you take when you are hit by a ranged attack from an attacker you can't see

Range: 120 feet

Components: S

Duration: 1 round

You release an arcane arrow that traces the path of the triggering attack back to your unseen attacker, provided the attacker is in range. That creature must succeed on a Dexterity saving throw or be outlined in light until the end of your next turn. While outlined in light, the creature sheds dim light in a 10-foot radius, any attack roll against it is made with advantage if the attacker can see the creature, and the creature can't benefit from being invisible.

AMPLIFY SOUND

1st-Level Divination

Casting Time: 1 action

Range: 120 feet

Components: S, M (a small cup and bit of string)

Duration: Concentration, up to 1 minute

You turn your attention to a point you can see within range, creating an invisible sensor in that location. For the duration of the spell, you hear sounds from that point as if you were in its space.

If the space where the point is located is subjected to thunder damage, you take the thunder damage as if you were in the space, but you don't suffer other effects associated with that thunder damage. For example, if a creature casts the *thunderwave* spell, and the point you chose is within the spell's area, you take thunder damage as if you failed the saving throw, but you aren't pushed. A creature that can see the sensor (such as a creature benefiting from *see invisibility* or truesight) sees a thin, luminous string winding from the sensor to you.

ANNEAL

1st-Level Transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a pinch of iron filings)

Duration: 1 hour

You touch a nonmagical melee weapon, temporarily making it stronger, sharper, and more destructive. Until the spell ends, the weapon deals an extra 1d6 damage of its type on a hit. This spell doesn't make the weapon magical.

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

APPARITION'S INVITATION

3rd-Level Illusion

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration up to 1 minute

You conjure an illusory apparition in an unoccupied space within range. The shape of the apparition changes in the minds of creatures who behold it, appearing as a comforting something or someone that beckons to the creature. When you cast this spell, choose up to three creatures within range that can see the apparition. Each target must succeed on a Wisdom saving throw or be charmed by the apparition until this spell ends. While charmed, a target must take the Dash action and move toward the apparition by the safest available route on

each of its turns, unless there is nowhere to move. If the target ends its turn within 5 feet of the apparition, the target takes 2d10 psychic damage, and the spell ends for that target.

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.

AQUEOUS ARENA

2nd-Level Transmutation

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (a drop of water)

Duration: Concentration, up to 1 minute

You alter the air in a 15-foot-radius, 30-foot-high cylinder centered on a point you can see within range. Within the cylinder, air becomes viscous and takes on some of the properties of water. Creatures inside the cylinder move and fight as if underwater, and objects that aren't being worn or carried float or sink to the top or bottom of the cylinder as if underwater. Creatures can move vertically within the cylinder as if swimming in water.

Though the cylinder acts like water, it is still air. Creatures and objects within the cylinder don't have resistance to fire damage from being fully immersed in water, and creatures that breathe air can breathe normally while inside the cylinder. This spell has no effect if cast on a point underwater, and any part of the cylinder that is underwater has no special effect.

When the spell ends, any creature above the ground that doesn't have a flying speed falls, taking falling damage as normal.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the cylinder's radius increases by 5 feet and its height increases by 10 feet for each slot level above 3rd.

ARCANE SPARKLER

Evocation Cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You fling a condensed ball of colorful lights and sounds at a creature you can see within range. Make a ranged spell attack. On a hit, the target takes 1d6 thunder damage, and the target is distracted by the lights and sounds until the start of your next turn. While distracted, a creature must make a Constitution saving throw whenever it casts a spell that requires concentration. On a failed save, the creature can't concentrate on that spell, losing concentration on it at the start of your next turn.

The spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

ARROW DOOR

3rd-Level Conjuration

Casting Time: 1 reaction, which you take when you or a creature you can see within 120 feet of you fires an arrow, bolt, or other projectile from a ranged weapon

Range: 120 feet

Components: V, S

Duration: 1 minute

When you cast this spell, two shimmering portals appear: one green portal in an unoccupied space within 5 feet of you and one purple portal in an unoccupied space within 5 feet of the arrow's target. Any creature can step through the green portal and appear in the purple portal's space. The portals are one-way. A creature that steps into the purple portal's space feels a tingling chill but is otherwise unaffected by this spell. The portals last for the duration or until a creature steps through the green portal.

ARROW OF ASH

5th-Level Evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

You create and launch a missile of hardened ash which travels toward one creature you can see within range. Make a ranged spell attack. On a hit, the target takes 3d6 force damage and 3d6 fire damage. When it reaches the target, the ash arrow bursts into a 30-foot-radius sphere of ash centered on the target, regardless if the attack hits the target. The cloud of ash spreads around corners, its area is heavily obscured, and it lasts for 1 minute.

When a creature enters the cloud for the first time on a turn or starts its turn there, that creature must succeed on a Constitution saving throw or become poisoned until the start of its next turn. 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.

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

ASHEN LASHES

1st-Level Evocation

Casting Time: 1 action

Range: 90 feet

Components: V, S

Duration: 1 minute

You create two tendrils of magical ash to appear in unoccupied spaces within range. The tendrils can't be targeted with attacks and are immune to damage. When you cast this spell and as a bonus action on your subsequent turns, you can command one or more of the tendrils to attack a creature within 10 feet of it. Make a melee spell attack for each tendril using your spellcasting ability modifier. On a hit, a tendril deals 1d4 fire damage to the target.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can create one additional tendril for each slot level above 1st.

AURA OF ENTROPY

4th-Level Abjuration

Casting Time: 1 action

Range: Self (30-foot radius)

Components: V

Duration: Concentration, up to 10 minutes

Sickening energy radiates out from you in a sphere with a 30-foot radius. While the spell lasts, the sphere remains centered on you and moves with you. Each hostile creature in the sphere has disadvantage on saving throws against becoming frightened, paralyzed, poisoned, or stunned. Creatures in the sphere can't gain temporary hit points, and any effect that restores hit points to a creature within the sphere has those hit points reduced by an amount equal to your spellcasting ability modifier (minimum of 1).

AURA OF FILTH

4th-Level Necromancy

Casting Time: 1 action

Range: Self (30-foot-radius)

Components: V

Duration: Concentration, up to 1 minute

Putrefying energy radiates in a 30-foot radius around you. Each creature in the aura, including you, has disadvantage on saving throws against poison and disease and on death saving throws. In addition, each creature in the aura can't be cured of a disease or poison, except by means of a *heal* or *wish* spell.

Dying or decaying material within the aura, such as corpses, picked flowers, or food, rapidly putrefy, decaying an additional day for each round it is in the aura. This effect increases the amount of time a corpse has been dead, counting against the time limit of spells such as *raise dead*.

AZALEA SKIN

1st-Level Transmutation

Casting Time: 1 action

Range: Self

Components: V, S, M (an azalea vine)

Duration: 1 minute

Dozens of azaleas blossom on your skin. Until this spell ends, if a creature hits you with an attack while within 5 feet of you, it takes 1d6 poison damage. If a creature within 5 feet of you scores a critical hit against you, the azaleas release a burst of poisonous pollen. Each creature within 5 feet of you must succeed on a Constitution saving throw or take 2d6 poison damage and be poisoned until the end of its next turn. The spell then ends.



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



BABA'S PINCUSHION

2nd-Level Conjuration

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (a handful of thorny stems or a set of forks, pins, or darts)

Duration: Instantaneous

You conjure a torrent of serrated darts that fly toward a target within range, puncturing and pinning it. Make a ranged spell attack against the target. On a hit, the target takes 5d4 piercing damage and is pinned to the ground or another surface within 5 feet of the target, such as a wall, tree, or similar, for 1 minute.

While pinned to the ground or to a surface heavier than it, the target is restrained. The restrained target can use its action to make a Strength check against your spell save DC. If it succeeds, it is no longer restrained.

While pinned to a surface that is lighter than it, such as a chair or saddle, the target's speed is halved, but it isn't restrained. The target can use an action to extricate itself from such a surface.

At Higher Levels. When you cast this spell using a spell slot of 3rd or higher, the damage increases by 1d4 for each slot level above 2nd.

BALO'S BOLSTER DEAD

3rd-Level Necromancy

Casting Time: 1 action

Range: Self

Components: V, S, M (a femur engraved with gold runes worth 50 gold)

Duration: Instantaneous

Necrotic energy flows out from you, bolstering your Undead allies. Each friendly Undead within 30 feet of you gains temporary hit points equal to twice your spellcasting ability modifier for 8 hours. If you expend your life force when you cast this spell, you can increase the temporary hit points each target gains. Expend and roll a number of Hit Dice of your choice up to half your maximum Hit Dice. Each target of this spell increases the temporary hit points it gains by that amount.

Hit Dice spent in this way can't be used to regain hit points during a short rest. You regain spent Hit Dice as normal.

BARK BULWARK

4th-Level Abjuration

Casting Time: 1 action

Range: 5 feet

Components: V, S, M (a piece of bark)

Duration: Concentration, up to 10 minutes

A nonmagical wall of bark erupts from the ground to protect you and your allies. Choose a space in front of or behind you. The wall forms in that space, extending 15 feet out from that space along the ground in opposite directions for a total length of 30 feet. The wall is 5 feet high, 6 inches thick, opaque, and provides three-quarters cover to creatures behind it.

If the wall cuts through a creature's space when it appears, the creature is pushed to one side of the wall (your choice). The wall can't otherwise occupy the same space as a creature or object. The wall must be vertical and must rest on a firm foundation, such as the ground, the floor of a building, the deck of a ship, or similar.

The wall is an object made of bark that can be damaged and thus breached. Each 10-foot section of the wall has AC 15, 100 hit points, and vulnerability to fire damage. Reducing a section to 0 hit points destroys it.

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.

BARTHOLOMEW'S ELEMENTAL ARC

3rd-Level Abjuration

Casting Time: 1 reaction, which you take when a friendly creature within 10 feet of you would take acid, cold, fire, lightning, or thunder damage

Range: 10 feet

Components: S, M (a 6-inch rod of copper)

Duration: 1 round

You become a living conduit of elemental energy. The friendly target doesn't take the triggering damage, as you draw the elemental energy into yourself and toward a hostile creature you can see within 30 feet of you. Make a ranged spell attack. On a hit, the target takes half the triggering damage, and you take the other half. On a miss, you take half the triggering damage. On a critical hit, the target takes all the triggering damage, and you take none. After the attack, regardless if it hits or misses, you gain resistance to the triggering damage type until the start of your next turn.

BEARING BARRAGE

2nd-Level Transmutation

Casting Time: 1 action

Range: Self

Components: V, S, M (up to ten ball bearings, which the spell consumes)

Duration: 10 minutes

Up to ten ball bearings you are holding become imbued with minor magic while they remain in your possession. You can throw one of the ball bearings at a creature you can see within 30 feet of you. Make a ranged spell attack. On a hit, the target takes 2d6 bludgeoning damage. Until the spell ends, you can make the attack again on each of your turns as an action. The spell ends early if all imbued ball bearings have been thrown.

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 level above 2nd.

BEAST ESSENCE

3rd-Level Transmutation

Casting Time: 1 action

Range: Self

Components: V, S, M (a feather or bit of animal fur)

Duration: 1 hour

You transform your body to take on aspects of one of the following creatures for the duration.

Bear. Your body becomes bulkier, and your fingers are tipped with thick, yellow claws. You can use your spellcasting ability modifier instead of your Strength modifier when making a grapple attack and when escaping a grapple. In addition, you gain temporary hit points equal to twice your spellcasting ability modifier when you cast this spell and every 10 minutes until the spell ends.

Boar. Two yellowed tusks grow from your bottom jaw, and short, coarse hair covers your face, neck, torso, and arms. You have advantage on Wisdom (Perception) checks that rely on smell. In addition, once on each of your turns, if you move at least 10 feet before making a melee attack, the attack deals extra damage of the attack's type equal to your spellcasting ability modifier, and the target must succeed on a Strength saving throw or be pushed up to 5 feet away from you.

Hare. Your skin becomes covered in a layer of soft fur, and your legs become more muscular. Your speed increases by 10 feet, and you can take the Dash action as a bonus action on each of your turns. In addition, you can use your spellcasting ability score instead of your Strength score to determine the height and distance you can jump.

Raven. Feathers erupt along your arms, cheekbones, and legs. You gain a flying speed equal to your walking speed, and you have advantage on Wisdom (Perception) checks that rely on sight. In addition, you can mimic any sound you have heard. A creature that hears the sounds can tell they are imitations with a successful Wisdom (Insight) check against your spell save DC. When the spell ends, you fall if you are still aloft.

Snake. Your body becomes slimmer, your skin becomes cool to the touch, and your neck elongates slightly. Once on each of your turns, when you hit a creature with an attack, that creature must succeed on a Constitution saving throw or take poison damage equal to your spellcasting ability modifier and become poisoned until the end of its next turn.

BECOME NIGHTWING

6th-Level Enchantment

Casting Time: 1 action

Range: Self

Components: V, S, M (a crow's eye)

Duration: Concentration, up to 1 minute

This spell imbues you with wings of shadow. For the duration of the spell, you gain a flying speed of 60 feet and a new attack action: Nightwing Breath.

Nightwing Breath (Recharge 4–6). You exhale shadow-substance in a 30-foot cone. Each creature in the area takes 5d6 necrotic damage, or half the damage with a successful Dexterity saving throw.

BEDAZZLING CHARM

2nd-Level Enchantment

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: 1 minute

You attempt to charm a humanoid you can see within range. It makes a Wisdom saving throw, with advantage if you or your companions are fighting it or threatening it. If the saving throw fails, the humanoid is charmed by a third humanoid you designate that both of you can see. The spell ends after 1 minute, when you or any of your companions do anything harmful to either of the spell's targets, or when the third humanoid disappears from the charmed creature's sight. The charmed creature regards the third creature as a friendly acquaintance and will follow it to keep it within sight. When the spell ends, the creature knows it was bedazzled by you to regard the third creature favorably.

BITING ARMOR

Conjuration Cantrip

Casting Time: 1 action

Range: 60 feet

Components: S

Duration: Instantaneous

You channel the never-ending hunger of a god of gluttony into one piece of nonmagical clothing or armor you can see within range, causing a fanged mouth to temporarily appear on it and bite its wearer. A creature in physical contact with the clothing or armor must succeed on a Dexterity saving throw or take 1d6 piercing damage and have disadvantage on the next ability check or weapon attack roll it makes before the end of its next turn.

This spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

BITTER WIND

3rd-Level Evocation

Casting Time: 1 action

Range: Self (120-foot line)

Components: V, S, M (a birch wood fan)

Duration: Concentration, up to 1 minute

Freezing wind, forming a line 120 feet long and 20 feet wide, blasts from you in a direction you choose for the spell's duration. Each creature that starts its turn in the line must succeed on a Strength saving throw or be pushed 30 feet away from you in a direction following the line. Creatures that fail the saving throw also take 1d12 cold damage and are knocked prone. If cast during cold weather or in dark or shadowy conditions, the saving throw is made with disadvantage. Any creature in the line must spend 2 feet of movement for every 1 foot it moves when moving closer to you.

As a bonus action on each of your turns before the spell ends, you can change the direction in which the line blasts from you.

The bitter wind disperses gas or vapor, and it extinguishes candles, torches, lanterns, and similar flames in the area.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the saving throw is made with disadvantage, and the damage increases by 1d12 for each slot level above 3rd.

BLACK HAND

4th-Level Necromancy

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

You gather the powers of darkness into your fist and fling dark, paralyzing flame. Make a ranged spell attack against a target you can see within 30 feet of you. On a successful hit, you have advantage on attack rolls against the target and the target has disadvantage on attack rolls, Constitution-based ability checks, and Constitution saving throws for the duration of the spell. At the end of each of its turns, an affected target can make another Constitution saving throw. On a success, the spell ends on the target.



BLACK HOLE

9th-Level Conjunction

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 1 minute

You create a tiny black hole at a point you can see within range. The black hole is a sphere with a 15-foot radius. All fires and flames within 40 feet of the black hole—magical or otherwise—are instantly extinguished. Each creature within 40 feet of the black hole when it appears must make a Strength saving throw. On a failed save, the creature takes 20d6 force damage and is pulled to within 5 feet of the black hole. On a successful save, the creature takes half as much damage and is knocked prone but isn't pulled toward the black hole.

A creature that's within 5 feet of the black hole at the start of its turn must make a successful Strength saving throw or take 8d6 force damage and have its speed reduced to 0 until the start of its next turn. A creature that's within 40 feet of the black hole (but not within 5 feet of it) at the end of its turn takes 2d6 cold damage. A creature reduced to 0 hit points while within 5 feet of the black hole dies immediately.

BLACK RIBBONS

1st-Level Conjunction

Casting Time: 1 action

Range: 40 feet

Components: V, S, M (a piece of ribbon)

Duration: Concentration, up to 1 minute

Centered on a point you can see within range, you pull pieces of the Plane of Shadow into your own reality, causing a 20-foot cube to fill with inky ribbons that turn the area into difficult terrain and wrap around nearby creatures. Any creature that ends its turn in the area becomes restrained by the ribbons until the end of its next turn, unless it makes a successful Dexterity saving throw. Once a creature succeeds on this saving throw, it can't be restrained again by the ribbons, but it's still affected by the difficult terrain.

BLACK WELL

6th-Level Necromancy

Casting Time: 1 action

Range: 300 feet

Components: V, S

Duration: Concentration, up to 1 minute

You summon a seething sphere of dark energy 5 feet in diameter at a point within range. The sphere pulls creatures toward it and devours the life force of those it envelops. Every creature other than you that starts its turn within 90 feet of the black well must make a successful Strength saving throw or be pulled 50 feet toward the well. A creature pulled into the well takes 6d8 necrotic damage and is stunned; a successful Constitution saving throw halves the damage and causes the creature to become incapacitated. A creature that starts its turn inside the well also makes a Constitution saving throw; the creature is stunned on a failed save or incapacitated on a success. An incapacitated creature that leaves the well recovers immediately and can take actions and reactions on that turn.

A creature takes damage only upon entering the well—it takes no additional damage for remaining there—but if it leaves the well and is pulled back in again, it takes damage again. A total of nine Medium creatures, three Large creatures, or one Huge creature can be inside the well's other-dimensional space at one time. When the spell's duration ends, all creatures inside it tumble out in a heap, landing prone.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the damage dealt by the well increases by 1d8—and the well pulls creatures an additional 5 feet—for each slot level above 6th.

BLADE OF BLOOD AND BONE

1st-Level Necromancy

Casting Time: 1 action

Range: Self

Components: V, S, M (a dagger or short sword)

Duration: 24 hours

When you cast this spell, you cut your body with the material component, your hit point maximum decreases by 3 and the material component temporarily disappears. For the duration, you can use a bonus action to draw a blade made of your own bone, blood, and sinew from your body. The blade is a magical weapon, uses your spell attack bonus when you attack with it, and deals 1d6 slashing damage on a hit. You are considered proficient with the blade. As a bonus action, you can slide the blade back into your body to conceal it. When the duration ends, the incision in your body disappears, your hit point maximum is restored, and the material component reappears.

At Higher Levels. When you cast this spell using a spell slot of 2nd-level or higher, the damage dealt by the blade increases by 1d6 for every two slot levels above 2nd, and your hit point maximum decreases by an additional amount equal to the level of the slot used.

BLOOD PURGE

Necromancy Cantrip

Casting Time: 1 action

Range: Touch

Components: V, M (a knife or dagger)

Duration: 1 minute

You purge impurities from the blood of a willing creature you touch. The target takes 1d4 piercing damage and has advantage on the next saving throw it makes against disease or against being poisoned before the spell ends. If the target is already suffering from a disease or poison that allows for repeated saving throws to remove the effect, it can immediately make a new saving throw against the effect with advantage. Regardless if this new save succeeds or fails, a target that is already suffering from a disease or the poisoned condition can't be affected by this spell again until it finishes a long rest.

BLOOD SHARDS

5th-Level Necromancy

Casting Time: 1 bonus action

Range: Self

Components: V, S, M (a drop of your blood)

Duration: 1 minute

You draw vitality from yourself, corrupt it, and fill your strikes with the corrupted essence. Until this spell ends, each time you hit a creature with a melee weapon attack, roll your choice of 1d4, 1d6, 1d8, or 1d10. You lose a number of hit points equal to the number rolled, and the target takes necrotic damage equal to three times that amount. The spell ends early if you end a turn below half your hit point maximum.

BLOOM

8th-Level Conjunction (Ritual)

Casting Time: 1 hour

Range: 1 mile

Components: V, S, M (a silver acorn worth at least 500 gp, which the spell consumes)

Duration: 1 year

You plant a silver acorn in solid ground and spend an hour chanting a litany of praises to the natural world, after which the land within 1 mile of the acorn becomes extremely fertile, regardless of its previous state. Any seeds planted in the area grow at twice the natural rate. Food harvested regrows within a week. After one year, the

land slowly reverts to its normal fertility, unable to stave off the march of nature.

Choose one of the following effects, which appears and grows immediately:

- A field planted with vegetables of your choice, ready for harvest.
- A thick forest of stout trees and ample undergrowth.
- A grassland with wildflowers and fodder for grazing.
- An orchard of fruit trees of your choice, growing in orderly rows and ready for harvest.

Living creatures that take a short rest within the area of a *bloom* spell receive the maximum hit points for Hit Dice expended. *Bloom* counters the effects of a *desolation* spell.

Ritual Focus. If you expend your ritual focus, the duration becomes permanent.

BOMBARD

6th-Level Evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a shard of cooled magma)

Duration: Concentration, up to 1 minute

A barrage of fiery projectiles begins falling in the shape of a cylinder that is 30 feet tall with a 15-foot-radius centered on a point within range. A creature that starts its turn there must make a Dexterity saving throw. On a failed save, a creature takes 4d10 fire damage and is knocked prone. On a successful save, a creature takes half the damage and isn't knocked prone.

As a bonus action on your turn, you can move the sphere up to 20 feet.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the damage increases by 1d10 for each slot level above 6th.

BONE OF CONTENTION

5th-Level Enchantment

Casting Time: 1 action

Range: 90 feet

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

Duration: 1 minute

You cause discord in up to eight creatures you can see within range. Each target must be within 30 feet of at least one other target. The targets must share a language or the spell fails. Each target must make a Wisdom saving throw. On a failure, a target begins bickering and arguing with other affected targets on topics relevant to the targets. For example, religious creatures might argue over doctrine, while warriors might argue over the most efficient fighting stances or ways of dispatching foes. For the duration, each affected creature's speed is halved, and it spends each of its turns arguing with another affected creature.

An arguing creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If an arguing creature starts its turn with no other creature within 30 feet of it with which to argue, the spell ends for that creature. Otherwise, the spell ends for all creatures if an affected creature takes damage.

BOUNCING FIREBALL

6th-Level Evocation

Casting Time: 1 action

Range: 150 feet

Components: V, S, M (three iron pins and a tiny ball of bat guano and sulfur)

Duration: Instantaneous

A bolt of flame streaks from your finger toward a point you choose within range, then explodes into an inferno. Each creature within 20 feet of the explosion takes 7d6 fire damage, or half damage with a successful Dexterity saving throw.

Immediately afterward, a second bolt of flame streaks from that explosion to a second target point you can see exactly 40 feet from the first explosion. It explodes again at the second target point, causing another 7d6 fire damage (halved by a successful Dexterity saving throw). Then the flame jumps instantly again to a third target point, also within your line of sight and exactly 40 feet from the second explosion, where it detonates for the final time with identical results.

Note that for the second and third bursts, the flame jumps exactly 40 feet—never more, never less—and if any part of a burst area overlaps the area of a previous burst, the burst fails to happen and the spell ends immediately.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the damage increases by 1d6 for each slot level above 6th.

BREAK IT DOWN

2nd-Level Enchantment

Casting Time: 1 action

Range: 15 feet

Components: V

Duration: Instantaneous

You sing or play a tune that fills creatures that can hear the tune with unrestrained energy. Each creature of your choice within range must make a Wisdom saving throw. On a failed save, a target must use its reaction to throw one object or creature it is holding, which can include a grappled creature, or pick up and throw the nearest object within its reach if it isn't holding anything. An object the same size or smaller than the thrower is thrown up to 30 feet in a random direction. A creature the same size as the thrower is thrown up to 15 feet in a random direction and knocked prone. If a creature is smaller than the thrower,

the creature is thrown an additional 10 feet for each size category of difference between it and the thrower.

If a thrown target strikes a solid surface, the target takes 1d6 bludgeoning damage for every 10 feet it was thrown. If the target is a creature and is thrown at another creature, that creature must succeed on a Dexterity saving throw or take the same damage and be knocked prone.

A creature or object larger than the thrower can't be thrown.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the spell's range increases by 5 feet and the distance a creature or object is thrown increases by 5 feet for each slot level above 2nd.

BREATH OF SEPARATION

2nd-Level Conjuration

Casting Time: 1 action

Range: Self (15-foot cone)

Components: V

Duration: Instantaneous

You exhale a massive volume of air, propelling yourself up to 15 feet in a direction of your choosing to an unoccupied space you can see. This movement doesn't provoke opportunity attacks. Each creature in a 15-foot cone originating from the space you just left must make a Strength saving throw. On a failed save, a creature takes 2d6 bludgeoning damage and is pushed up to 10 feet away from your original space. On a successful save, a creature takes half the damage and isn't pushed.

If a pushed creature strikes a solid surface, it takes 1d6 bludgeoning damage for every 10 feet it was pushed. If a pushed creature is pushed into another creature, that creature must succeed on a Strength saving throw or take the same damage and be knocked prone.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you, and each creature that fails the saving throw, are pushed an additional 10 feet for each slot level above 2nd.

BREEZE WALKER

2nd-Level Transmutation

Casting Time: 1 action

Range: Self

Components: V, S, M (a pheasant feather)

Duration: Concentration, up to 1 hour

Choosing a direction, you summon a strong, steady breeze to swirl beneath your feet and propel you. You levitate to a sustained height of 3 feet for the duration, and travel in the chosen direction at 150% of your movement. Travel in any other direction is at 50% of your movement.

While mounted, your mount's movement is affected as well.

BRILLIANT HARRIER

2nd-Level Conjunction

Casting Time: 1 bonus action

Range: 60 feet

Components: V, S, M (a piece of charcoal)

Duration: 1 minute

You create a glowing bird of flame on a point you can see within range. The harrier bird hovers in place, shedding bright light in a 10-foot radius and dim light for an additional 10 feet, and it lasts for the duration or until you cast this spell again. Until this spell ends, when a creature you can see within 30 feet of the harrier makes an attack roll, ability check, or saving throw, you can use your reaction to give that target disadvantage on that roll, as the glowing harrier swoops down to distract the target. If the roll fails, the target takes 1d4 fire damage.

The harrier has an AC equal to your spell save DC. Each time it is hit, roll a d20. On a result of 9 or less, it vanishes.

BRIMSTONE

1st-Level Conjunction

Casting Time: 1 action

Range: 60 feet

Components: S

Duration: Concentration, up to 1 minute

You conjure a hunk of sulfuric brimstone that materializes in the air, then falls to the ground at a point within range. Any creature occupying that space must succeed on a Dexterity saving throw or take 2d8 bludgeoning damage.

The brimstone remains in the space where it fell while the spell persists. Each creature that starts its turn within 15 feet of the brimstone must make a successful Dexterity saving throw or take 1d8 fire damage. The brimstone can be destroyed; it has AC 8 and 12 hp. The brimstone explodes if it takes fire damage; the explosion ends the spell and deals 1d8 bludgeoning damage to all creatures within 15 feet, or half as much damage to a creature that makes a successful Dexterity saving throw.

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

BROKEN CHARGE

1st-Level Enchantment

Casting Time: 1 reaction, which you take when an enemy approaches to within 5 feet of you

Range: 5 feet

Components: V

Duration: Instantaneous

When an enemy that you can see moves to within 5 feet of you, you utter a perplexing word that alters the foe's

course. The enemy must succeed on a Wisdom saving throw or take 2d4 psychic damage and use the remainder of its speed to move in a direction of your choosing without provoking opportunity attacks.

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

BROMN'S EARTHEN ESCAPE

2nd-Level Transmutation

Casting Time: 1 reaction, which you take when a friendly creature you can see within 60 feet of you is attacked

Range: 60 feet

Components: S

Duration: Instantaneous

You throw your hand above your head, clenching it into a fist as you do, and the friendly creature, which can include yourself, that was attacked is magically pulled into and through the ground by an earthen hand. The hand pops up in an unoccupied space on the ground within 30 feet of where the target was previously located and deposits the target in that space before disappearing. The triggering attack against the target fails.

The area within 10 feet of the origin and destination spaces becomes difficult terrain until the start of your next turn.

You and the target must be on the same ground, rock, soil, sand, or similarly earthen surface, or the spell fails.

BRYN'S BULLYING BROGUE

5th-Level Transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a nonmagical, leather shoe)

Duration: Concentration, up to 1 minute

You toss a nonmagical shoe toward a creature you can see within range. The shoe grows to tremendous size before falling onto the target. The target must make a Dexterity saving throw. On a failed save, the target takes 5d10 bludgeoning damage and is knocked prone and restrained. On a successful save, the target takes half the damage and isn't knocked prone or restrained, and the spell ends.

Until the spell ends, you can use a bonus action on each of your subsequent turns to deal 2d10 bludgeoning damage to the target as the shoe grinds the target into the ground.

At the end of each of its turns, the target can make a Strength saving throw, breaking free on a success. When the target breaks free or when the spell ends, the shoe shrinks to its normal size, becoming a nonmagical shoe once again.

BUBBLE BARRIER

2nd-Level Abjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 10 minutes

A translucent but solid sphere of water encloses a Large or smaller creature you can see within range. An unwilling creature must make a Dexterity saving throw. On a failed save, the creature is enclosed for the duration.

Creatures can't pass through the bubble, but physical objects, energy, or other spell effects can. The bubble has an AC equal to your spell save DC and hit points equal to twice your spell save DC. The spell ends for the enclosed creature if the bubble is reduced to 0 hit points. A creature inside the bubble has three-quarters cover from attacks outside the bubble, and creatures outside the bubble have half cover from attacks from the enclosed creature. When the enclosed creature would take damage from an attacker or effect outside the bubble, the creature can choose to take only half the damage and reduce the bubble's hit points by an amount equal to the other half of the damage.

The bubble is weightless and just large enough to contain the creature inside of it. When the enclosed creature moves, the bubble moves with it. If the bubble was created in an area with air, the bubble contains enough air for a breathing creature contained within it to breathe for the duration of the spell. If the bubble was created in an area of water, the bubble contains enough water for a water-breathing creature to breathe for the duration of the spell.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the bubble's hit points increase by 10 for each slot level above 2nd.

BUFFETING WINGS

2nd-Level Transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a bit of wing membrane from a gargoyle or tetomatli [see *Tome of Beasts* 2])

Duration: Concentration, up to 1 minute

You touch a willing creature. The target grows a pair of heavy, stony wings. The target doesn't gain a flying speed, and its speed is reduced by 10 feet for the duration. As a bonus action on its turn, the target can make an unarmed strike with the wings against one creature within 5 feet of it. It is proficient with the wings, and it adds its Strength modifier to attack and damage rolls with the wings. The wings deal 1d6 bludgeoning damage on a hit.

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. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for every two slot levels above 2nd.

BURST OF POLLEN

3rd-Level Evocation

Casting Time: 1 action

Range: Self (15-foot-radius)

Components: V, S, M (a petal from a white lily)

Duration: Instantaneous

A cloud of deadly pollen bursts out from you in a 15-foot radius. Each creature in the cloud when it appears must make a Constitution saving throw, taking 6d8 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 4th level or higher, the damage increases by 1d8 for each slot level above 3rd.

BURST ORGANS

8th-Level Necromancy

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a piece of dried roc liver)

Duration: Instantaneous

You cause the vital organs of a creature you can see within range to swell and burst inside its body. The target must make a Constitution saving throw. On a failed save, the target takes 6d10 necrotic damage and suffers one of the following effects of your choice. On a successful save, the target takes half the damage and doesn't suffer an additional effect. The additional effect can be ended by a *greater restoration*, *heal*, or *wish* spell.

Sundered Vision. The range of the target's senses is permanently reduced to 10 feet, regardless of its type of senses.

Dissolved Vitality. The target's Constitution score is permanently halved, and its hit point maximum is reduced accordingly.

Shattered Vigor. The target's speed is permanently reduced to 10 feet, regardless of method of movement.

BURY THE DEAD

3rd-Level Abjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a pinch of grave dirt from a coffin)

Duration: Concentration, up to 1 minute

You point at an Undead you can see within range that doesn't have the Incorporeal Movement trait. The target must be standing on the surface of an area of earth or

stone that is large enough to contain the target's entire body and that is at least 6 feet deep, or the spell fails.

The target must make a Wisdom saving throw. On a successful save, the target is restrained by earth or stone until the end of its next turn. On a failed save, the target is dragged up to 6 feet under the surface and is incapacitated and restrained until the spell ends. The displaced earth or stone becomes a mound on the surface in the space the target previously occupied.

When the spell ends, the target is harmlessly pushed to the surface in the space it previously occupied or the nearest unoccupied space. If you concentrate on this spell for the full duration, the target remains restrained underground until it or another creature digs it out.

BUSY BEE

3rd-Level Conjuration

Casting Time: 1 minute

Range: Self

Components: V, S, M (tiny carving of a bee worth 50 gp)

Duration: 1 hour

You summon a spirit that animates the bee carving for up to 8 hours, which attaches to your clothing, sits on your equipment, or otherwise remains within 1 foot of you. If the bee is ever more than 1 foot away from you, this spell ends.

When you lose concentration on a spell of 3rd level or lower, the spirit animating the bee takes over and maintains concentration on that spell until that spell ends or this spell ends, whichever has a shorter duration. While the spirit is maintaining concentration on a spell, you can't cast a spell that requires concentration.

The spirit can't be attacked or destroyed, and its concentration can't be interrupted. You can dismiss this spell at any time (no action required), and a *dispel magic* spell cast on the bee, if successful, ends this spell.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the spirit can concentrate on spells with a spell level up to the spell slot you used, and the duration increases by 1 hour for each slot level above 3rd.

BY THE LIGHT OF THE MOON

2nd-Level Divination

Casting Time: 1 action

Range: Self (30-foot radius)

Components: V, S

Duration: Concentration, up to 1 minute

The area within 30 feet of you becomes bathed in magical moonlight. In addition to providing dim light, it highlights objects and locations that are hidden or that hold a useful clue. Until the spell ends, all Wisdom

(Perception) and Intelligence (Investigation) checks made in the area are made with advantage.

BY THE LIGHT OF THE WATCHFUL MOON

4th-Level Divination

Casting Time: 1 action

Range: 90 feet

Components: V, S

Duration: Concentration, up to 1 minute

Regardless of the time of day or your location, you command the watchful gaze of the moon to illuminate threats to you and your allies. Shafts of bright moonlight, each 5 feet wide, shine down from the sky (or from the ceiling if you are indoors), illuminating all spaces within range that contain threats, whether they are enemies, traps, or hidden hazards. An enemy creature that makes a successful Charisma saving throw resists the effect and is not picked out by the moon's glow.

The glow does not make invisible creatures visible, but it does indicate an invisible creature's general location (somewhere within the 5-foot beam). The light continues to illuminate any target that moves, but a target that moves out of the spell's area is no longer illuminated. A threat that enters the area after the spell is cast is not subject to the spell's effect.

C

CALL SHADOW MASTIFF

3rd-Level Conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a dog's tooth)

Duration: Concentration, up to 1 minute

You tap into the power of the Plane of Shadow and conjure a large dog made of pure shadow in an unoccupied space you can see within range. The shadow mastiff disappears when it drops to 0 hit points or when the spell ends.

The mastiff is friendly to you and your companions. Roll initiative for the mastiff, which has its own turns. It obeys verbal commands that you issue to it (no action required by you). If you don't issue any commands to it, the mastiff defends itself from hostile creatures, but otherwise takes no actions.

The GM has the shadow mastiff's statistics, using a dire wolf, except it is a Monstrosity, it doubles its proficiency bonus when making Dexterity (Stealth) checks, and it has the Bay action and the Shadow Stealth bonus action, both of which are described below:

Bay. The shadow mastiff uses an action to release a terrifying howl. Each creature within a 30-foot cone of the mastiff must succeed on a DC 13 Wisdom saving throw or become frightened for 1 minute. While frightened, a creature must take the Dash action and move away from the mastiff by the safest available route on each of its turns, unless there is nowhere to move. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the Bay of shadow mastiffs for the next 24 hours.

Shadow Stealth. As a bonus action while in dim light or darkness, the mastiff takes the Hide action.

CAUSTIC WASTE

4th-Level Evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a vial of poison, acid, or other caustic substance)

Duration: Concentration, up to 1 minute

You create either a rectangular pool of acid 50 feet long, 10 feet wide, and 5 feet deep, or a circular pool of acid 20 feet in diameter and 3 feet deep, in an open space you can see within range. Each creature in the spell's area when the spell is cast takes 4d10 acid damage, or half as much damage with a successful Dexterity saving throw. A creature that enters the area on its turn or ends its turn in the area takes 4d10 acid damage, or half as much damage with a successful Dexterity saving throw. A creature can take this damage only once per turn.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d10 for each slot level above 4th.

CECILY'S STORMSHOT

Evocation Cantrip

Casting Time: 1 action

Range: 90 feet

Components: V, S

Duration: Instantaneous

You channel the primal energy of storms into your free hand or spellcasting focus before releasing an instantaneous blast of lightning at a creature you can see within range. Make a ranged spell attack against the target. On a hit, the target takes 1d8 lightning damage. If the target is wearing armor or carrying a weapon made of metal, it instead takes 1d10 lightning damage.

This spell's damage increases by one die when you reach 5th level (2d8 or 2d10), 11th level (3d8 or 3d10), and 17th level (4d8 and 4d10).

CELEBRATION

7th-Level Enchantment (Ritual)

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (a small party favor)

Duration: 1 hour

You create a 30-foot-radius area around a point that you choose within range. An intelligent creature that enters the area or starts its turn there must make a Wisdom saving throw. On a failed save, the creature starts to engage in celebratory revelry: drinking, singing, laughing, and dancing. Affected creatures are reluctant to leave the area until the spell ends, preferring to continue the festivities. They forsake appointments, cease caring about their woes, and generally behave in a cordial (if not hedonistic) manner. This preoccupation with merrymaking occurs regardless of an affected creature's agenda or alignment. Assassins procrastinate, servants join in the celebration rather than working, and guards abandon their posts.

The effect ends on a creature when it is attacked, takes damage, or is forced to leave the area. A creature that makes a successful saving throw can enter or leave the area without danger of being enchanted. A creature that fails the saving throw and is forcibly removed from the area must repeat the saving throw if it returns to the area.

Ritual Focus. If you expend your ritual focus, an unaffected intelligent creature must make a new saving throw every time it starts its turn in the area, even if it has previously succeeded on a save against the spell.

CHAINS OF JUSTICE

3rd-Level Conjuration

Casting Time: 1 action

Range: 60 feet

Components: V

Duration: Concentration, up to 1 minute

Chains erupt from a point on the ground you can see within range. The chains cover the ground in a 20-foot radius centered on that point. For the duration, the chains turn the ground in the area into difficult terrain.

When a creature enters the spell's area for the first time on a turn or starts its turn there, that creature must succeed on a Strength saving throw or be restrained by the chains until the spell ends. A creature restrained by the chains can use its action to make a Dexterity saving throw. On a success, it wriggles free of the chains.

Until the spell ends, you can use a bonus action on each of your subsequent turns to tighten the chains around one creature restrained by the chains. The target must succeed on a Strength saving throw or take 2d6 radiant damage and be knocked prone.

CHAMBER OF RESTORING AMBER

4th-Level Abjuration

Casting Time: 1 minute

Range: Self (15-foot-radius hemisphere)

Components: V, S, M (a piece of amber worth at least 50 gp)

Duration: 10 minutes

A 15-foot-radius immobile dome of amber springs into existence around and above you and remains stationary for the duration. The spell ends if you leave the area.

The amber can fit up to twelve Medium or smaller creatures inside of it. The spell fails if its area includes a larger creature or more than twelve creatures. Only creatures you designate can enter the dome through an entrance in one of the dome's walls. All other creatures are barred from entering the amber dome. Spells and other magical effects can't extend through the amber or be cast through it. The atmosphere inside the amber is comfortable and dry, regardless of the weather outside. The interior is dimly lit in a soft, amber glow. The amber is opaque from the outside, but it is transparent from the inside.

A creature that remains in the amber for its full duration gains the benefits of a short rest, and it can't be affected by this spell again until it finishes a long rest.

CHAOTIC CONTRITION

3rd-Level Enchantment

Casting Time: 1 action

Range: 60 feet

Components: V

Duration: 1 minute

You fill one creature you can see within range with profound remorse and guilt. The target must succeed on a Wisdom saving throw or be incapacitated until the end of its next turn. When the condition ends on the target, the nearest hostile creature within 30 feet of the first target must make the saving throw, becoming incapacitated until the end of its next turn on a failed save. If more than one creature qualifies, you break the tie and choose which of those creatures becomes the spell's next target.

This effect continues to hop from one creature to the next in this way until a creature succeeds on the saving throw or no valid targets are within range. A creature can't become the target of this effect more than once per casting of this spell.

CHAOTIC FLOWERFALL

9th-Level Conjunction

Casting Time: 1 action

Range: 150 feet

Components: V, S, M (a posy of flowers)

Duration: Instantaneous

A shower of flowers falls across the ground at ten different points you can see within range. The flowers fall in 10-foot cubes centered on each point, and each cube must be contiguous with at least one other cube. Each friendly creature in a cube chooses one of the following when the flowers appear—it regains 10d6 hit points or it is cured of all diseases and all the following conditions: blinded, charmed, deafened, paralyzed, petrified, and poisoned. Each hostile creature in a cube must make a Dexterity saving throw, taking 10d10 necrotic damage on a failed save, or half as much damage on a successful one. A creature in the area of more than one cube of falling flowers is affected only once.

CHARM OF GREAT FONDNESS

2nd-Level Enchantment

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: 1 hour

You attempt to charm a humanoid you can see within range. It makes a Wisdom saving throw, with advantage if you or your companions are fighting it or if you are not the same species as the target. If the saving throw fails, the targeted humanoid becomes quite fond of you until the duration expires or until you or any of your companions do anything harmful to it. The charmed creature regards you as a potential romantic partner and seeks to attract you in whatever manner is most appropriate to it. It might tell you jokes or clown around, give you a (modest) gift, flirt gently, flex its muscles and demonstrate its athletic prowess, or compose a love poem 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 3rd level or higher, you can target one additional creature for each slot level above 2nd. The creatures must be within 30 feet of each other when you target them. If two or more creatures fail their saving throws, they fall to bickering between themselves over who is more worthy of your affection.

CHARM OF LONG STANDING

1st-Level Enchantment

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: 1 day per caster's spellcasting level

This spell functions as *charm person* but with a longer duration. The target of the spell remains charmed for one day per level you've attained in your spellcasting class. In addition, so long as the target remains charmed by you, you are also charmed by the target. While you're charmed this way, you won't tolerate any harm, abuse, or mistreatment being directed toward the spell's target.

CHARNEL BANQUET

7th-Level Necromancy (Ritual)

Casting Time: 1 minute

Range: Self (30-foot radius)

Components: V, S, M (a silk handkerchief)

Duration: 10 minutes

This spell transforms a field of carrion to an empowering feast. For the duration, all creatures of your choice can consume the decaying flesh of any creature. When the spell's duration elapses, if a creature has eaten carrion for the entirety, it recovers 10d6 hit points, recovers half its expended Hit Dice (minimum 1), removes half its levels of exhaustion (minimum 1), and gains all the benefits of finishing a short rest.

Creatures affected by this spell must succeed on a Constitution saving throw at the end of the duration or be poisoned for 1 hour.

At Higher Levels. If this spell is cast using a 9th level slot, the affected creatures recover from all levels of exhaustion they've gained and recover all expended Hit Dice in addition to the effects noted above.

CHERGUI'S SWIFT BLESSING

2nd-Level Conjuration (Ritual)

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 hour

You ensorcel a Medium vehicle powered by wind, increasing its speed by 10 feet or 1 mile per hour (whichever is most appropriate for the vehicle) for the duration. In addition, until this spell ends, the pilot of the vehicle can use an action to turn the vehicle up to 90 degrees, quickly changing the vehicle's direction.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the duration increases by 1 hour for each slot level above 2nd. When you cast this spell using a spell slot of 4th level or higher, the size of vehicle you can ensorcel increases by one size category for every two slot levels above 2nd.

CHITTRK'K'S SOUL FIRE

2nd-Level Illusion

Casting Time: 1 action

Range: 60 feet

Components: S, M (a stick of charcoal or a chip of moonstone worth at least 5 gp)

Duration: Concentration, up to 1 minute

You summon a bit of greenish fire to the top of your head, into one hand, or at the tip of your tail. It flares brightly, and all creatures that see your soul fire must make a Wisdom saving throw. On a failed save, the creature becomes charmed for the duration. While charmed by this spell, the creature seeks to follow the light, even into areas of bright light or darkness or into



shallow water. The spell ends for an affected creature if it takes any damage or if someone else uses an action to shake the creature out of its stupor.

CHORUS OF THUNDER

3rd-Level Evocation

Casting Time: 1 action

Range: Self (30-foot cone)

Components: V, S, M (a cracked tourmaline)

Duration: Instantaneous

You utter, shout, or sing a short verse to damage and deafen your enemies. A cacophonous clap of thunder slams out from you in a 30-foot cone that is audible out to 300 feet. Each creature in the cone must make a Constitution saving throw. On a failed save, a creature takes 4d6 thunder damage and is deafened until the end of its next turn. On a successful save, a creature takes half the damage and isn't deafened.

When you cast this spell, up to four friendly creatures within 30 feet of you that can see you can each use a reaction to join the chorus with a clash of weapon against shield, a ringing shout, or other loud noise. For each creature that joins the chorus, the spell's damage increases by 1d6, and the cone's size increases by 5 feet.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the primary damage increases by 1d6 for each slot level above 3rd.

CHRYSLIS

5th-Level Transmutation

Casting Time: 1 reaction, which you take when a friendly creature you can see within 60 feet of you is reduced to 0 hit points

Range: 60 feet

Components: V, S, M (a caterpillar cocoon)

Duration: 1 round

A protective chrysalis surrounds a creature you can see within range as it is reduced to 0 hit points. While protected in this way, the target is still unconscious from being reduced to 0 hit points, but unlike when a creature is normally unconscious, attacks from attackers within 5 feet aren't automatically critical hits. In addition, the target has three-quarters cover and isn't prone while protected. The target must make applicable death saving throws, as normal.

The chrysalis has hit points equal to $5d8 +$ three times your spellcasting ability modifier. When the protected target would take damage, the chrysalis takes the damage instead. The chrysalis is destroyed when it has 0 hit points.

If the chrysalis remains at the end of your next turn, the target regains hit points equal to the chrysalis's remaining hit points, then the chrysalis crumbles to dust

and is destroyed. As the chrysalis crumbles, spectral wings manifest on the target's back, and the target gains a flying speed of 30 feet for 1 minute.

CLAW GUARD

Abjuration Cantrip

Casting Time: 1 action

Range: Touch

Components: V

Duration: 1 minute

You ward a creature you touch against attacks. A pair of raking beastly claws appears on the target as a tattoo, embroidery, painted symbol, or similar decorative embellishment for the duration. The next time the target is hit with a melee attack by an attacker within 5 feet of it before this spell ends, the attacker takes 1d8 slashing damage as the claws rise up and slash at the attacker. The claws then disappear and the spell ends.

This spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

CLAWS OF DARKNESS

Evocation Cantrip

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

You shape shadows into claws that grow from your fingers and drip inky blackness. The claws have a reach of 10 feet. While the spell lasts, you can make a melee spell attack with them that deals 1d10 cold damage.

CLEARING THE FIELD

2nd-Level Transmutation (Ritual)

Casting Time: 1 action

Range: 40 feet

Components: V, S

Duration: 1 hour

With a harsh word and a vicious chopping motion, you cause every tree, shrub, and stump within 40 feet of you to sink into the ground, leaving the vacated area clear of plant life that might otherwise hamper movement or obscure sight. Overgrown areas that counted as difficult terrain become clear ground and no longer hamper movement. The original plant life instantly rises from the ground again when the spell ends or is dispelled. Plant creatures are not affected by *clearing the field*.

Ritual Focus. If you expend your ritual focus, each Plant creature in the area must succeed on a Constitution saving throw or decrease in size as if it failed the saving throw against the reduce effect of the *enlarge/reduce* spell.

CLINGING SHADOW

2nd-Level Conjuration

Casting Time: 1 action

Range: 90 feet

Components: V, S

Duration: Concentration, up to 1 minute

You create a wall of oily, black smoke on a solid surface within range. You can make the wall up to 30 feet long, 10 feet high, and 1 inch thick. The wall is opaque and lasts for the duration.

When the wall appears, each creature within its area must make a Dexterity saving throw. On a failed save, a creature is covered in a sticky, heavy film of shadow until the spell ends. A creature covered in the shadowy film is blinded, takes a -1 penalty to its AC, and can't benefit from being invisible. Furthermore, the first time a creature enters the wall or ends its turn there, the creature must make the Dexterity saving throw.

A creature covered in the shadowy film can take an action to wipe off the film, ending the effect on itself.

CLOAK OF SHADOW

1st-Level Illusion

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: Concentration, up to 1 minute

You cloak yourself in shadow, giving you advantage on Dexterity (Stealth) checks against creatures that rely on sight.

CLOAK OF VERMIN

3rd-Level Conjuration

Casting Time: 1 action

Range: Self

Components: V, S, M (a handful of dead flies)

Duration: Concentration, up to 10 minutes

You conjure a writhing garment of living insects that protect you and harm your foes. While the spell is active, you gain a +1 bonus to AC. Whenever a creature within 5 feet of you hits you with a melee attack, the insects lash out, dealing 2d4 piercing damage to the attacker.

As a bonus action, you can command your cloak to leave your body, becoming a swarm of insects, and enter the space of an adjacent foe. The swarm attacks that foe (the GM has the swarm's statistics) until you use a bonus action to command it to return to you, the foe moves more than 5 feet away from you, the spell ends, or the swarm dies. You lose the protective benefit of the cloak when using it in this fashion.

COMBUST THE DEAD

2nd-Level Evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You fill the body of one Medium or smaller dead creature you can see within range with fiery magic, causing it to explode in a burst of flame and bony shrapnel. Each creature within 10 feet of the body must make a Dexterity saving throw, taking 1d8 fire damage and 2d8 piercing damage on a failed save, or half as much damage on a successful one.

A body can be targeted by this spell only once. If the target body was dead for more than one week, the body is completely destroyed, and the creature can be restored to life only by means of a *true resurrection* or a *wish* spell.

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

COMPEL MERCY

1st-Level Enchantment

Casting Time: 1 reaction, which you take when a creature you can see within 30 feet of you hits another creature with a weapon attack

Range: 30 feet

Components: V, S

Duration: Instantaneous

You force the attacking target to be merciful. The target must succeed on a Wisdom saving throw or the damage from the triggering attack is halved. If the damage would still reduce the attacker's target to 0 hit points, that creature is knocked unconscious but stable instead.

CONCENTRATION SMASH

1st-Level Abjuration

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: 1 round

The next attack you make before the start of your next turn has advantage if the target of the attack is concentrating on a spell. If the attack hits, the target has disadvantage on the Constitution saving throw it makes to maintain concentration after being damaged by your attack. If the attack is a critical hit, the target automatically fails the saving throw to maintain its concentration.

CONCUSSIVE PUNCH

1st-Level Transmutation

Casting Time: 1 bonus action

Range: Self

Components: V, S, M (a stone from a shrine dedicated to a storm deity or a storm maiden [see *Tome of Beasts 2*])

Duration: Concentration, up to 1 minute

Your hands vibrate and emit a low hum upon casting this spell. For the duration, each time you hit a creature with an unarmed strike, the creature takes an extra 1d6 thunder damage.

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.

CONDUCTIVE VAPORS

2nd-Level Conjunction

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: 1 minute

You create a 20-foot-radius sphere of mist centered on a point within range. The sphere spreads around corners, and its area is heavily obscured. It lasts for the duration or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.

If a creature within the mist takes lightning damage, the mist immediately disperses, ending this spell, and the lightning damage spreads to other creatures in the mist. Each creature within the mist, other than the creature that took the lightning damage, must make a Constitution saving throw, taking the same amount of lightning damage that the triggering creature took 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 3rd level or higher, the mist's radius increases by 5 feet for each slot level above 2nd.

CONFOUND SENSES

3rd-Level Enchantment

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a broken compass)

Duration: Concentration, up to 10 minutes

This spell befuddles the minds of up to six creatures that you can see within range, causing the creatures to see images of shifting terrain. Each target that fails an Intelligence saving throw is reduced to half speed until the spell ends because of confusion over its surroundings, and it makes ranged attack rolls with disadvantage.

Affected creatures also find it impossible to keep track of their location. They automatically fail Wisdom (Survival) checks to avoid getting lost. Whenever an affected creature must choose between one or more paths, it chooses at random and immediately forgets which direction it came from.

CONJURE FERRYMAN

2nd-Level Conjunction

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (a couple of copper coins)

Duration: Concentration, up to 1 hour

When standing on a riverbank or on the shore of some other body of water, you summon a ferry spirit and its boat, which appears in an unoccupied space that you can see within range. The spirit disappears when it drops to 0 hit points or when the spell ends. The spirit is friendly to you and your companions for the duration. Roll initiative for the creature, which has its own turns. It takes you and up to 1 companion per your level across the river or body of water (no action required by you) or to other locations along the same water. If you don't issue any such commands, it defends itself from hostile creatures but otherwise takes no actions.

If your concentration is broken, the ferry and its guide don't disappear. Instead, you lose control of the conjured spirit, it becomes hostile toward you and your companions, and it might attack. An uncontrolled ferryman can't be dismissed by you, and it disappears 1 hour after you summoned it.

The GM has the ferry spirit's statistics, using the statistics of a bearded devil.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the boat can take you and your companions across a planar boundary into the Ethereal Plane and then exit on another body of water. When you cast this spell using a spell slot of 5th level or higher, it can traverse the River Styx between planes, taking you and your companions to distant parts of the multiverse. When you cast this spell using a spell slot of 5th level or higher, the ferryman uses the statistics of a barbed devil.

CONJURE GIANT

6th-Level Conjunction

Casting Time: 1 action

Range: 90 feet

Components: V, S

Duration: Concentration, up to 1 hour

You summon a giant of challenge rating 6 or lower, which appears in an unoccupied space that you can see within range. The giant disappears when it drops to 0 hit points

or when the spell ends. The giant is friendly to you and your companions for the duration. Roll initiative for the giant, which has its own turns. It obeys any verbal commands that you issue to it (no action required by you) as long as your commands don't violate its alignment. If you don't issue any commands to the giant, it defends itself from hostile creatures but otherwise take no actions. If your concentration is broken, the giant doesn't disappear, but instead, you lose control of it: the giant becomes hostile toward you and your companions and might attack. An uncontrolled giant can't be dismissed by you, and it disappears 1 hour after summoned.

The GM has the giant's statistics.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the challenge rating increases by 1 for each slot level above 6th.

CONJURE RATS

1st-Level Conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 hour

You summon rats or ratfolk that appear in unoccupied spaces that you can see within range. Choose one of the following options for what appears:

- One mildly hostile wererat (CR 2), which does not obey your verbal commands but might defend itself.
- One ratfolk rogue (see *Tome of Beasts*) (CR 1).
- Four swarms of rats or four ratfolk (see *Tome of Beasts*) (CR 1/4).
- Eight giant rats (CR 1/8).
- Sixteen normal rats (CR 0).

Each rat disappears when it drops to 0 hit points or when the spell ends. The summoned rats are friendly to you and your companions. Roll initiative for the summoned rats as a group, which has its own turns. They obey any verbal commands that you issue to them (no action required by you), except the wererat. If you don't issue any commands, they defend themselves from hostile creatures but otherwise take no actions. The GM has the creatures' statistics.

At Higher Levels. When you cast this spell using higher-level spell slots, you can choose one of the summoning options above, and more creatures appear: one additional creature with a 2nd-level slot or three additional creatures with a 4th-level slot. Any summoned wererats obey verbal commands.

CONJURE SHADOW TITAN

7th-Level Conjuration

Casting Time: 1 minute

Range: 90 feet

Components: V, S

Duration: Concentration, up to 1 hour

You summon a shadow titan, which appears in an unoccupied space that you can see within range. The shadow titan disappears when it drops to 0 hit points or when the spell ends.

The shadow titan is friendly to you and your companions. Roll initiative for the shadow titan; it acts on its own turn. It obeys verbal or telepathic commands that you issue to it (no action required by you). If you don't issue any commands to the shadow titan, it defends itself from hostile creatures but otherwise takes no actions.

The GM has the shadow titan's statistics, using a stone giant, except its Stone Camouflage works in dim light and darkness rather than rocky terrain, and the rocks it throws are composed of shadow stuff and cause cold damage instead of bludgeoning damage.

CONJURE SPELLHOUND

4th-Level Conjuration

Casting Time: 1 minute

Range: 90 feet

Components: V, S

Duration: Concentration, up to 1 hour

You summon a spellhound, a Large hound with a shimmering, multihued coat, in an unoccupied space you can see within range. The spellhound disappears when it drops to 0 hit points or when the spell ends.

The spellhound is friendly to you and your companions for the duration. Roll initiative for the creature, which has its own turns. It obeys any verbal commands that you issue to it (no action required by you). If you don't issue any commands to the spellhound, it defends itself from hostile creatures but otherwise takes no actions. While you control the spellhound, you and your companions are immune to the spellhound's Nullifying Howl.

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

The GM has the spellhound's statistics, using a spellhound (see *Tome of Beasts* 2) or a winter wolf with the following action:

Nullifying Howl (1/Day). The spellhound lets out a high-pitched, multiphonic howl to disrupt magical effects within 60 feet of it. Any spell of 3rd level or lower within

the area ends. For each spell of 4th-level or higher in the area, the spellhound makes an ability check, adding its Constitution modifier to the roll. The DC equals 10 + the spell's level. On a success, the spell ends. In addition, each spellcaster within 30 feet of the spellhound that can hear the howl must succeed on a DC 14 Constitution saving throw or be stunned until the end of its next turn.

At Higher Levels. When you cast this spell using certain higher-level spell slots, more spellhounds appear: two with a 6th-level slot and three with an 8th-level slot.

CONJURE THICKET

Conjuration Cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

You cause a robust bramble bush to sprout in a space on the ground you can see within range for the duration. The bush must be no larger than a 5-foot cube, but it can otherwise look like any thorned bush you want. The thicket has hit points equal to your spellcasting ability modifier and vulnerability to fire damage, and any creature within 5 feet of the bush has three-quarters cover against attacks from the other side of the bush. A creature in the chosen space when you cast this spell must succeed on a Dexterity saving throw or take 1d6 piercing damage. The creature is then pushed to an unoccupied space of its choice within 5 feet of the bush.

The spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

CONJURE VERMIN

2nd-Level Conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 hour

You summon fiendish spirits that take the form of sickly swarms of crows, maggots, or rats in unoccupied spaces you can see within range. Choose one of the following options for what appears:

- One swarm of maggots (use the statistics of a swarm of insects [beetle])
- Two swarms of crows (use the statistics of a swarm of ravens)
- Two swarms of rats

Each swarm is also considered a Fiend, and it disappears when it drops to 0 hit points or when the spell ends. The summoned swarms are friendly to you and your companions. Roll initiative for the swarms as a group, which has its own turns. 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.

Until this spell ends, you can use an action to force one of the swarms you control to cause one of the following effects, based on the type of swarm. Once you use this action, that swarm disappears.

- **Swarm of Crows.** One creature in the swarm's space must succeed on a Dexterity saving throw or be blinded until the end of its next turn.
- **Swarm of Maggots.** One creature in the swarm's space must succeed on a Wisdom saving throw or be stunned with horror and nausea until the end of its next turn.
- **Swarm of Rats.** One creature in the swarm's space must succeed on a Constitution saving throw or be poisoned by filth until the end of its next turn.

The GM has the creatures' statistics.

At Higher Levels. When you cast this spell using higher-level spell slots, you choose one of the summoning options above, and more creatures appear: twice as many with a 4th-level slot, three times as many with a 6th-level slot, and four times as many with an 8th-level slot.

CONTAGIOUS HEALING

2nd-Level Evocation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 minute

Your touch infects a friendly creature with a magical disease. The target regains a number of hit points equal to 1d8 + your spellcasting ability modifier. The next time the target takes damage, the disease ends on the target and infects a new friendly creature within 10 feet of the first. The new target regains hit points equal to 1d8 + your spellcasting modifier. The next time the new target takes damage, the disease ends on it and moves to another friendly creature within 10 feet of it, continuing in this manner until no valid targets are in range or the spell ends. A creature can be healed by your contagious healing only once per casting of this spell. This spell has no effect on Undead or Constructs.

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

CONTINGENCY BOILS

5th-Level Necromancy

Casting Time: 10 minutes

Range: Self

Components: V, S, M (an obsidian knife infused with mummy dust, worth at least 1,000 gp)

Duration: 10 days

Choose a necromancy spell of 5th level or lower that you can cast, that has a casting time of 1 action, and has a range of Touch. You cast that spell—called the contingent spell—as part of casting *contingency boils*, expending spell slots for both, but the contingent spell doesn't come into effect. The contingent spell is stored in a boil on your skin that is created as part of the casting of *contingency boils*. Each time you cast *contingency boils*, you create a new boil on your skin. Your skin can contain a number of contingent spells within boils equal to your spellcasting ability modifier. For each boil on your skin, your Charisma score is reduced by 2 until you no longer have any boils from this spell on your skin.

When a creature within 5 feet of you deals damage to you with a weapon attack, you can use your reaction to rupture a boil. The contingent spell takes effect immediately after the rupture, targeting the attacker. That boil and that instance of the *contingency boils* spell then ends.

If you are affected by *lesser restoration*, *greater restoration*, or a similar effect that removes diseases (such as a paladin's Lay on Hands), all your boils are immediately cured and all instances of the spell end, removing all remaining boils and their stored spells.

COURT THE FLAME

2nd-Level Abjuration

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 1 hour

You court the power of a nearby fire to shield you. Choose one source of nonmagical fire that is the size of a torch or larger within 5 feet of you. You gain a +2 bonus to your AC for the duration. Until this spell ends, if you would take fire damage from any source, you can use your reaction to reduce that damage to 0. If you do, the spell ends.

If you spend at least 1 minute more than 5 feet away from the source of fire you chose when you cast this spell, the spell immediately ends.

CREATE GRAVEYARD DRAGON

9th-Level Necromancy

Casting Time: 1 minute

Range: 20 feet

Components: V, S, M (a collection of coins and gems worth at least 1,000 gp)

Duration: Instantaneous

Choose a corpse of a Huge or Large dragon within range. This corpse becomes a graveyard dragon, a skeletal dragon wrapped in energy of the dragon's type, under your control.

As a bonus action on each of your turns, you can mentally command the dragon if the creature is within 120 feet of you. You decide what action the dragon 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 dragon only defends itself against hostile creatures. Once given an order, the dragon continues to follow it until its task is complete.

The dragon is under your control for 8 hours, after which it stops obeying any command you have given it. To maintain control of the dragon for another 8 hours, you must cast this spell on the dragon before the current 8-hour period ends, or you can use an action to make an ability check using your spellcasting ability contested by the dragon's Charisma check, reasserting your control over the dragon for another 8 hours on a success. This use of the spell reasserts your control over the dragon rather than animating a new one. Once you have reasserted your control over the dragon with two successful checks, you can't do so again until you reassert your control over the dragon at least once with a casting of this spell.

The GM has the statistics for this creature, using a graveyard dragon (see *Tome of Beasts 2*) or a young black dragon with resistances and damage types appropriate to the type of dragon you targeted with this spell and with the following bonus action:

Reassemble Bones. As a bonus action, the dragon can rearrange its bone structure to fit into a space as narrow as 1 foot wide without squeezing. It can use a bonus action to reassemble itself into its normal form. While in this compressed form, it can't make melee weapon attacks.

CREATE PLAGUE ZOMBIE

4th-Level Necromancy

Casting Time: 1 minute

Range: 10 feet

Components: V, S, M (a drop of rat blood and a piece of flesh from a plague victim)

Duration: Instantaneous

This spell creates an undead servant infected with disease. Choose up to two corpses of Medium or Small Humanoids within range. Your spell imbues each target with a foul mimicry of life, raising it as a plague zombie. The plague zombie uses the game statistics of a zombie, except each time the plague zombie hits with a Slam attack, the target must succeed on a Constitution saving throw against your spell save DC or take poison damage equal to your spellcasting ability modifier and contract the *cackle fever* or *sewer plague* disease (your choice).

As a bonus action on each of your turns, you can mentally command any plague zombie you animated with this spell if the creature is within 60 feet of you (if you control multiple plague zombies, you can command any or all of them at the same time, issuing the same command to each one). You decide what action the plague zombie 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.

The plague zombie is under your control for 24 hours, after which it stops obeying any command you have given it. To maintain control of the creature for another 24 hours, you must cast this spell on the creature before the current 24-hour period ends. This use of the spell reasserts your control over up to four plague zombies you have animated with this spell, rather than animating new ones.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you animate or reassert control over two additional plague zombies for each slot level above 5th. Each of the plague zombies must come from a different corpse. When you cast this spell using a spell slot of 7th level or higher, the disease the plague zombie inflicts with its Slam attack can now be *cackle fever*, *sewer plague*, or one of the diseases detailed in the *contagion* spell.

CREEPING DARKNESS

8th-Level Conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

You create a great, writhing mass of shadows that moves slowly in a direction you choose. The grasping, shadowy tendrils occupy up to three 10-foot cubes within range. The mass has a speed of 20 feet, and it moves each round at the end of your turn, ignoring difficult terrain. The shadows can also move vertically or across a ceiling, as long as they can travel along a surface on which to cling.

All light in this area is reduced to dim light. The surface covered by the darkness is considered difficult terrain.

If the darkness moves into the space occupied by a living creature, that creature takes 6d6 necrotic damage and is restrained. The creature must make a Constitution saving throw. On a successful save, the creature takes half the damage and is not restrained. Any creature in the area of the spell at the start of its turn must make another Constitution saving throw, taking damage in each round that it remains in the area. Restrained creatures move with the darkness, dragged along by the shadowy tendrils. A creature can take an action on its turn to make a Strength check against your spell save DC to free itself from the tendrils.

Bright light can destroy portions of the spell. One 10-foot cube is destroyed if it takes 12 radiant damage. As long as at least one 10-foot cube occupies all or part of a creature's space, the creature remains restrained.

CRITICAL EXCHANGE

3rd-Level Enchantment

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: Concentration, up to 1 minute

Reaching forward in time, you gather potential from among future martial successes and trade them for immediate triumph. The first time you hit a creature with an attack during this spell's duration, the attack is a critical hit.

You then have disadvantage on all attack rolls for 1 minute.

CRY OF THE DRAGON GOD

5th-Level Evocation

Casting Time: 1 action

Range: Self (30-foot cone)

Components: V, S, M (a tiny statuette of a dragon worth at least 50 gp)

Duration: 1 round

A powerful prayer gifted to the saint of an ancient dragon god, this spell allows you to unleash the fury of a wyrm in the form of a devastating roar. Each creature in a 30-foot cone must make a Dexterity saving throw. On a failed save, a creature takes 8d8 thunder damage and is pushed away from you in a direction following the cone up to the edge of the cone. On a successful save, a creature takes half the damage and isn't pushed.

When you cast this spell, the phantasmal image of a dragon briefly appears above your head. This terrifying visage grants you advantage on Charisma (Intimidation) checks until the end of your next turn.

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 7th.

CURSE OF SUSTENTATION

1st-Level Evocation

Casting Time: 1 reaction, which you take when you lose concentration on a spell due to taking damage

Range: 60 feet

Components: V, S

Duration: Instantaneous

You utter a curse and gesture at the creature that distracted you and caused you to lose concentration on your spell, drawing flames of ire into your lungs. You take 1d10 fire damage, and the target must succeed on a Constitution saving throw or take the same amount of fire damage. You then make another Constitution

saving throw to maintain concentration on the spell that triggered this reaction, adding the damage result to the roll and using the original DC from the damage the target originally dealt to you. If the saving throw succeeds, you don't lose concentration on that spell.

If the damage from this spell reduces you to 0 hit points, you fall unconscious but are stable.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage to you and the target increases by 1d10 for every two slot levels above 1st.



DAISY REGROWTH

3rd-Level Transmutation

Casting Time: 1 action

Range: Self

Components: V, S, M (a daisy, which the spell consumes)

Duration: Concentration, up to 1 minute

A circlet of daisies rests upon your brow. For the duration of the spell, you regain 1d4 hit points at the start of each of your turns. When you cast the spell, choose one damage type from the following: acid, cold, fire, lightning, or thunder. If you took damage of that type since the end of your last turn, you don't regain hit points at the start of your turn.

DAMAGE ECHO

3rd-Level Transmutation

Casting Time: 1 reaction, which you take when a friendly creature you can see within range deals damage to another creature with an attack that targets only one creature

Range: 30 feet

Components: V, S

Duration: 1 round

You pull an echo of the triggering attack out of the timestream, causing the attack to damage its target twice. All damage dice and modifiers for the triggering attack are rolled twice, and the attack's target takes damage equal to the total.

The friendly creature that triggered this spell then has disadvantage on attack rolls until the end of its next turn.

DANCE OF THE FEY

1st-Level Conjuration

Casting Time: 1 reaction, which you take when a Medium or smaller creature you can see moves into a space within your reach

Range: Self

Components: V, S

Duration: Instantaneous

You conjure fey energies around the creature that moved close to you. The creature must make a Charisma saving throw. On a failed save, you and the creature are teleported to unoccupied spaces you can see within 10 feet of where you each started, and the creature has disadvantage on the next attack roll it makes before the start of your next turn. On a successful save, the creature has disadvantage on the next attack roll it makes before the start of your next turn, but neither of you are teleported.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the range of the teleportation increases by 5 feet for each slot level above 1st. When you cast this spell using a spell slot of 4th level or higher, you can affect a Large or smaller creature. When you cast this spell using a spell slot of 6th level or higher, you can affect a Huge or smaller creature. When you cast this spell using a spell slot of 8th level or higher, you can affect a Gargantuan or smaller creature.

DARK DEMENTING

5th-Level Illusion

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a moonstone)

Duration: 10 minutes

A dark shadow creeps across the target's mind and leaves a small bit of shadow essence behind, triggering a profound fear of the dark. A creature you designate within range must make a Charisma saving throw. If it fails, the target becomes frightened of you for the duration. A frightened creature can repeat the saving throw each time it takes damage, ending the effect on a success. While frightened in this way, the creature will not willingly enter or attack into a space that isn't brightly lit. If it's in dim light or darkness, the creature must either move toward bright light or create its own (by lighting a lantern, casting a *light* spell, or the like).

DARK PATH

2nd-Level Conjuration

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a lodestone)

Duration: Concentration, up to 1 minute

You conjure a shadowy road between two points within range to create a bridge or path. This effect can bridge a chasm or create a smooth path through difficult terrain. The dark path is 10 feet wide and up to 50 feet long. It can support up to 500 pounds of weight at one time. A creature that adds more weight than the path can support sinks through the path as if it didn't exist.

DARKBOLT

2nd-Level Evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You utter a quick invocation to create a black nimbus around your hand, then hurl three rays of darkness at one or more targets in range. The rays can be divided between targets however you like. Make a ranged spell attack for each target (not each ray); each ray that hits deals 1d10 cold damage. A target that was hit by one or more rays must make a successful Constitution saving throw or be unable to use reactions until the start of its next turn.

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

DASH OF THE SENTINEL

5th-Level Evocation

Casting Time: 1 action

Range: Self (100-foot line)

Components: V S M (a jagged twig)

Duration: Instantaneous

You magically launch yourself forward. You move up to 100 feet in a straight line and can move through the space of any creature. This movement doesn't provoke opportunity attacks.

The first time you enter a creature's space during this move, that creature must make a Dexterity saving throw. On a failed save, a creature takes 10d6 force damage and is knocked prone if it is your size or smaller. On a successful save, a creature takes half the damage and isn't knocked prone. When you move through a creature's space, you can choose to not affect it.

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

DEAD MAN WALKING

4th-Level Necromancy

Casting Time: 1 hour

Range: Touch

Components: V, S, M (a shroud, blanket, or clothing item from the corpse)

Duration: 7 days

You return a dead creature you touch to life, provided it died from a disease or poison and has been dead no longer than 10 days. The creature's soul must be willing (without knowledge of what spell is resurrecting it) and able to rejoin its body. The creature returns to life with 1 hit point and can't be healed further.

All diseases or poisons that afflicted the creature at the time of its death remain, but it suffers no further damage or penalties from them. The creature can't be cured of these diseases and poisons, and it is immune to any future diseases or poisons that would afflict it. If the creature is infected with a contagious or transmissible disease or poison, it can continue infecting others.

When the spell ends, the creature dies again and can be restored to life only by means of a *true resurrection* or *wish* spell.

DEATH TOLL

4th-Level Necromancy

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

You conjure a shadowy bell in front of you that rings with an ominous, ethereal tone for the duration. When you cast this spell, each creature within 30 feet of you that isn't an Undead or Construct must succeed on a Wisdom saving throw or become frightened for the duration.

While frightened by this spell, a creature views you as a specter of death and impending pestilence, and it must take the Dash action and move away from you by the safest available route on each of its turns, unless there is nowhere to move. If the creature ends its turn in a location where it doesn't have line of sight to you, it can make a Wisdom saving throw, ending the frightened condition on itself on a success.

Until this spell ends, each creature that starts its turn within 30 feet of you has disadvantage on death saving throws and on Constitution saving throws against disease and necrotic damage.

DEATH'S RETRIBUTION

5th-Level Abjuration

Casting Time: 1 minute

Range: Self (30-foot-radius sphere)

Components: V, S, M (a glass orb, which is consumed when the spell detonates)

Duration: 8 hours

You infuse yourself with devastating energy to be unleashed upon your death. When you cast the spell, choose one of the following damage types: acid, cold, fire, lightning, necrotic, radiant, or thunder. When you die, your body detonates, releasing an explosion of energy in a 30-foot-radius sphere centered on your body. Alternatively, you can use your reaction when you are reduced to 0 hit points to trigger this spell, detonating your body and dying immediately.

Each hostile creature within that explosion must make a Dexterity saving throw, taking 10d6 damage of the chosen type on a failed save, or half as much damage on a successful one. The creature that inflicted the fatal damage to you has disadvantage on the saving throw, and all 1s on the damage dice are treated as 2s when determining the amount of damage that creature takes. Your body and all nonmagical objects you are wearing and carrying are destroyed when you detonate. If this spell destroys your body, you can be restored to life only by means of a *true resurrection* or *wish* spell.

You can use only one *death's retribution* spell at a time. If you cast this spell again, the previous effect ends and is replaced by the new casting.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the damage increases by 2d6 for each slot level above 5th.



DEFILE HEALING

7th-Level Necromancy

Casting Time: 1 reaction, which you take when you see a creature cast a healing spell

Range: 60 feet

Components: V, S

Duration: Instantaneous

You attempt to reverse the energy of a healing spell so that it deals damage instead of healing. If the healing spell is being cast with a spell slot of 5th level or lower, the slot is expended but the spell restores no hit points. In addition, each creature that was targeted by the healing spell takes necrotic damage equal to the healing it would have received, or half as much damage with a successful Constitution saving throw.

At Higher Levels. When you cast this spell using a spell slot of 8th level, it can reverse a healing spell being cast using a spell slot of 6th level or lower. If you use a 9th-level spell slot, it can reverse a healing spell being cast using a spell slot of 7th level or lower.

DEFLECTION

Abjuration Cantrip

Casting Time: 1 reaction, which you take when you are hit by a melee attack

Components: S

Range: Touch

Duration: Instantaneous

You wave your hand toward an attacker, briefly placing a magical barrier between you. The damage you take from the triggering attack is reduced by 1d6, as you deflect some of it. If you reduce the damage to 0, you can turn the deflected damage back onto your attacker. Make a melee spell attack against the attacker. On a hit, the attacker takes force damage equal to the amount of damage you deflected.

The damage you can deflect increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

DEHYDRATION

1st-Level Evocation

Casting Time: 1 action

Range: 30 feet

Components: V

Duration: Instantaneous

You rapidly heat the air around a creature you can see within range, evaporating the water within its body. The target must make a Constitution saving throw. On a failed save, the target takes 2d6 fire damage and suffers one level of exhaustion. On a successful save, the target takes half the damage and doesn't suffer a level of exhaustion. Celestials, constructs, elementals, fiends, and creatures that don't need to drink to survive are immune to this spell.

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. When you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature for every two slot levels above 1st. The creatures must be within 30 feet of each other when you target them.

DENSINI'S RADIANCE

3rd-Level Evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

You call down an explosion of radiant fire from the heavens on a point you can see in range. Each creature in a 15-foot-radius sphere centered on that point must make a Constitution saving throw. On a failed save, a creature takes 6d6 radiant damage and is marked with holy radiance until the end of your next turn. On a successful save, a creature takes half the damage and isn't marked. The next attack roll against a marked creature before the end of your next turn has advantage.

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.

DESOLATION

8th-Level Necromancy (Ritual)

Casting Time: 1 hour

Range: Self

Components: V, S, M (an obsidian acorn worth at least 500 gp, which is consumed in the casting)

Duration: 1 year

You plant an obsidian acorn in solid ground and spend an hour chanting a litany of curses to the natural world, after which the land within 1 mile of the acorn becomes infertile, regardless of its previous state. Nothing will grow there, and all plant life in the area dies over the course of a day. Plant creatures are not affected. Spells that summon plants, such as *entangle*, require an ability check using the caster's spellcasting ability against your spell save DC. On a successful check, the spell functions normally; if the check fails, the spell is countered by *desolation*.

After one year, the land slowly reverts to its normal fertility, rejoining the march of nature.

A living creature that finishes a short rest within the area of a *desolation* spell halves the result of any Hit Dice it expends. *Desolation* counters the effects of a *bloom* spell.

Ritual Focus. If you expend your ritual focus, the duration becomes permanent.

DETECT SECRETS

4th-Level Divination (Ritual)

Casting Time: 1 action

Range: Self

Components: V, S, M (a magnetic needle floating in a bowl of oil)

Duration: Concentration, up to 10 minutes

For the duration, you sense the presence of secret doors, concealed traps, and areas hidden by magical or mundane covers within 30 feet of you. If you sense a secret in this way, you see a faint aura around the secret, such as an aura outlining a secret door, a glow highlighting a trapped flagstone, or a shimmering across the illusory wall that hides a passage beyond it.

A secret door or hidden area, for the purpose of this spell, includes anything purposefully hidden or concealed in some way by its creator. 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*, a mechanical pit trap, a leaf-covered pit, a door behind a hanging tapestry, or a door flush with a stone wall that is opened by a pressing a specific stone. The spell would not reveal a natural weakness in the floor, an unstable ceiling, an evil tome “hidden” in plain sight alongside other books, or a crystalline phylactery “hidden” in a display case with other crystals.

This spell merely reveals a secret’s presence and its location. You don’t learn the methods of opening, disarming, or otherwise bypassing or revealing the secret, but you do learn the general nature of the secret and, if it is a trap, the danger it poses.

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.

DETECT SHAPECHANGER

1st-Level Divination

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

For the duration, you sense the presence of shapechangers within 30 feet of you and can pinpoint their locations in that area. You also learn whether the creature is in its true form or a different form. This spell detects only creatures whose bodies have been transformed in some way, such as a werewolf’s Change Shape or the *alter self* spell. It doesn’t detect creatures disguised by illusions or other similar magic, such as a hag’s Illusory Appearance or the *disguise self* spell.

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.

DETONATE CORPSES

5th-Level Necromancy

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (a gilded bone or a fossil worth at least 100 gp)

Duration: Instantaneous

You cause up to five corpses of Small or Medium creatures that you can see within range to explode in a hail of bone shards. Each creature within 20 feet of a detonated corpse must make a Dexterity saving throw, taking 4d10 piercing 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 6th level or higher, the damage increases by 1d10 for each slot level above 5th.

DIMENSIONAL RENDING

6th-Level Conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a crystal knife worth at least 500 gp)

Duration: Concentration, up to 1 minute

You conjure swirling, magical vortexes around one creature you can see within range. The vortexes flank the creature and pull it in opposite directions, tearing limbs and flesh. The target must make a Strength saving throw. On a failed save, it takes 3d10 force damage and its speed is halved until the end of its next turn. On a successful save, it takes half the damage and its speed isn’t reduced.

Until the spell ends, you can use a bonus action on each of your turns to force this creature to repeat the saving throw, taking damage and reducing its speed as normal. The spell ends early if the target is ever outside the spell’s range.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the damage increases by 1d10 for each slot level above 6th.

DIMENSIONAL SHOVE

3rd-Level Conjunction

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

This spell pushes a creature you touch through a dimensional portal, causing it to disappear and then reappear a short distance away. If the target fails a Wisdom saving throw, it disappears from its current location and reappears 30 feet away from you in a direction of your choice. This travel can take it through walls, creatures, or other solid surfaces, but the target can't reappear inside a solid object or not on solid ground; instead, it reappears in the nearest safe, unoccupied space along the path of travel.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the target is shoved an additional 30 feet for each slot level above 3rd.

DISCORD

2nd-Level Enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: 1 round

You disrupt the harmony between up to three creatures you can see within range. Each target must succeed on a Wisdom saving throw or become hostile to each other target until the start of your next turn. Until the spell ends, targets that failed the saving throw can't help each other, target each other with beneficial spells or effects, or similarly work together on their turns. At the GM's discretion, the creatures might attack each other, might compete for the tastiest among you and your friends, or similarly act against each other.

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.

DISRUPTING ORB

4th-Level Illusion

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a claw or talon from a beast native to the Plane of Shadow)

Duration: Concentration, up to 1 minute

You call upon the power of the Plane of Shadow and create a 20-foot-radius sphere of strobing light and shadow centered on a point you can see within range. A creature that starts its turn in the area and can see the strobing effect must make a Wisdom saving throw. On a failed save,

the creature is unable to make more than one attack on its turn, and it is unable to use bonus actions or reactions until the start of its next turn. If the creature that failed the save is maintaining concentration on a spell, it must succeed on a Constitution saving throw against your spell save DC or lose concentration.

As a bonus action, you can move the orb up to 30 feet.

DIVERSION DOOR

3rd-Level Abjuration

Casting Time: 10 minutes

Range: Touch

Components: V, S, M (a bundle of aromatic herbs or incense either of which must be worth at least 100 gp)

Duration: 24 hours

Your touch wards an arch, doorway, entryway, or other threshold against intruders. For the duration of the spell, each time a creature attempts to cross the warded threshold, the creature must make a Charisma saving throw. On a failed save, the creature is redirected away from the threshold as if it had passed through the threshold from the other side, and it forgets its primary, intended course of action in relation to the threshold, such as obtaining an object or chasing a creature on the other side of the threshold, for 1 minute. On a successful save, the creature is redirected away from the threshold, but it doesn't forget its primary, intended course of action.

When you cast this spell, you can designate a password or other trigger that allows a creature to pass through the threshold unimpeded, such as walking through the threshold backward or whistling a specific tune while stepping through the threshold.

You can create a permanently warded threshold by casting this spell on that threshold every day for a year and a day.

DOME OF SPECTRAL BLOWS

3rd-Level Conjunction

Casting Time: 1 action

Range: Self (15-foot radius)

Components: V, S, M (a shard of petrified wood)

Duration: Instantaneous

Spectral fists fly out from you, pummeling or grabbing at creatures within 15 feet of you. Each creature in the area must make a Dexterity saving throw, taking 6d6 force damage on a failed save, or half as much damage on a successful one. When a creature fails this saving throw, you can choose to forego the damage and restrain the creature with the spectral fists until the start of your next turn instead.

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. When you cast this spell

using a spell slot of 5th level or higher, the spell's radius increases by 5 feet for every two slot levels above 3rd.

DOOM OF ABEYANT TIME

6th-Level Transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a flat crystal disk)

Duration: 1 round

You distort time in a 10-foot-radius sphere centered on a point you can see within range. Each creature in that area must succeed on a Wisdom saving throw or disappear and be thrown forward in time. At the end of your next turn, the creature returns to the space it previously occupied, or the nearest unoccupied space, unaware that any time has passed.

DOOM OF ANTIQUITY

5th-Level Enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a pinch of bone dust)

Duration: Concentration, up to 1 minute

You impart the doom of extreme age upon up to two creatures you can see within range. Each target must succeed on a Wisdom saving throw or believe it has been magically aged to an advanced age for the duration. While doomed, a target suffers the following effects:

- The target's speed is halved.
- The target can't see beyond 30 feet.
- The target has disadvantage on attack rolls.
- The target has disadvantage on Strength, Dexterity, and Constitution saving throws and checks.
- The target has advantage on Intelligence and Wisdom saving throws and checks.

At the end of each of its turns, a doomed target can make another Wisdom saving throw. On a success, the spell ends on the target.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, you can target one additional creature for each slot level above 5th. The creatures must be within 30 feet of each other when you target them.

DOOM OF BLUE CRYSTAL

3rd-Level Transmutation

Casting Time: 1 action

Range: Self

Components: V, S, M (a blue crystal)

Duration: Concentration, up to 3 rounds

You are surrounded by a field of glowing, blue energy lasting 3 rounds. Creatures within 5 feet of you, including yourself, must make a Constitution saving throw when the spell is cast and again at the start of each of your turns while the spell is in effect. A creature whose saving throw fails is restrained; a restrained creature whose saving throw fails is paralyzed; and a paralyzed creature whose saving throw fails is petrified and transforms into a statue of blue crystal. As with all concentration spells, you can end the field at any time (no action required). If you are turned to crystal, the spell ends after all affected creatures make their saving throws. Restrained and paralyzed creatures recover immediately when the spell ends, but petrification is permanent.

Creatures turned to crystal can see, hear, and smell normally, but they don't need to eat or breathe. If *shatter* is cast on a crystal creature, it must succeed on a Constitution saving throw against the caster's spell save DC or be killed.

Creatures transformed into blue crystal can be restored with *dispel magic*, *greater restoration*, or comparable magic.

DOOM OF CONSUMING FIRE

2nd-Level Evocation

Casting Time: 1 action

Range: Self

Components: V, S, M (a dead coal or a fistful of ashes)

Duration: Concentration, up to 1 minute

You are wreathed in cold, purple fire that damages creatures near you. You take 1d6 cold damage each round for the duration of the spell. Creatures within 5 feet of you when you cast the spell and at the start of each of your turns while the spell is in effect take 1d8 cold damage.

At Higher Levels. When you cast this spell using a 3rd-level spell slot, the purple fire extends 10 feet from you, you take 1d8 cold damage, and other creatures take 1d10 cold damage. When you cast this spell using a 4th-level slot, the fire extends 15 feet from you, you take 1d10 cold damage, and other creatures take 1d12 cold damage. When you cast this spell using a slot of 5th level or higher, the fire extends to 20 feet, you take 1d12 cold damage, and other creatures take 1d20 cold damage.

DOOM OF DANCING BLADES

3rd-Level Illusion

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 hour

You create 1d4 illusory copies of your weapon that float in the air 5 feet from you. These images move with you, spinning, shifting, and mimicking your attacks. When you are hit by a melee attack but the attack roll exceeded your Armor Class by 3 or less, one illusory weapon parries the attack; you take no damage and the illusory weapon is destroyed. When you are hit by a melee attack that an illusory weapon can't parry (the attack roll exceeds your AC by 4 or more), you take only half as much damage from the attack, and an illusory weapon is destroyed. Spells and effects that affect an area or don't require an attack roll affect you normally and don't destroy any illusory weapons.

If you make a melee attack that scores a critical hit while *doom of dancing blades* is in effect on you, all your illusory weapons also strike the target and deal 1d8 bludgeoning, piercing, or slashing damage (your choice) each.

The spell ends when its duration expires or when all your illusory weapons are destroyed or expended.

An attacker must be able to see the illusory weapons to be affected. The spell has no effect if you are invisible or in total darkness or if the attacker is blinded.

DOOM OF DESTINY

2nd-Level Enchantment

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a cracked mirror)

Duration: Concentration, up to 1 minute

Up to three creatures of your choice that you can see within range must make Charisma saving throws. Whenever a target that fails this saving throw makes an attack roll or a saving throw before the spell ends, the target rolls with disadvantage.

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.

DOOM OF DISENCHANTMENT

3rd-Level Abjuration

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 5 rounds

When you cast *doom of disenchantment*, your armor and shield glow with light. When a creature hits you with an attack, the spell counters any magic that provides the attack with a bonus to hit or to damage. For example, a +1 *weapon* would still be considered magical, but it gets neither +1 to hit nor +1 to damage on any attack against you.

The spell also suppresses other magical properties of the attack. A *sword of wounding*, for example, can't cause ongoing wounds on you, and you recover hit points lost to the weapon's damage normally. If the attack was a spell, it's affected as if you had cast *counterspell*, using Charisma as your spellcasting ability. Spells with a duration of instantaneous, however, are unaffected.

DOOM OF FALSE FRIENDS

8th-Level Enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a pink rose petal)

Duration: Concentration, up to 1 minute

You sever the bonds of friendship and affection between your targets. Target two creatures of your choice within range that can hear and see you. Each target must make a Charisma saving throw. On a failed save, a target must use its movement and action to move toward and attack the other target of the spell. If an unaffected target of the spell moves out of range, the other target must make every effort to find and attack it. At the end of each turn that one of the targets cannot see the other target, it can make a new saving throw, overcoming the compulsion on a successful save.

Once all the spell's targets make successful saving throws, you become stunned until the end of your next turn.

At Higher Levels. If you cast this spell using a 9th level slot, you can target two additional creatures. Each of the targets can decide on its turn which of the other targets it attacks or otherwise works against for the moment.

DOOM OF FOOLS

1st-Level Necromancy

Casting Time: 1 action

Range: Self (10-foot radius)

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

Duration: Concentration, up to 1 minute

All creatures within 10 feet of you must make a Wisdom saving throw. You must also make this save. On a failed save, targets become bumbling and inept for the duration of the spell. When you cast this spell, choose one from the following options:

- Choose one ability score. While doomed, the target has disadvantage on ability checks and saving throws made with that ability score.
- While doomed, the target falls prone at the start of each round, and its speed is halved.
- While doomed, the target must make a Wisdom saving throw at the start of each of its turns. If it fails, it wastes its action that turn, doing nothing.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the duration is up to 10 minutes. If you use a spell slot of 3rd level or higher, the duration is up to 8 hours. Using a spell slot of 4th level or higher grants a duration that doesn't require concentration.

DOOM OF LAUGHTER

3rd-Level Enchantment

Casting Time: 1 action

Range: Self (10-foot radius)

Components: V, S, M (a chicken doll)

Duration: Concentration, up to 1 minute

All creatures within range (including you) perceive everything as hilariously funny and fall into fits of laughter if this spell affects them. The targets must make a Wisdom saving throw. You must also make this save. On a failed save, targets fall prone, becoming incapacitated and unable to stand up for the duration. Creatures with an Intelligence score of 4 or less are not affected. At the end of each of its turns, and each time it takes damage, a target can make another Wisdom saving throw. The target has advantage on the saving throw if it's triggered by damage. On a success, the spell's effect ends.

DOOM OF NIGHT

6th-Level Conjuration

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a vial of shadow dust)

Duration: Concentration, up to 10 minutes

You create a 30-foot-radius sphere of pulsing, luminous purple mist centered on a point you choose within range.

This area is heavily obscured. When a creature enters the spell's area for the first time on a turn or starts its turn there, that creature must make a Constitution saving throw, taking 5d12 necrotic damage on a failed save or half as much damage on a successful one. Creatures are affected even if they hold their breath or don't need to breathe. After leaving the mist, the creature takes 5 points of necrotic damage per round until it succeeds on a Constitution saving throw or dies.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the damage increases by 1d12 for each slot level above 6th. The follow-on damage increases by 1 point for each slot level above 6th.

DOOM OF POOR FORTUNE

1st-Level Necromancy

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a dead clover)

Duration: Concentration, up to 1 minute

You turn luck against a creature of your choice within range. When the target makes an ability check, they must first make a Charisma saving throw or the check fails. This spell persists once cast, even if the target moves out of range. If cast with a higher-level slot, each subsequent effect is added to the effect noted above.

If the target ultimately succeeds on the check (or saving throw or attack at higher levels), then you take 1 psychic damage. If you ever unintentionally lose concentration on the spell, you take 1d4 psychic damage.

At Higher Levels. When you cast this spell using a spell slot of 2nd-level or higher, when the target is required to make a saving throw, it must make a Charisma saving throw in place of the required one, unless the required one is more difficult to make. When you cast this spell with a 4th-level slot, when the target makes an attack roll, it must make a Charisma saving throw prior to making the attack. On a failed save, the attack fails. If you cast this spell with an 8th-level slot, this spell persists for the duration without requiring concentration.

DOOM OF SERPENT COILS

4th-Level Necromancy

Casting Time: 1 action

Range: Self (10-foot radius)

Components: V, S, M (a vial of poison)

Duration: Instantaneous

You drink a dose of venom or other poison and spread the effect to other living things around you. If the poison normally allows a saving throw, your save automatically fails. You suffer the effect of the poison normally before spreading the poison to all other living creatures within 10 feet of you. Instead of making the usual saving throw

against the poison, each creature around you makes a Constitution saving throw against the spell. On a successful save, a target suffers no damage or other effect from the poison and is immune to further castings of *doom of serpent coils* for 24 hours. On a failed save, a target doesn't suffer the poison's usual effect; instead, it takes 4d6 poison damage and is poisoned. While poisoned in this way, a creature repeats the saving throw at the end of each of its turns. On a subsequent failed save, it takes 4d6 poison damage and is still poisoned. On a subsequent successful save, it is no longer poisoned and is immune to further castings of *doom of serpent coils* for 24 hours.

Multiple castings of this spell have no additional effect on creatures that are already poisoned by it. The effect can be ended by *protection from poison* or comparable magic.

DOOM OF STACKED STONES

6th-Level Transmutation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a granite pebble)

Duration: Concentration, up to 1 minute

You and three creatures of your choice within range must succeed on a Constitution saving throw when the spell is cast and again at the start of each of your turns while the spell is in effect. A creature whose saving throw fails is restrained. If one of the three targeted creatures fails this saving throw, as many as two other creatures (per initial target), each within 30 feet of the initial target, must make the same save. A restrained creature must continue to make saving throws each turn, and their condition worsens on a failure, as follows:

Number of Turns Affected	Condition
1 (<i>spell is cast</i>)	<i>Restrained</i>
2	<i>Incapacitated</i>
3	<i>Stunned</i>
4	<i>Paralyzed</i>
5	<i>Petrified (turned to stone)</i>

Each condition afflicted adds to the previous conditions. New saving throws reduce the severity of the condition affecting a target by one step on a success. If a target other than you succeeds on the saving throw while it is restrained, the spell ends for it. (You must make a saving throw each round.)

As with all concentration spells, you can end the spell at any time (no action required). If you are turned to stone, the spell ends after all affected creatures make their saving throws. Creatures recover immediately when the spell ends, except for creatures turned to stone, which remain that way until the effect is removed.

Creatures turned to stone can see, hear, and smell normally, but they don't need to eat or breathe. If *shatter* is cast on a stone creature, it must succeed on a Constitution saving throw against the caster's spell save DC or be killed.

Creatures transformed into stone can be restored with *dispel magic*, *greater restoration*, or comparable magic.

DOOM OF SUMMER YEARS

7th-Level Transmutation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a pinch of sand from an hourglass)

Duration: Concentration, up to 1 minute

You rapidly reduce the age of your target. Choose a living creature within range. At the time the spell is cast and again at the start of each of your turns, your target must make a Constitution saving throw, decreasing 1d4 + 1 years in age on a successful save or 1 year on a failed one. A target ceases the de-aging process once it is reduced to infancy. A creature that is reduced in age retains all of its memories, ability scores, and features,



but it gains 1 level of exhaustion for each 5 years it is reduced in age. A Medium creature reduced to childhood cannot use weapons with the heavy property. A Medium creature reduced to infancy cannot wield weapons or use tools. If the spell ends before 1 minute has passed, the target reverts to its true age. Otherwise, the targets is permanently reduced to its new age. *Remove curse* and *greater restoration* can be used to return a creature to its true age.

If you ever unintentionally lose concentration on the spell, you gain levels in exhaustion equal to what the target gained from this spell.

DOOM OF THE BLACK RIVER

4th-Level Transmutation

Casting Time: 1 action

Range: Self (10-foot radius)

Components: V, S, M (marsh water)

Duration: Instantaneous

You speak a word of unmaking that devours all wood and leather in the area, destroying leather armor, shield straps, spear shafts, arrows, bows, staves, clubs, and so forth, including your own items. Objects made of other materials, such as linen, wool, glass, and metals, are unaffected. Items that are worn or held gain a collective Dexterity saving throw by the wearer. On a successful save, none of that wearer's items are affected. Magical items are never affected by this spell.

DOOM OF THE CRACKED SHIELD

1st-Level Transmutation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

Doom of the cracked shield is cast on a melee weapon. The next time that weapon is used, it destroys the target's nonmagical shield or damages nonmagical armor, in addition to the normal effect of the attack. If the foe is using a nonmagical shield, it breaks into pieces. If the foe doesn't use a shield, its nonmagical armor takes a -2 penalty to AC. If the target doesn't use armor or a shield, the spell is expended with no effect.

DOOM OF THE EARTHEN MAW

4th-Level Evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: 1 minute

The ground within 30 feet of a point you designate within range turns into filthy and slippery muck. This spell

affects sand, earth, mud, and ice, but not stone, wood, or other material. For the duration, the ground in the affected area is difficult terrain. A creature in the area when you cast the spell must succeed on a Strength saving throw or be restrained by the mud until the spell ends. A restrained creature can free itself by using an action to make a successful Strength saving throw. A creature that frees itself or that enters the area after the spell was cast is affected by the difficult terrain but doesn't become restrained.

Each round, a restrained creature sinks deeper into the muck. A Medium or smaller creature that is restrained for 3 rounds becomes submerged at the end of its third turn. A Large creature becomes submerged after 4 rounds. Submerged creatures begin suffocating if they aren't holding their breath. A creature that is still submerged when the spell ends is sealed beneath the newly solidified ground. The creature can escape only if someone else digs it out or it has a burrowing speed.

DOOM OF THE PIT

4th-Level Conjuration

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a pinch of dust from a stone quarry)

Duration: 1 minute

You create a ripple of dark energy that destroys everything it touches. A 10-foot-radius, 10-foot-deep, cylindrical extradimensional hole appears on a horizontal surface of sufficient size. Since it extends into another dimension, the pit has no weight and does not otherwise displace the original underlying material. You can create the pit in the deck of a ship as easily as in a dungeon floor or the ground of a forest.

The pit's radius expands by 10 feet at the start of your turn each round for the duration. Any creature standing in the original conjured space, or on a space taken up by the pit as it grows, must succeed on a Dexterity saving throw to avoid falling in. Any creature adjacent to the pit when it expands must likewise succeed on a Dexterity saving throw to avoid falling in. Creatures subjected to a successful pushing effect (such as by a spell like *gust of wind*) may not make this saving throw. Creatures that fall into the pit take falling damage as normal.

The walls of the pit are slick and slimy, requiring a DC 15 Strength (Athletics) check to climb. Creatures and objects that remain in the pit take 1d6 necrotic damage at the start of each of their turns. If you fall into your own pit, you take damage; then the spell ends and you are incapacitated for 2 rounds. When the spell ends, the floor of the pit rises, bringing creatures in the pit back up to the original surface. Each creature in the pit must then make a Constitution saving throw. On a failed save, the creature is

stunned for 2 rounds after the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you can increase the depth of the pit by 10 feet for each slot level above 4th.

DOOM OF THE SLIPPERY ROGUE

2nd-Level Conjuration

Casting Time: 1 action

Range: 40 feet

Components: V, S, M (a dollop of bacon fat)

Duration: 1 minute

A *doom of the slippery rogue* spell covers a 20-foot-by-20-foot section of wall or floor within range with a thin coating of grease. If a vertical surface is affected, each climber on that surface must make a successful DC 20 Strength (Athletics) check or immediately fall from the surface unless it is held in place by ropes or other climbing gear. A creature standing on an affected floor falls prone unless it makes a successful Dexterity saving throw. Creatures that try to climb or move through the affected area can move no faster than half speed (this is cumulative with the usual reduction for climbing), and any movement must be followed by a Strength saving throw (for climbing) or a Dexterity saving throw (for walking). On a failed save, the moving creature falls or falls prone.

DOOMED

2nd-Level Illusion

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a crow feather)

Duration: Concentration, up to 1 minute

You convince a creature you can see within range that it can't escape impending doom. The target must make a Wisdom saving throw. On a failed save, the target believes any attacks that miss it are actually hitting it. Each time a creature misses an attack against the target, the target takes 1d6 psychic damage. At the end of each of its turns, the target can make another Wisdom saving throw. On a success, the spell ends.

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 level above 2nd.

DOUSE LIGHT

Transmutation Cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

With a simple gesture, you can put out a single small

source of light within range. This spell extinguishes a torch, a candle, a lantern, or a *light* or *dancing lights* cantrip.

DRAYFN'S BANE OF EXCELLENCE

Necromancy Cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

A creature of your choice within range must make a Charisma saving throw. On a failed save, the next ability check, attack roll, or saving throw the target makes, within the duration, that results in a roll of 20 on a d20, fails to have any effect. The number of times this cantrip can turn a natural 20 into a failure within the duration increases by one when you reach 5th level (two natural 20s), 11th level (three natural 20s), and 17th level (four natural 20s).

DRAYFN'S BLUNTED BLADE

2nd-Level Transmutation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a rusty shard of iron)

Duration: Concentration, up to 1 minute

Your target's weapon rapidly corrodes. A creature of your choice within range that is holding a manufactured, nonmagical weapon in one of its hands must succeed on a Strength saving throw. On a failed save, the target must roll all weapon damage dice twice and take the lower result. If the spell ends before 1 minute has passed, the target's weapon returns to its normal state. Otherwise, the weapon breaks down into a pile of rust or wood chips, as appropriate.

DRAYFN'S CURSE OF INCOMPETENCE

4th-Level Necromancy

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a teardrop)

Duration: Concentration, up to 1 minute

Your target momentarily forgets its technical abilities. Select a creature within range that has an Intelligence of 3 or higher. Your target must make an Intelligence saving throw or be unable to add its proficiency bonus to any ability checks, attack rolls, or saving throws it makes. An affected creature can make a new saving throw at the end of each of its turns, regaining its proficiency bonus on a success.

At Higher Levels. If you cast this spell using a 5th-level slot, the duration increases to concentration, up to 10

minutes. If you cast it using a 6th-level slot, the duration increases to concentration up to 1 hour. If you cast it using a 7th-level slot, the duration is 1 hour.

DREAM CANOPY

3rd-Level Illusion

Casting Time: 1 action

Range: Self (10-foot-radius)

Components: V, S

Duration: Concentration up to 1 minute

You summon a verdant and shifting canopy that depicts the dreams of nearby plants. The canopy extends out from you to a distance of 5 feet for the duration, surrounding you in the images and minor sounds of these dreams. When you cast this spell, you can designate any number of creatures you can see to be unaffected by it. At the start of each of your turns, choose one of the following effects. The effect remains until the start of your next turn when you can choose another effect or to maintain that same effect.

Mesmerleaf. A creature that enters the area for the first time on a turn or starts its turn there must succeed on a Charisma saving throw or have disadvantage on attack rolls until the start of your next turn, as the plants dream of the mesmerizing dance of leaves caught in autumnal wind.

Scintillating Bough. A creature that enters the area for the first time on a turn or starts its turn there must succeed on a Dexterity saving throw or be blinded until the start of your next turn, as the plants dream of speckled sunlight peeking through leaves.

Sprigs and Twigs. A creature that enters the area for the first time on a turn or starts its turn there must succeed on a Wisdom saving throw or take 3d8 force damage, as the plants dream of twigs, thorns, and bare tree limbs poking out from all angles.

DREAM GLIMPSE

Divination Cantrip

Casting Time: 1 action

Range: 30 feet

Components: V

Duration: Instantaneous

You know the current goal or desire of a creature you can see within range. The target must have an Intelligence of 3 or greater. This spell reveals only the most pressing, important, or impactful goal or desire that is at the top of the mind of the target. It doesn't reveal any hidden or secret goals or desires, and it doesn't reveal goals or desires the target wouldn't already be willing to share with someone

it trusts. A creature affected by this spell knows you used magic to learn something about it, and, at the GM's discretion, it might become hostile toward you or seek retribution against you in some way in the future.

Once a creature has failed this saving throw, you can't target it with this spell again for 24 hours.

DREAM SHEAR

4th-Level Illusion

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

Your dark whispering strips your enemies of their hopes and dreams, as you pull their doubts to the forefront of their minds. When you cast this spell, choose up to three creatures you can see within range. Each target must make a Charisma saving throw. On a failed save, a target takes 4d10 psychic damage and has disadvantage on attack rolls and saving throws until the end of its next



turn, as the target's own doubts about its abilities whisper through its mind. On a successful save, a target takes half the damage and doesn't have disadvantage on attack rolls and saving throws.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d10 for each slot level above 4th.

DREAMSTRIDE

3rd-Level Illusion (Ritual)

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

You reach out with your consciousness and step into the dreams of a creature you can see or a creature that is known to you. The creature must be on the same plane of existence as you and have a minimum Intelligence score of 7. If the target is not asleep or in meditation (in the case of elves or similar races) when the spell is cast, the spell fails. This spell has no effect on constructs or undead.

When you cast the spell, you enter your target's dream, and you view the events as an invisible third party. The creature is unaware of your presence, and you cannot interact with the dream in any way other than the method listed below.

As an action, you can reach out your consciousness and attempt to influence the course of the dream. For example, you may cause something new to appear or cause the tone of the dream to change to a nightmare (or vice-versa) or influence a "character" in the dream other than the target to act a certain way. When you attempt to influence the dream, your target must succeed on a Wisdom saving throw against your spell save DC. On a failed save, your attempt to alter the dream is successful. On a successful save, you are immediately ejected from the dream as the dreamer awakens.

For the duration of the spell, your body lies in repose in the location you cast the spell. You are blind and deaf to your body's surroundings, though you can feel and are aware if you take damage. If your body is moved, the spell ends. If your target is awakened, the spell ends.

DRIZZLE

Conjuration Cantrip

Casting Time: 1 action

Range: 20 feet

Components: V, S

Duration: Concentration

You conjure up a very light rain, enough to dampen the ground in a 20-foot square but not enough to drink or to put out a fire of any size larger than a candle or match. If sustained for 1 minute, the ground is wet to the touch,

and if sustained for 10 minutes, the affected area is slightly muddy or slippery, though not enough to impede movement. In freezing weather, this may generate a coating of thin ice.

DUST AND ASHES

4th-Level Transmutation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a ball of crumbly dirt)

Duration: Instantaneous

A thin green ray springs from your pointing finger to a target that you can see within range. The target can be any nonmagical physical object, to a maximum size of 10 feet on a side. If the target is held by a creature, that creature must make a Dexterity saving throw. On a failed save, the object is reduced to a pile of fine gray dust. This spell automatically and completely disintegrates a Large or smaller nonmagical object or a creation of magical force. If the target is a Huge or larger object or creation of force, this spell disintegrates a 10-foot-cube portion of it. A magic item is unaffected by this spell.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the object size increases by another 10-foot-cube for each slot level above 4th.

DYING OF THE LIGHT

7th-Level Evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a black pearl worth at least 250 gp)

Duration: Concentration, up to 1 minute

A wave of withering darkness erupts from you, filling a 120-foot-radius sphere and extinguishing any nonmagical light sources in the area. Any light produced by spells of 6th level or lower is dispelled. Magic items (but not artifacts) that give off light have that property suppressed while in the spell's area. Any light sources brought into the area during the spell's duration are likewise extinguished. Light-producing spells of 7th level or higher function within the area.

Nonmagical light sources removed from the area can be reignited. Magic items regain their ability to give off light 1 round after leaving the area. This magical darkness foils darkvision, except for creatures that can see in magical darkness, such as devils. You can see within the area of the spell as if it were brightly lit.

Each creature you choose to be affected that ends its turn in the darkness takes 4d8 necrotic damage and gains one level of exhaustion. A successful Constitution saving throw halves the damage and negates the exhaustion.

E

EARTH GLIDE

3rd-Level Transmutation (Ritual)

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a piece of a creature that has the Earth Glide trait)

Duration: 1 hour

This spell grants up to ten willing creatures you can see within range the ability burrow through nonmagical, unworked earth and stone for the duration. Each target gains a burrowing speed equal to half its walking speed. While burrowing, an affected target doesn't disturb the material through which it moves.

If the duration ends with an affected target within unworked earth or stone, the spell carries the target to the surface at a rate of 60 feet per round.

EEN'S ARMOR OF GLASS

6th-Level Conjuration

Casting Time: 1 action

Range: Self

Components: V, S, M (a glass marble inlaid with silver worth at least 50 gp)

Duration: 1 hour

You conjure a magical suit of glass armor over your existing armor and apparel for the duration. The glass armor appears in any color and style you choose. If you are wearing heavy armor, you have disadvantage on attack rolls as the bulk of the glass armor on top of the heavy armor limits your range of movement. Until this spell ends, your AC increases by 3 and you have advantage on saving throws against spells and effects that would alter your form.

When you cast this spell, the armor has a number of charges equal to your spellcasting ability modifier. Whenever you take cold, fire, lightning, or poison damage, you can use your reaction to expend a charge and reduce that damage to zero. The spell ends early if all charges are expended.

If you take thunder damage while wearing this glass armor, you must make a Constitution saving throw as if you were concentrating on a spell. On a failed save, this spell ends, as the glass armor shatters from the thunder damage.



EEN'S MOLTEN SHARD

Conjuration Cantrip

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 1 minute

You conjure two small, magical shards of molten glass that circle around you. The shards appear in any color and pattern you wish. Until this spell ends, you can use your reaction to command a shard to hinder one melee attack against you. If you do so, that shard flies between you and your attacker and shatters, imposing disadvantage on the attack roll. If the attack hits you, the attacker takes 1d4 piercing damage. When all shards have shattered, the spell ends.

The spell conjures one additional shard when you reach 5th level (three shards), 11th level (four shards), and 17th level (five shards).

KEEN'S SHREDDING AURA

3rd-Level Conjunction

Casting Time: 1 action

Range: Self (10-foot radius)

Components: V, S

Duration: Concentration up to 1 minute

You conjure glass shards that take on shapes, colors, and styles of your choice. The shards spin in a dazzling display around you to a distance of 10 feet for the duration. A creature in the aura of shards has disadvantage on the first attack roll it makes against you each turn, and when a creature enters the spell's area for the first time on a turn or starts its turn there, it must make a Dexterity saving throw, taking 3d6 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 4th level or higher, the damage increases by 1d6 for each slot level above 3rd.

EFFERVESCE SENSE

Transmutation Cantrip

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 minute

You transform one sensory organ of a willing creature you touch. Choose one of the target's sensory organs (eyes, nose, mouth, ears, or skin). In a blur of magical bubbles that inflate and pop around it, the chosen organ transforms into the corresponding organ of an animal, enhancing the associated sense (sight for eyes, smell for nose, taste for mouth, hearing for ears, and touch for skin). For example, a pair of transformed eyes might become like a chameleon's or owl's, while transformed skin might become covered in millions of tiny hairs like those on a spider or the skin of the target's hand might become exceptionally fleshy like a star-nosed mole's nose.

Once before the spell ends, the target can grant itself advantage on one Wisdom (Perception) check of its choice using that sense. The spell then ends. At the GM's discretion, this advantage can be applied to a different ability check related to the chosen sensory organ, such as a rogue gaining advantage on a thieves' tools check while listening to the tumblers within a lock the rogue is picking.

This spell has no effect on a creature with a naturally strong sense, such as a badger's already-enhanced smell from its Keen Smell trait (though this spell can be used to enhance the badger's sight or hearing).

ELECTRIC EELS

4th-Level Evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (an eel's eye)

Duration: Concentration, up to 1 minute

You create two lightning bolts shaped like eels in unoccupied spaces you can see within range that last for the duration or until you cast this spell again. When you cast the spell, you can force each lightning eel to emit a single bolt of lightning at a creature within 5 feet of it. Make one melee spell attack for each eel. On a hit, the target takes lightning damage equal to 2d6 + your spellcasting ability modifier.

As a bonus action on your turn, you can move each lightning eel up to 30 feet and repeat the attack against a creature within 5 feet of it.

If one lightning eel is within 5 feet of you, you have resistance to lightning damage. If both eels are within 5 feet of you, you have immunity to lightning damage.

ELEMENTAL EXCHANGE

3rd-Level Transmutation

Casting Time: 1 reaction, which you take when a creature you can see uses a feature or casts a spell that requires a saving throw to avoid or reduce acid, cold, fire, lightning, or thunder damage

Range: 60 feet

Components: S

Duration: Instantaneous

You twist the elemental properties of a spell, breath weapon, or other effect utilizing elemental energies to shift from its current element into another. The creature causing the triggering spell or effect (such as a red dragon's Fire Breath, an ankheg's Acid Spray, a kraken's Lightning Storm, the *cone of cold* spell, or similar) must succeed on a Charisma saving throw or the damage the effect deals changes to one of the following damage types of your choice: acid, cold, fire, lightning, or thunder.

ELEMENTAL INFUSION

1st-level transmutation

Casting Time: 1 bonus action

Range: 10 feet

Components: V, S

Duration: Concentration, up to 1 hour

You infuse an ally's weapon with the power of the elements. Choose a weapon worn or carried by a friendly creature within range and choose one of the following damage types: acid, cold, fire, lightning, poison, or thunder. Until the spell ends, that weapon's damage type

changes from its normal type to the chosen type. The spell ends early if the weapon is held by a hostile creature at the start of your turn or if the weapon is not in the possession of a friendly creature for more than 1 minute.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target one additional weapon for each slot level above 1st. All affected weapons are changed to the same damage type.

ELF SHOT

1st-Level Enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, M (a pixie arrow)

Duration: Concentration, up to 1 minute

You pretend to shoot an arrow with a tiny bow. Make a ranged spell attack against a creature within range. On a hit, the target creature stumbles (is pushed) 5 feet in a random direction (roll a d8 and assign a direction to each die face), and its speed is 0 until the end of its next turn. Until the spell ends, you can make the attack again on each of your turns as an action.

EL'THARYN'S EVANISHING EXCHANGE

1st-Level Conjunction

Casting Time: 1 bonus action

Range: 30 feet

Components: V

Duration: Instantaneous

A brief flash of sparkling, red light surrounds one object you are holding that weighs no more than 5 pounds. The object vanishes and instantly appears in the free hand of one willing creature you can see within range. If the object can be used, such as a potion, the creature can then take the Use an Object action as a reaction on the object you sent to it. This spell fails if the target doesn't have at least one free hand to receive the object.

EMOTIONAL GAMUT

1st-Level Enchantment

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a child's blanket)

Duration: Concentration, up to 1 minute

You force a creature you can see within range to experience a rush of emotions and powerful memories from its life. The target must succeed on a Wisdom saving throw or become overwhelmed with emotions as it recalls emotionally charged events from its life for the duration. While overwhelmed with emotions, the target's speed is

reduced by 10 feet, and it has disadvantage on the first attack roll it makes on its turn. A target automatically succeeds on this saving throw if it can't be charmed.

At the end of each of its turns, the target can make another Wisdom saving throw. On a failure, the target takes 1d4 psychic damage. On a success, the spell ends.

ENCROACHING SHADOWS

6th-Level Illusion (Ritual)

Casting Time: 1 hour

Range: 150 feet

Components: V, S, M (a drop of blood smeared on a silver rod worth at least 100 gp)

Duration: 12 hours

You cause menacing shadows to invade an area 200 feet on a side and 50 feet high, centered on a point within range. Illumination in the area drops one step (from bright light to dim, or from dim light to darkness). Any spell that creates light in the area that is cast using a lower-level spell slot than was used to cast *encroaching shadows* is dispelled, and a spell that creates light doesn't function in the area if that spell is cast using a spell slot of 5th level or lower. Nonmagical effects can't increase the level of illumination in the affected area.

A spell that creates darkness or shadow takes effect in the area as if the spell slot expended was one level higher than the spell slot actually used.

Ritual Focus. If you expend your ritual focus, the spell's duration increases by 12 hours, and it cannot be dispelled by a spell that creates light, even if that spell is cast using a higher-level spell slot.

ENSHROUD

5th-Level Conjunction

Casting Time: 1 minute

Range: Self (500-foot radius)

Components: V, S, M (a gilded lantern worth at least 100 gp)

Duration: Concentration, up to 1 hour

You create a massive blanket of heavy fog that covers the area within 500 feet of you for the duration. The fog spreads around corners, and its area is lightly obscured. After you create it, the fog drifts along like a normal bank of fog and doesn't remain centered on you.

When you cast the spell, you can designate any number of creatures to be unaffected by it. A creature in the fog or a creature looking into the fog from the outside can't see more than 60 feet in the fog. A strong wind (at least 20 miles per hour) disperses the fog after 1 minute.

EVERAN'S SCORCHING SERPENTS

3rd-Level Evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a pinch of ash wrapped in snakeskin)

Duration: Concentration, up to 1 minute

You summon a serpent made of flames to burn and constrict one creature you can see within range. The target must make a Strength saving throw. On a failed save, the target takes 4d6 fire damage and is grappled by the fiery serpent. On a successful save, the target takes half the damage and isn't grappled. At the end of each of the grappled target's turns, it takes 2d6 fire damage. A creature grappled by the fiery serpent can use its action to make a Strength or Dexterity check (the target's choice) against your spell save DC. If it succeeds, it is no longer grappled, and the spell ends on it.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you can target one additional creature for each slot level above 3rd. The targets must be within 30 feet of each other when you target them.

EXPEL HERESY

1st-Level Enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a strip of sacred cloth formed into a loop)

Duration: 1 minute

You prevent heresy from escaping the lips of a creature you can see within range. The target must succeed on a Wisdom saving throw or be unable to speak against your deity or faith. For the duration, the target coughs and chokes each time it attempts to speak a heresy of your faith or it attempts to speak anything hateful or negative about your deity, faith, or the faithful. In addition, if the target attempts to cast a spell with a verbal component targeting you or another member of your faith, or if it attempts to cast a spell with a verbal component while in a place dedicated to your deity, it must make a Constitution saving throw. On a failed save, the spell fails to cast, expending the action used to cast it but not the spell slot or use.

At the end of each of its turns, the target can make another Wisdom saving throw. The target has disadvantage on this saving throw if it is in a location sacred to your deity or faith, such as a temple or shrine. On a success, the spell ends.

EXTRACT ESSENCE

1st-Level Transmutation (Ritual)

Casting Time: 10 minutes

Range: 30 feet

Components: V, S, M (a wooden bowl)

Duration: Permanent

You extract the goodness from food, pulling all the nutritional value out of three days' worth of meals and concentrating it into a tablespoon of bland, flourlike powder. The flour can be mixed with liquid and drunk or baked into bread. When consumed, it still imparts all the nutritional value of the original food.

The original food appears unchanged, and though it's still filling, it has no nutritional value.

Ritual Focus. If you expend your ritual focus, you can choose to have each day's worth of meals take the form of a single slice of bread.

F

FAERIE TOAST

3rd-Level Transmutation (Ritual)

Casting Time: 1 minute

Range: Touch

Components: V, S, M (a bottle of wine worth at least 100 gp, which the spell consumes, and a cup for each participant)

Duration: 8 hours

You and up to five other creatures make a toast and drink to the lords and ladies of the fey. When you cast the spell, choose one of the following toasts, the targets of which must be within 10 feet of you throughout the casting.

Commiseration. Spellcasting participants can form or join a hag coven. While in the coven, each of the participants can share spell slots among themselves. Spells known by one member of the coven are known by all members of the coven for the duration and can be cast using any of the shared spell slots.

Friendship. For the duration, each of the participants in the toast becomes Fey, in place of its original type, and it has advantage on the first Charisma check it makes against a Fey each minute.

Husbandry. For the duration, each of the participants can communicate with Beasts as though they shared a language (though they gain no magical ability to influence the creatures).

Nightmares. For the duration, the first time a creature comes within 30 feet of one of the participants, that creature must make a Wisdom saving throw or be frightened of all the participants for 1 minute.

Playfulness. For the duration, each of the participants grows gossamer wings, and it can use a bonus action to flutter the wings and gain a flying speed equal to its walking speed. The participant must start and end its movement on a solid surface, such as a roof or the ground. If it is flying at the end of its turn, it falls to the ground and takes falling damage. If the participant flutters the wings again, the effect ends. When the wings have been used for a total of 1 minute, they disappear and this spell ends for that creature.

Restfulness. For the duration, each of the participants gains advantage on saving throws against being charmed and can't be put to sleep by a spell or other magical effect for the duration.

FEAST OF FLESH

5th-Level Transmutation

Casting Time: 1 action

Range: 30 feet

Components: V, M (an animal tooth and a drop of your blood)

Duration: Concentration, up to 1 minute

A creature of your choice within range is overcome with a need to consume the flesh of its own kind. The target must make a Charisma saving throw. On a failed save, its teeth become needlelike, and it becomes able to pinpoint creatures of the same type as it within 150 feet by scent. On its turn, the creature must move toward the nearest creature of its type by the fastest means possible. If it is within 5 feet of a creature of its type it must use its bonus action to make a bite attack against it. Your target has proficiency with its bite attack and deals damage equal to 1d6 + its Strength modifier. If a creature of its type is not present within 150 feet of the target, it must attack the closest living creature to it.

At the end of each of its turns and each time it takes damage, the target can make a new saving throw. The target has advantage on its saving throw if it is triggered by damage. On a success, the spell ends, and the target is poisoned for 1 hour, unless it is a cannibal or comes from a cannibalistic culture.

FESTERING FEVER

4th-Level Necromancy

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a stone soaked in vinegar)

Duration: 1 minute

You infect a creature you can see within range with a magical, transmissible disease. The target must succeed on a Constitution saving throw or take 4d8 necrotic damage and be infected with the disease. At the start of the target's next turn, the disease ends on the target and

moves to a creature hostile to you within 10 feet of the target. The new target must succeed on a Constitution saving throw or take 3d8 necrotic damage and be infected with the disease. The disease continues moving from target to target in this way, reducing the amount of necrotic damage by 1d8 each time the disease moves to a new target. On a failed save, the final target takes 1d8 necrotic damage and this spell ends. If a target succeeds on a Constitution saving throw, it takes half the damage, and the disease doesn't jump to a new target, ending the spell. A creature can take damage from this spell only once per casting of this spell.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d8 for each slot level above 4th.

FEVER'S GIFT

2nd-Level Divination

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

You infect yourself with a magical fever for the duration. While infected, you are poisoned, and you can use a bonus action on each of your turns to experience a portentous hallucination. If you do so, one friendly creature within 60 feet of you that can see or hear you has advantage on the next ability check, attack roll, or saving throw it makes before the start of your next turn.

FEY TRICKS

4th-Level Abjuration

Casting Time: 1 reaction, which you take when you see a creature within 60 feet of you casting a spell

Range: 60 feet

Components: S

Duration: Instantaneous

With a wink and a nod, you attempt to take control of a spell as it is being cast. If the creature is casting a spell of 4th level or lower, make an ability check using your spellcasting ability. The DC equals 10 + the spell's level. On a success, you gain control of the spell as if you cast it from that creature's space. You can choose the direction of the line, the point where the spell is centered, the spell's targets, and any other parameters of the spell. If the spell has a range of Self and doesn't affect other targets, *fey tricks* fails. For example, you can redirect the line of a *lightning bolt* spell with the original caster as the origin, but you wouldn't be able to take control of the *false life* spell.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the spell you take control of can be less than or equal to the level of the spell slot you used.

FIELD OF LOTUSES

7th-Level Abjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 hour

A field of magical lotus flowers sprouts in a 20-foot cube centered on a point you can see within range. Each creature in the spell's area has immunity to psychic damage. A creature that spends 10 minutes in the area is cured of all diseases and poison and reduces its exhaustion level by 1. A creature that spends a short rest in the area regains the maximum hit points from any Hit Die it expends to recover hit points during the short rest. After the creature has spent at least 10 minutes in the area, it can't be affected by this spell again until it finishes a long rest.

FIELD OF RETRIBUTION

5th-Level Enchantment

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 1 minute

You fill creatures with a desire for retribution. Each creature of your choice within 30 feet of a point you can see within range must succeed on a Wisdom saving throw or be cursed with a desire for retribution. While cursed, a creature must move to and attack the nearest creature it can see on its turn. If no creature is near enough to move to and attack, the target moves as close as it can to the nearest creature then attacks itself in frustration.

At the end of each of its turns, a cursed target can make another Wisdom saving throw. On a success, the spell ends on the target.

FIRE DANCE

4th-Level Illusion

Casting Time: 1 action

Range: 120 feet

Components: S, M (a burning mass of rags, a pair of torches, or similar fire in both hands)

Duration: Concentration, up to 1 hour

You dance and twirl two sources of fire in a rapid pattern that leaves glowing trails. Creatures of your choice in the area that see your fire dance must 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, a target becomes charmed for the duration. While charmed by this spell, the creature is incapacitated and has a speed of 0.

The spell ends for an affected creature if it takes any damage or if someone else uses an action to shake the creature out of its stupor. The spell ends if you are incapacitated.

FIST FROM HELL

1st-Level Evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You create an arcane speck of light above a creature you can see within range. The speck turns into a portal from which a massive fiendish fist strikes down on the target. The target must make a Strength saving throw. On a failed save, it takes 2d10 force damage and is knocked prone. On a successful save, it takes half the damage and isn't knocked prone.

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.

FLAME'S CHRONICLE UNLEASHED

7th-Level Conjuration

Casting Time: 1 action

Range: Self (30-foot radius)

Components: V, S, M (a piece of scorched platinum worth at least 100 gp, which the spell consumes)

Duration: Instantaneous

You draw on the power of a historic fire, drought, or heat wave that happened within the past 100 years within 1 mile of you. You then release the condensed memory of that event in a blast that erupts in a 30-foot radius from you. When you cast this spell, you can designate a number of creatures equal to your spellcasting ability modifier to be unaffected by it. The blast causes one of the following effects of your choice:

Desiccate. Nearby water rapidly evaporates, including the water within creatures. A body or container of water in the spell's area that fills a 10-foot cube or less evaporates instantly, including water in containers that are being worn or carried by creatures in the area. Each creature in the spell's area must make a Constitution saving throw, taking 8d8 necrotic damage on a failed save, or half as much damage on a successful one. Creatures made mostly of water, such as water elementals, have disadvantage on the saving throw.

Swelter. The temperature of the air around you rises dramatically. Each creature in the spell's area must make a Constitution saving throw, suffering 2 levels of exhaustion on a failed save, or only 1 level of exhaustion on a successful one.

Wind. Hot wind explodes out from you. Each Tiny creature with a challenge rating of 1/4 or lower in the area that doesn't have total cover from you immediately dies. Each Small or larger creature in the spell's area must make a Strength saving throw. On a failed save, a creature takes 4d8 bludgeoning damage and 4d8 fire damage and is pushed away from you up to the edge of the spell's area and knocked prone. On a successful save, a creature takes half the damage and isn't pushed or knocked prone.

FLAME'S KISS

Evocation Cantrip

Casting Time: 1 action

Range: Touch

Components: V

Duration: Instantaneous

Flames erupt from your hand, burning a creature you try to touch and making it susceptible to further burns. Make a melee spell attack against the target. On a hit, the target takes 1d4 fire damage, and the next time it takes fire damage before the start of your next turn, the target takes an additional 1d4 fire damage.

The spell's damage (both initial and later) increases by 1d4 when you reach 5th level (2d4), 11th level (3d4) and 17th level (4d4).

FLAMES UNITED

3rd-Level Abjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a sphere of gold or silver worth at least 50 gp)

Duration: Concentration, up to 1 minute

You create a magical flaming orb that floats over your head. The orb sheds bright light in a 60-foot radius and dim light for an additional 60 feet. The orb has three charges. When a creature you can see within range takes damage, you can use your reaction to expend one of the charges and hurl a magical flame from the orb toward that target. Flames envelop the target, reducing the damage it takes by 1d4 + your spellcasting ability modifier. The creature that dealt the damage to the target must succeed on a Dexterity saving throw or take fire damage equal to 1d4 + your spellcasting ability modifier. The radius of light emitted by the orb then decreases by 10 feet. When you expend the last charge, the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the orb has one additional charge for every two slot levels above 3rd.

FLAMESTEP

1st-Level Conjuration

Casting Time: 1 bonus action

Range: 10 feet

Components: V, S

Duration: Instantaneous

Smoke briefly surrounds you, and you teleport up to 10 feet to an unoccupied space you can see. Fire or smoke (your choice) bursts out from the space you left.

If fire bursts from the space, each creature within 5 feet of that space must make a Dexterity saving throw, taking 1d6 fire damage on a failed save, or half as much damage on a successful one.

If smoke bursts from that space, a 5-foot-radius sphere of smoke appears centered on that space. The smoke's area is heavily obscured and lasts until the start of your next turn.

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. When you cast this spell using a spell slot of 2nd level or higher, the spell's range and the radius of the smoke each increase by 5 feet for every two slot levels above 1st.

FLAMEWALK PORTAL

5th-Level Conjuration

Casting Time: 1 minute

Range: 5 feet

Components: V, M (a piece of chalk)

Duration: 30 days

When you cast this spell, you inscribe a small rune next to a source of fire. The source can be a fireplace, campfire, signal beacon, or other source of fire that is large enough for a Medium creature to stand in the fire. This rune lasts for 30 days, and it remains even if the fire is extinguished.

For the duration, when you cast this spell again, you can link any two runes together to form a gateway between the two locations. The two runes linked in this way must be on the same plane of existence, and each rune must have an active fire source within 5 feet of it. While casting this spell, you know if a rune you inscribed has an active fire source within 5 feet of it. For 1 minute or until you end the effect as a bonus action, any creature within 5 feet of one of the fire sources can use 5 feet of its movement to step into that fire source and exit from the other fire source, appearing in an unoccupied space within 5 feet of the destination fire source. A creature doesn't take fire damage from stepping into the fire. When this effect ends, the runes disappear from both locations, ending the spell if those were the only two runes inscribed with this spell.

FLIGHT OF IDEAS

3rd-Level Enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, M (a moonstone worth 500 gp)

Duration: Concentration, up to 1 minute

You tap into the realm of the fey and fill the mind of one Humanoid you can see within range with eerie ideas, thoughts, and songs of the fey. The target must succeed on a Charisma saving throw or be bewildered for the duration. The bewildered target must spend each of its turns moving up to half its speed in a random direction and chattering eccentrically, expressing the ideas infiltrating its mind. This movement doesn't provoke opportunity attacks.

At the end of each of its turns, the target can make another Charisma saving throw. On a success, the spell ends on the target.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you can target one additional Humanoid for each slot level above 3rd. The Humanoids must be within 30 feet of each other when you target them.

FLITTERING EYES

3rd-Level Transmutation

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

You force the eyes of a creature you can see within range to fly out of its head. The target must succeed on a Constitution saving throw or be blinded for the duration, as its eyes sprout wings and flutter out from its head. At the start of each of the creature's turns, each eye flies 30 feet in a random direction without provoking opportunity attacks. Each eye has an Armor Class equal to your spell save DC, or a creature within 5 feet of an eye can catch it with a successful Dexterity check against your spell save DC. If an eye is hit or caught, it disappears in a poof of smoke. If at least half the target's eyes are hit or caught, the spell ends on the target, ending the blinded condition and returning the target's eyes to it.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you can target one additional creature for each slot level above 3rd. The creatures must be within 30 feet of each other when you target them.

FLORAFETTER

1st-Level Conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: 1 minute

A plant bursts from the ground at the feet of one creature you can see within range. The target must succeed on a Dexterity saving throw or the target is restrained as the plant magically wraps around its legs or body. A creature restrained by the plant can use its action to make a Strength check against your spell save DC. On a success, it frees itself, and the plant wilts away.

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.

FLOWERING

Transmutation Cantrip

Casting Time: 1 action

Range: 20 feet

Components: V

Duration: Concentration, up to 1 minute

You cause fragrant flowers to grow from a nonmagical, inanimate object. If the object is held by an unwilling creature, that creature can make a Dexterity saving throw to negate the effect. If sustained for the full duration, the flowers give forth a pleasing scent and may attract bees, hummingbirds, or other pollinators. If the object can't normally sustain living flowers, the flowers wilt away after 24 hours.

FORCEFUL REPURPOSING

3rd-Level Abjuration

Casting Time: 1 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 hijack a spell being cast and redirect it to serve your purpose. Make an ability check using your spellcasting ability against a DC of 13 + the spell's level. On a successful check, you choose the target or targets for the spell.

Your targets must be valid targets for the spell based on the caster's ability and the range of the spell, but using your distinctions for friendly and hostile creatures.

FORGETTABLE

1st-Level Enchantment

Casting Time: 1 action

Range: 30 feet

Components: S

Duration: 1 hour

You and up to two other willing creatures you can see within range are surrounded by a magical field that prevents others from forming concrete memories of you. Until the spell ends, a creature that interacts with a target for less than 1 minute and in a way that isn't impactful remembers the target only passingly and with only vague details. An impactful interaction includes combat, being loud in a quiet crowd, or other interaction that might be particularly memorable, such as being the only person in drab, brown clothing at a noble's extravagant, colorful ball. At the GM's discretion, other interactions might be impactful to a creature based on that creature's personality, occupation, or other factors, such as a target giving a gold coin to a beggar who hasn't eaten in days.

The spell causes brief, non-impactful interactions with the targets to be fleeting, vague memories. It doesn't change a target's appearance or create any other form of disguise that might help a target avoid notice.

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.

FRAILFORM

8th-Level Enchantment

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a mummified heart encased in amber, worth at least 1,500 gp)

Duration: Instantaneous

You blast a creature within range with a beam of pure, entropic energy that ages it rapidly. The target takes 4d6 necrotic damage and must make a successful Constitution saving throw; on a failure, its Strength and Dexterity are both reduced to 1. While its Strength and Dexterity are reduced in this way, the creature can't hold weapons weighing more than 3 pounds, its speed is halved, and it can't take reactions. The creature's Armor Class and attack rolls are modified to account for its reduced attributes. The creature can cast spells normally.

An affected creature can repeat the saving throw after it finishes a long rest, ending the effect on a success. The effect can also be ended by *greater restoration*, *wish*, or comparable magic.

FRIGHTFUL SHOUT

1st-Level Enchantment

Casting Time: 1 action

Range: 30 feet

Components: V, M (a tuft of fur from a celestial canine)

Duration: Instantaneous

When casting this spell, you let out a terrible yell toward a creature you can see within range. If the target has an alignment opposed to yours (good/evil, lawful/chaotic) and it can hear you, it must make a Wisdom saving throw. On a failed save, the target takes 2d6 psychic damage and is frightened of you until the end of its next turn. On a successful save, the target takes half the damage and isn't frightened.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6, and the duration of the frightened condition increases by 1 round for each slot level above 1st. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.



GALVANIZE METAL

2nd-Level Transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a piece of magnetized iron)

Duration: Concentration, up to 1 minute

Choose a manufactured metal object, such as a metal weapon or a suit of heavy or medium metal armor, that you can see within range. You cause the object to electrify. Any creature in physical contact with the object takes 1d8 lightning damage when you cast the spell and can't take reactions until the start of its next turn. Until the spell ends, you can use a bonus action on each of your subsequent turns to cause this effect again. If a creature is holding or wearing the object and takes damage from it, the creature must succeed on a Constitution saving throw or be unable to part with the object.

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.

GIFT OF ICE

2nd-Level Abjuration

Casting Time: 1 action

Range: Self

Components: V, S, M (a piece of aquamarine)

Duration: 8 hours

Your body becomes coated in a layer of hoarfrost. For the duration, your AC increases by 1, and you have resistance to cold damage. This spell ends early if you take fire damage while below half your hit point maximum.

GIFT OF THE GOLDEN TONGUE

2nd-Level Enchantment

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 hour

You touch a willing Humanoid, and for the duration, the target has advantage on all Charisma checks. Additionally, any Charisma checks made against the target have disadvantage.

At Higher Levels. If you cast this spell using a spell slot of 3rd level or higher, you can either target one additional creature or increase the duration of the spell by 1 hour for each slot level above 2nd.

GLIMPSE THE END

3rd-Level Divination

Casting Time: 1 action

Range: Touch

Components: V, M (a pinch of grave dust or a piece from a tombstone)

Duration: Instantaneous

You examine the life force in a creature you touch and sense when it will expire. You and the creature share a vision of the most likely way in which the creature will die. You both sense approximately how far into the future the event occurs. The vision is not a prophecy or a definite fate; life can take unexpected twists and turns. It is, however, the most likely outcome at the current time unless the creature alters the course of its life. The vision can seem to last as little as a few moments or as long as 30 minutes to you and the spell's target, but in the objective world, the knowledge is received instantaneously.

GLOAMING

1st-Level Evocation

Casting Time: 1 action

Range: 60 feet

Components: V, M (a piece of smoked glass)

Duration: Concentration, up to 1 minute

Magical gloom spreads from a point you choose within range to fill a 50-foot-radius sphere for the duration. The fading twilight spreads around corners. A creature with darkvision can see through this darkness, and nonmagical light can illuminate it. Ranged attacks made through the gloaming have disadvantage. If the point you choose is an object being worn or carried, the effect emanates from the object and moves with it. Completely covering the source of the gloaming 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 magical light created by a spell of 1st level or lower, that effect is dispelled.

GNAW

Transmutation Cantrip

Casting Time: 1 action

Range: Touch

Components: V, S, M (a rat's tooth)

Duration: Instantaneous

You touch a piece of wood, rope, cloth, thatch, or other organic material, and a hole appears through it up to 3 inches long and 1 inch in diameter, circumscribed with tooth marks as if chewed by rodents or other vermin. You can see through this hole normally and use line-of-sight spell effects to the other side.

This spell can be used to cut any rope or snap any branch up to 2 inches thick. It has no effect on metal or stone objects.

GOOB'S INCONVENIENT GATHERING

2nd-Level Transmutation

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

One creature you can see within range becomes magically charged. Make a ranged spell attack. On a hit, the target magically attracts loose objects, such as rocks, mugs, grass, or papers. At the start of each of its turns, small, nonmagical objects that aren't being worn or carried within 10 feet of the target roll, float, or otherwise move up to 10 feet and magically cling to the target. Each object must weigh no more than 10 pounds. The target, or a creature within reach of the target, can use an action to

remove the objects from the target until the start of the target's next turn. While objects are stuck to it, the target's speed is halved, and it has disadvantage on weapon attack rolls that use Dexterity.

At the end of each of its turns, the target can make a Constitution saving throw. On a success, the spell ends.

GRASP OF THE BRIAR

2nd-Level Conjunction

Casting Time: 1 action

Range: Self (10-foot radius)

Components: V, S, M (a piece of heartwood from a tree killed by vines)

Duration: Concentration, up to 1 minute

Tainted, twisted, semi-spectral vines erupt from the ground and spread out from you to a distance of 10 feet for the duration, remaining centered on you and moving with you. For the duration, the vines turn the ground in the area into difficult terrain for hostile creatures. A hostile creature that enters the area for the first time on a turn or starts its turn there must succeed on a Strength saving throw or be restrained by the vines until the spell ends. A creature restrained by the vines takes 2d6 necrotic damage at the start of each of its turns. A creature, including the creature restrained by the vines, can use its action to make a Strength check against your spell save DC. On a success, the restrained creature is freed.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 and the radius increases by 5 feet for every two slot levels above 2nd.

GRAVE SENSE

2nd-Level Divination

Casting Time: 1 action

Range: Touch

Components: S

Duration: Concentration, up to 1 hour

You touch a willing undead creature or one that's under your control. For the duration of the spell, you can use an action to see what the undead creature sees (including through darkvision, blindsight, tremorsense, or truesight), and to hear what it hears, until the start of your next turn. You use your own ability scores and skill proficiencies to spot things and to interpret the sensations you're receiving.

GREATER MAZE

9th-Level Conjunction

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 10 minutes

This spell functions as *maze*, but the target must make a Dexterity saving throw each time it starts its turn in the maze. The target takes 4d6 psychic damage on a failed save, or half as much damage on a success.

Escaping this maze is especially difficult. To do so, the target must use an action to make a DC 20 Intelligence check. It escapes when it makes its second successful check.

GRIM HARVEST

6th-Level Necromancy

Casting Time: 1 bonus action

Range: Self (30-foot radius)

Components: V, S, M (a pinch of gray sand and a bone chip)

Duration: Instantaneous

You reap the life force of a dying creature and use it to empower the next spell you cast. Your target must be at 0 hit points and dying or must have died within the last round. If the target is dying, it must succeed on a Constitution saving throw or die. The next time you cast a spell, you gain 1d10 + your spellcasting ability modifier in temporary hit points and can choose one of the following effects to inflict on the spell's target in addition to the usual effects of the spell you are casting. If the spell has more than one target, pick only one target to suffer the effect. If you don't cast another spell within 1 minute of casting this one, the effect is lost.

Clumsiness. Your target's speed is halved for 1 minute, and it has disadvantage on Dexterity ability checks and saving throws. At the end of each of its turns, it can make a Constitution saving throw. If it succeeds, the effect ends.

Fatiguing. Your target must make a Constitution saving throw, gaining 1d4 levels of exhaustion on a failed save or 1 level of exhaustion on a successful one.

Vampiric. You recover a number of hit points equal to half the damage you dealt to the target.

Weakness. The target deals the minimum possible damage on melee attacks, if it hits, for 1 minute. At the end of each of its turns, it can make a Constitution saving throw. If it succeeds, the effect ends.

Withering. You deal an extra four dice of damage of the same type as the damage dice of the spell and all damage dealt by your spell becomes necrotic damage.

GRIM SHADOWS

3rd-Level Conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

Sharp, spear-like shadows fill a 15-foot square of ground that you can see within range. For the duration, these shadows obscure creatures within the area, giving them half cover.

When a creature enters the affected area for the first time on a turn or starts its turn there, the creature must succeed on a Dexterity saving throw or take 1d8 piercing damage and be blinded until the spell ends. A creature that starts its turn in the area and is already blinded takes 1d8 piercing damage.

A creature blinded by the grim shadows can use its action to make a Dexterity or Wisdom saving throw (its choice) against your spell save DC. On a success, its sight returns.

GRIM SIPHON

1st-Level Necromancy

Casting Time: 1 action

Range: 30 feet

Components: V, M (the skull of a Tiny mammal or bird)

Duration: Instantaneous

You twist the forces of entropy around two creatures, bringing distress to one while staving off the demise of the other. A creature you can see within range must make a successful Constitution saving throw or take poison damage equal to 1d4 + your spellcasting ability modifier. Another creature you choose that is within 5 feet of the target regains hit points equal to half the amount of poison damage dealt.

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

GRIT IN THE EYE

1st-Level Evocation

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: Concentration, up to 1 minute

The next time you hit a creature with a melee weapon attack before the spell ends, sand sloughs off your hands and blows into your target's eyes. The target must make a Constitution saving throw. On a failed save, the target takes 1d4 piercing damage and is blinded for 1 minute. On a successful save, the target takes half the damage and isn't

blinded. If you hit the target with an unarmed strike, the target has disadvantage on the saving throw.

At the end of each of its turns, the target can make another Constitution saving throw. On a success, the target is no longer blinded.

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

GUEST OF HONOR

1st-Level Enchantment (Ritual)

Casting Time: 10 minutes

Range: Touch

Components: V, M (a signet ring worth at least 25 gp)

Duration: 10 minutes

You whisper words of encouragement, and a creature that you touch gains confidence along with approval from strangers. For the spell's duration, the target puts its best foot forward and strangers associate the creature with positive feelings. The target adds 1d4 to all Charisma (Persuasion) checks made to influence the attitudes of others.

Ritual Focus. If you expend your ritual focus, the effect lasts for 24 hours.



HALO OF BLOOD AND TEARS

4th-Level Necromancy

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

A halo of glowing, bloody tears appears over your head, around your waist, or around one of your arms. Droplets constantly fall from the halo, striking the ground, where they vanish in a misty explosion.

Until this spell ends, you can transfer damage you take into healing or spell energy. Whenever you take damage, you can use your reaction to store half that damage as magical energy. This effect doesn't reduce the damage you take, and you can't use this reaction if you already have energy stored from a previous instance of damage you took. The energy remains stored until expended or until this spell ends. You can expend the energy as a bonus action to cause one of the following effects:

- **Healing Burst.** The next spell you cast that restores hit points to a creature restores an additional amount equal to the stored energy.
- **Spell Rejuvenation.** You regain one expended spell slot of a level determined by the amount of stored

energy. You regain an expended 1st-level spell slot if the stored energy is at least 10 damage, a 2nd-level spell slot if the stored energy is at least 20 damage, and so on. You can't regain multiple spell slots at once with this effect.

HAND OF DOOM

Necromancy Cantrip

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

Your outstretched hand glows with sinister power that hastens the demise of a creature you touch. Make a melee spell attack against the creature. On a hit, the target takes 1d4 necrotic damage and must make a successful Constitution saving throw or become poisoned until the end of your next turn. If the target was already poisoned when you hit it with *hand of doom*, it takes 1d12 poison damage instead of 1d4 necrotic damage on a failed save.

This spell's damage increases by one die at 5th level (2d4 necrotic or 2d12 poison), 11th level (3d4 or 3d12), and 17th level (4d4 or 4d12).

HARFANG'S HOARFROST

4th-Level Transmutation

Casting Time: 1 bonus action

Range: Touch

Components: V, S, M (a piece of ammunition for a ranged weapon)

Duration: 1 hour

Crackling ice coats a ranged weapon you touch. When you make a ranged weapon attack with that weapon during the spell's duration, the ammunition becomes wreathed in frost. Make the attack roll as normal. On a hit, the weapon deals an extra 2d8 cold damage, and the target must succeed on a Constitution saving throw or become restrained by ice until the end of its next turn. The spell lasts for the duration or until you make six ranged weapon attacks with the weapon.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you can make one additional ranged weapon attack with the weapon before the spell ends for each slot level above 4th.

HARMFUL EXCHANGE

3rd-Level Conjuraton

Casting Time: 1 reaction, which you take when a creature you can see within 30 feet of you makes an attack against you

Range: 30 feet

Components: V, S

Duration: Instantaneous

As a creature attacks you, you swap places with another creature you can see within range, forcing that creature to take a blow intended for you. If the target of the swap is unwilling, it must succeed on a Charisma saving throw to avoid the effect.

When you swap places with a creature, you are teleported to the that creature's space as it is teleported to yours, and that creature becomes the new target of the triggering attack. You can't swap places with a creature more than one size category larger than you.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the spell's range increases by 10 feet for each slot level above 3rd.

HEALING GLYPH

3rd-Level Abjuration

Casting Time: 1 hour

Range: Touch

Components: V, S, M (a metal stylus used to inscribe the glyph)

Duration: Until dispelled or triggered

When you cast this spell, you inscribe a glyph that later unleashes a magical effect. You inscribe it either on a surface (such as a table or a section of floor or wall) or upon an object that can be carried (such as a book, a shield, a belt pouch, or a similar item). The glyph can cover an area of the surface no larger than 5 inches in diameter. If the glyph is not triggered before you finish a long rest, the glyph is broken, and the spell ends.

The glyph is nearly invisible and requires a successful Intelligence (Investigation) check against your spell save DC to be found.

You decide what triggers the glyph when you cast the spell. For glyphs inscribed on a surface, the most typical triggers include touching or standing on the glyph, removing another object covering the glyph, approaching within a certain distance of the glyph, or manipulating the surface on which the glyph is inscribed. For glyphs inscribed on an object, the most common triggers include touching that object, approaching within a certain distance of the object, or seeing or reading the glyph. Once a glyph is triggered, this spell ends.

You can further refine the trigger so the spell activates only under certain circumstances or according to physical

characteristics (such as height or weight), creature kind (for example, the glyph could be set to affect Beasts or humans), or alignment. You can also set conditions for creatures that don't trigger the glyph, such as those who say a certain password.

When triggered, the glyph erupts with magical restorative energy in a 15-foot-radius sphere centered on the glyph. The sphere spreads around corners. Each creature in the area that isn't a Construct or Undead can choose one of the following effects:

- **Healing.** The creature regains 3d8 hit points.
- **Restoration.** The creature is cured of one disease or one of the following conditions of its choice: blinded, deafened, paralyzed, or poisoned.

HEARTFIRE

2nd-Level Evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You ignite the inner fire within you and your companions, stoking it into a magical flame against your enemies. A gout of fire emerges from your chest and streaks toward one creature you can see within range. The target must make a Dexterity saving throw, taking 3d6 fire damage on a failed save, or half as much damage on a successful one.

When you cast this spell, up to three friendly creatures within 30 feet of you that can see you can each use a reaction to lend its heartfire to yours. For each creature that joins its heartfire with yours, the spell's damage increases by 1d6.

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

HEARTH WALK

6th-Level Conjunction

Casting Time: 1 action

Range: Self (10-mile radius)

Components: V, S

Duration: Instantaneous

When you cast this spell, you become aware of any lit source of nonmagical fire that is the size of a campfire or larger within ten miles of you on the same plane of existence as you. You and up to five willing creatures you can see within 10 feet of you instantly teleport into unoccupied spaces within 10 feet of one fire you sense with this spell.

HEAVEN'S SPEAR

7th-Level Evocation

Casting Time: 1 action

Range: 150 feet

Components: V, S, M (a tiny replica spear fashioned out of solid gold worth at least 250 gp)

Duration: Instantaneous

You hurl a spear of radiant light toward a creature you can see within range. Make a ranged spell attack against the target. On a hit, the target takes 4d8 piercing damage.

When the spear reaches the target, regardless if it hits, it explodes in a wave of holy light. Each creature within 30 feet of the target, including the target, must make a Dexterity saving throw, taking 10d6 radiant damage on a failed save, or half as much damage on a successful one. Undead and creatures with the Sunlight Sensitivity trait have disadvantage on the saving throw.

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

HEAVY METAL

2nd-Level Transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a small marble of lead)

Duration: Concentration, up to 1 minute

Choose a manufactured metal object, such as a metal weapon, a suit of heavy or medium metal armor, or a metal statue, that you can see within range. The object's size can't be larger than a 5-foot cube. The object's density instantly increases, making the object ten times heavier.

A weapon affected by this spell gains the Heavy property and loses the Finesse property, if it has that property. A creature wielding a weapon affected by this spell has disadvantage on attack rolls with the weapon, and the weapon deals an extra 1d6 force damage on a hit. If an affected weapon is two-handed, a creature that starts its turn holding that weapon must succeed on a Strength saving throw or drop the weapon.

While a creature wears armor that is affected by this spell, the creature gains a +2 bonus to its AC, and its speed is reduced depending on the type of armor: reduced by 5 feet if the armor is light, halved if the armor is medium, and reduced to 5 feet if the armor is heavy.

HELLFIRE BLITZ

3rd-Level Evocation

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

Upon casting *hellfire blitz*, you assume a flaming spectral form until the end of your turn. You immediately move up to 40 feet in a straight line. You can move through spaces occupied by other creatures, but you must end your turn in an unoccupied space. This movement doesn't provoke opportunity attacks. Each creature whose space you pass through takes 6d6 fire damage, or half as much damage with a successful Dexterity saving throw.

You leave a 5-foot-wide line of hellfire burning behind you in your path. This hellfire continues burning for a number of rounds equal to your spellcasting ability modifier. A creature that ends its turn in hellfire or passes through the line on its turn takes 1d6 fire damage, or half as much damage with a successful Dexterity saving throw. A creature can take this damage only once per turn.

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.

HELPER'S HANDS

2nd-Level Conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (A thumb-sized stone sculpture of an open hand)

Duration: Concentration, up to 1 minute

Small, stone hands rise up from the ground beneath a Large or smaller creature you can see within range. The target must succeed on a Dexterity saving throw or be grappled by the hands.

As a bonus action on your turn, you can move the hands up to 20 feet along the ground. If the hands are grappling a creature, the grappled creature is dragged along and takes bludgeoning damage equal to 1d6 + your spellcasting ability modifier. If the hands aren't grappling a creature and stop within 5 feet of a Large or smaller creature, that creature must succeed on a Dexterity saving throw or be grappled.

A creature grappled by the hands can use its action to make a Strength check against your spell save DC. On a success, it is no longer grappled.

HEMMEN'S LOW BLOW

1st-Level Conjuration

Casting Time: 1 action

Range: 15 feet

Components: V

Duration: Instantaneous

You summon a magical boot that kicks a creature you can see within range. Make a melee spell attack against that target. If it hits, the target takes 2d6 force damage and is knocked prone. A creature damaged by this spell has disadvantage on the next attack roll it makes before the end of its next turn.

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. When you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature in range for every two slot levels above 1st.

HERO OF FABLE

5th-Level Enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, M (a crown of laurel leaves)

Duration: Concentration, up to 1 minute

You empower a creature to be capable of great deeds, like a storybook champion, and at the same time empower that creature's foes to become worthy of a hero's attention. A creature of your choice within range gains advantage on all ability checks, attack rolls, and saving throws for the duration. At the same time, creatures that attack your target, or that make a saving throw against a spell or effect originating from your target, have advantage on their roll. If your target is unwilling, it must succeed on a Charisma saving throw to avoid the effects.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, you can target one additional creature for each slot level above 5th. The creatures must be within 30 feet of each other when you target them.

HIBERNATION

2nd-Level Necromancy

Casting Time: 1 action

Range: Touch

Components: V, M (a tuft of bear fur)

Duration: 1 hour

You hum a soothing melody and rub a bit of bear fur, inducing a soporific healing state in a creature you touch. The target regains 1d6 hit points and sleeps for 10 minutes per each hit point regained. If the creature is unwilling, it must succeed on a Constitution saving throw or fall

asleep for the duration. At the end of each of its turns, the target can make another Constitution saving throw. On a success, the spell ends on the target.

Each creature affected by this spell falls unconscious until the spell ends, until the hibernating creature takes damage, or until a creature uses an action to shake or slap the hibernating creature awake. Undead and creatures immune to being charmed aren't affected by this spell.

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.

HIDDEN AGENT

5th-Level Divination (Ritual)

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a polished mirror set in gold worth at least 250 gp)

Duration: Concentration, up to 1 hour

You link your mind and consciousness with that of a creature you can see within range. An unwilling creature must succeed on a Wisdom saving throw to avoid the effect.



For the duration, you can use an action to see, hear, smell, feel, and experience the world through the target's senses, gaining the benefits of any special senses the target has, until you end the effect (no action required). During this time, you are deaf and blind with regard to your own senses. While sharing a target's senses, it knows the languages you know if you choose for it to know them, and once each minute, you can influence one Intelligence, Wisdom, or Charisma check it makes. If the target was a willing creature, you can give it advantage on the check. If the target was an unwilling creature, you can give it disadvantage on the check.

Until the spell ends, you can communicate telepathically with the target, and you know the direction and approximate distance to the target, provided you are both on the same plane of existence. If the target was a willing creature, you can choose for the target to also know the direction and approximate distance to you.

An unwilling target can make another Wisdom saving throw at the end of each minute. It has disadvantage on the saving throw if it doesn't know you are connected to it, such as if you haven't spoken to the target telepathically and haven't influenced its ability checks. On a success, the spell ends on the target. A willing target can end the spell as a bonus action. The spell ends early if you or the target are on a different plane of existence from each other, if the target is reduced to 0 hit points, or if the target is incapacitated.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the duration increases by 1 hour for each slot level above 5th. Using a spell slot of 7th level or higher grants a duration that doesn't require concentration.

HIDE IN ONE'S SHADOW

4th-Level Transmutation

Casting Time: 1 action

Range: Touch

Components: S, M (charcoal)

Duration: 3 hours

When you touch a willing creature with a piece of charcoal while casting this spell, the target and everything it carries blends into and becomes part of the target's shadow, which remains discernible, although its body seems to disappear. The shadow is incorporeal, has no weight, and is immune to all but psychic and radiant damage. The target remains aware of its surroundings and can move, but only as a shadow could move—flowing along surfaces as if the creature were moving normally. The creature can step out of the shadow at will, resuming its physical shape in the shadow's space and ending the spell.

This spell cannot be cast in an area devoid of light, where a shadow would not normally appear. Even a faint light source, such as moonlight or starlight, is sufficient.

If that light source is removed, or if the shadow is flooded with light in such a way that the physical creature wouldn't cast a shadow, the spell ends, and the creature reappears in the shadow's space.

HORN OF HEROES

9th-Level Conjuration

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (a gilded horn worth at least 100 gp)

Duration: Concentration, up to 1 hour

You summon the spirits of ancient heroes that take the form of up to three Humanoids of challenge rating 5 or lower and appear in unoccupied spaces you can see within range. Each Humanoid disappears when it drops to 0 hit points or when the spell ends.

The Humanoids are friendly to you and your companions. Roll initiative for the summoned Humanoids as a group, which has its own turns. They obey any verbal commands that you issue to them (no action required by you), as long as the commands don't violate their alignment. If you don't issue any commands to the Humanoids, they defend themselves from hostile creatures but otherwise take no actions.

The GM has the Humanoids' statistics.



ILLUSION OF HEALTH

Illusion Cantrip

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 10 minutes

An illusion of yourself in your usual state of health and condition overlays your current form. This illusion doesn't exaggerate your usual state of health, but it conceals wounds, injuries, and any symptoms of disease or poison, including marks, tears, or stains on your clothing or armor. This illusion changes no other facet of your appearance; it simply presents you and your worn equipment in a healthy, whole state. You aren't healed of any damage or cured of any disease, and any symptoms or effects from your conditions or ailments continue, such as a cough from a disease or the smell of blood if you are actively bleeding.

IMMOLATING GEIST

3rd-Level Necromancy

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (a length of charred linen ribbon)

Duration: Concentration, up to 1 minute

A Medium spectral humanoid engulfed in ghostly flames appears in an unoccupied space you can see within range. As a bonus action on your turn, you can move the flaming spirit up to 20 feet. The spirit can enter the space of another creature and can pass through objects, such as walls, provided you can see the destination space. A creature that starts its turn in the spirit's space must make a Wisdom saving throw, taking 3d6 fire damage and 3d6 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 4th level or higher, the damage increases by 1d6 fire damage for each slot level above 3rd.

IMPALING GLORY

3rd-Level Evocation

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

You call down glowing spears to skewer and pin your enemies. The golden spears fall on up to three creatures on the ground you can see within range. Make a ranged spell attack against each target. On a hit, a creature takes 1d8 piercing damage and 1d8 radiant damage and is restrained as the glowing spear pierces it and pins it to the ground. A creature restrained by a spear can use its action to make a Strength check against your spell save DC. On a success, it is no longer restrained.

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

INFERNAL REBOUND

1st-Level Evocation

Casting Time: 1 reaction, which you take when a creature you can see within 30 feet of you deals damage to you

Range: 30 feet

Components: V, S

Duration: Instantaneous

A creature that damaged you is temporarily engulfed in infernal flames. The creature must succeed on a Wisdom saving throw or take 1d10 fire damage and be pushed up to 10 feet away from you.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d10 and the target is pushed an additional 5 feet for each slot level above 1st.

INVESTITURE OF BLIGHT

6th-Level Transmutation

Casting Time: 1 action

Range: Self

Components: V, S, M (a vial of ectoplasm or ghostly essence)

Duration: Concentration, up to 10 minutes

Ghostly spirits emerge from your body and whirl around you. Your body emits dim light in a 15-foot radius for the spell's duration. Until the spell ends, you gain the following benefits:

- You have immunity to necrotic damage and resistance to poison damage.
- Creatures that miss on melee attacks against you become frightened of you until the end of their next turn.
- You can use an action to direct the ghostly spirits to assail a creature you can see within 15 feet of you. The target must make a successful Constitution saving throw or take 2d10 necrotic damage and gain one level of exhaustion.



JEDZA'S TIDY CHARM

1st-Level Enchantment

Casting Time: 1 action

Range: Touch

Components: V, M (a nonmagical pot, sack, basket, or similar Tiny container)

Duration: 1 minute

Your touch imbues a container with a temporary pocket dimension. The container then animates, attempting to collect nearby objects in its pocket dimension. At the start of each of your turns, the container moves up to 30 feet and collects each object that isn't being worn or carried and weighs 15 pounds or less along its path. You can choose the container's path (no action required) or the container can move at random. The collected objects disappear into the container's pocket dimension for the duration.

The container is a Tiny object that can be attacked and destroyed. It has an AC equal to your spell save DC and hit points equal to twice your spellcasting ability modifier. If the container is destroyed, the spell ends. When the spell ends, all objects within the container are expelled harmlessly in a heap in the container's space, potentially

burying the container if it isn't tipped over into something else first.

JERILYN'S CADAVEROUS UPRISING

2nd-Level Necromancy

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (the severed hand of a humanoid creature)

Duration: 1 hour

Specify a 5-foot-square space of natural ground (not solid stone) that you can see within range, then choose any undead creature of challenge rating 1 or lower (such as a specter, ghoul, shadow, zombie, or skeleton). That creature claws its way up out of the ground and immediately tries to grapple or attack a creature within 5 feet.

The undead uses its standard stat block, but it has only 10 hit points and is prone until it stands up. It takes its turn immediately after yours. You can use a bonus action to issue a mental command to the undead when you cast the spell, and you can change the command by using a bonus action on your turn while the spell is active. Once given an order, the creature continues to follow it until its task is complete. If you issue no command, the creature defends itself and attacks the last enemy that attacked it.

The creature remains under your control for 1 hour, after which it crumbles to dust or disappears.

At Higher Levels. The number of undead you summon increases when you cast this spell with a higher-level spell slot: two when cast with a 5th-level slot, three with a 7th-level slot, and four with a 9th-level slot.



KEL'S ANTLION TRAP

3rd-Level Conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (an antlion husk)

Duration: Concentration, up to 1 minute

You summon three sandpits on the ground on points you can see within range. Each pit is 10 feet wide and 5 feet deep and is difficult terrain. A creature that enters a pit for the first time on a turn or starts its turn there must succeed on a Dexterity saving throw or be restrained by the sand. A creature restrained by a sandpit takes 2d6 piercing damage at the end of each of its turns. A creature restrained by a sandpit can use its action to make a Strength check against your spell save DC. On a success, the creature is no longer restrained.

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.

KHAMSIN'S CHARIOT

4th-Level Conjuration

Casting Time: 1 action

Range: 90 feet

Components: V, S

Duration: Concentration, up to 1 minute

You create a 5-foot-radius, 30-foot-tall cylinder of swirling air on a point you can see within range. Each Huge or smaller creature in the cylinder when it appears or that ends its turn within 5 feet of the cylinder must succeed on a Strength saving throw or be restrained by it. A creature restrained by the whirlwind can use its action to make a Strength check against your spell save DC. On a success, it is no longer restrained and is safely ejected into an unoccupied space of its choice within 5 feet of the whirlwind.

As a bonus action on each of your turns, you can move the whirlwind up to 30 feet. If you move the whirlwind, creatures restrained by the whirlwind are moved with it when it moves. If you move the whirlwind into a creature, that creature must make the saving throw against being restrained by the cylinder, and the whirlwind stops moving this turn. If you are within 5 feet of the whirlwind when it moves, you can choose to be carried along with it and safely deposited in an unoccupied space within 5 feet of its destination. You can't be restrained by the whirlwind.

Alternatively, as a bonus action on each of your turns, you can choose to violently eject a creature restrained by the whirlwind instead of moving the whirlwind. The creature is thrown up to 40 feet in a random direction and knocked prone. If a thrown target strikes a solid surface, the target takes 1d6 bludgeoning for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a Strength saving throw against your spell save DC or take the same damage and be knocked prone.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the whirlwind's radius increases by 5 feet for each slot level above 4th.

KINDNESS OF ANGELS

6th-Level Conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (diamond dust worth at least 100 gp, which the spell consumes)

Duration: Instantaneous

You create a burst of glorious, glowing golden feathers centered on a point you choose within range. Each friendly creature in the burst regains 4d6 hit points and is no longer charmed or frightened, if it suffered those conditions. Each hostile creature in the burst must make a Wisdom saving throw. On a failed save, a creature takes 4d6 radiant damage and is blinded until the end of its next turn. On a successful save, a creature takes half the damage and isn't blinded.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the healing and damage both increase by 1d6 for each slot level above 6th.



KNIFE OF FATE

4th-Level Necromancy

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a silver knife)

Duration: Until dispelled

You speak a word of binding fate and point your dagger. A creature you can see within 60 feet of you must make a Wisdom saving throw. On a failed save, the target's fate is bound to one random ally of the target. Any damage or condition the target suffers is instead inflicted on the individual to whom they are bound, and vice versa. A creature can be bound to only one other creature at a time. This effect lasts until either of the affected creatures gains a level or are targeted by a *heal* spell or partake of a *heroes' feast* spell, lifting the binding.

KRAIL'S MAGGOT

2nd-Level Necromancy

Casting Time: 1 action

Range: 60 feet

Components: S, M (a live maggot)

Duration: Concentration, up to 1 minute

A 6-inch-long maggot forms inside a creature of your choice within range and begins to devour the target from within. Make a melee spell attack against your target while in range. On a hit, the target takes necrotic damage from the maggot equal to 1d8 + your spellcasting ability modifier. As a bonus action on each of your subsequent turns, you can repeat the attack against your target.

As an action on its turn, your target can make a melee weapon attack against the maggot with a weapon that deals piercing or slashing damage. The maggot has AC equal to your spell save DC and 8 hit points per spell slot level used to create it. If your target hits the maggot, half of the damage is dealt to the maggot, and the other half is dealt to the target itself. If the maggot is killed, the spell ends.

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.

KRAIL'S ROT

5th-Level Necromancy

Casting Time: 1 action

Range: 60 feet

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

Duration: Concentration, up to 1 minute

You target a creature of your choice within range with a wasting of the flesh. Your target must succeed on a Constitution saving throw or take 3d8 necrotic damage at

the beginning of each of its turns for the duration. A target reduced to 0 hit points while under the effects of this spell has disadvantage on its death saving throws.

If your target dies, you can raise it as a zombie as a bonus action on your turn and can use a bonus action on each of your subsequent turns to mentally command it as long as you are within 60 feet of it. If you command multiple undead as a result of multiple castings of this spell or similar spells like *animate dead*, you can command any or all of them at the same time using the same bonus action, 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.

The creature is under your control for 24 hours, after which it stops obeying any command you've given it. To maintain control of the creature for another 24 hours, you must expend a spell slot of 5th level or higher before the current 24-hour period ends.

At Higher Levels. If you cast this spell using a 7th-level spell slot, your target takes 6d8 necrotic damage at the beginning of each of its turns and animates as a ghoul if it dies. If you cast it using a 9th-level spell slot, it takes 9d8 necrotic damage and animates as a ghast if it dies.

KRAIL'S RUPTURE

2nd-Level Necromancy

Casting Time: 1 reaction, which you take in response to being grappled or swallowed whole

Range: Touch

Components: S

Duration: Instantaneous

You make a slicing motion with your finger, and you immediately break the grapple of the creature grappling you by magically entering their body and exiting them on the opposite side. The creature must make a Constitution saving throw, taking 3d12 necrotic damage on a failed save or half as much damage on a successful one.

If cast in response to being swallowed, you exit the triggering creature's body, regardless of how much damage you deal to it, and fall prone in a space within 10 feet of the triggering creature.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d12 for each slot level above 2nd.



LABYRINTH MASTERY

4th-Level Divination

Casting Time: 1 action

Range: Self

Components: V, S, M (a piece of blank parchment)

Duration: Concentration, up to 1 hour

Upon casting this spell, you immediately gain a sense of your surroundings. If you are in a physical maze or any similar structure with multiple paths and dead ends, this spell guides you to the nearest exit, although not necessarily along the fastest or shortest route.

In addition, while the spell is guiding you out of such a structure, you have advantage on ability checks to avoid being surprised and on initiative rolls.

You gain a perfect memory of all portions of the structure you move through during the spell's duration. If you revisit such a portion, you recognize that you've been there before and automatically notice any changes to the environment.

Also, while under the effect of this spell, you can exit any *maze* spell (and its lesser and greater varieties) as an action without needing to make an Intelligence check.

LAST STRIKE

1st-Level Abjuration

Casting Time: 1 reaction, which you take when you drop to 0 hit points as a result of taking damage

Range: Self

Components: V, S

Duration: 1 round

You grant yourself a last burst of energy when deeply wounded. Before you fall unconscious, you gain one action. Any roll you make, such as for an ability check or attack roll, has advantage. You automatically fail your first death saving throw.

LEADEN WINGS

1st-Level Transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a wing claw from a gargoyle)

Duration: Concentration, up to 1 minute

You hinder the wings of a creature you can see within range that has a flying speed. The target must succeed on a Constitution saving throw or its flying speed can't be higher than 30 feet for the duration. In addition, if the target flies on its turn, it must end its movement on a solid surface, such as a roof or the ground. If it is flying at the end of its turn, it falls to the ground and takes falling damage.

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.

LEGION

3rd-Level Conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a toy soldier)

Duration: Concentration, up to 1 minute

You call down a legion of shadowy soldiers in a 10-foot cube. Their features resemble a mockery of once-living creatures. Whenever a creature starts its turn inside the cube or within 5 feet of it, or enters the cube for the first time on its turn, the conjured shades make an attack using your melee spell attack modifier; on a hit, the target takes 3d8 necrotic damage. The space inside the cube is difficult terrain.

LEILOCH'S ARDUOUS SHUFFLE

7th-Level Enchantment

Casting Time: 1 action

Range: Self (20-foot radius)

Components: V, M (a gary ribbon)

Duration: Concentration, up to 1 minute

All creatures in a 20-foot-radius sphere centered on you that have fewer hit points than you when you cast the spell are compelled to dance a swaying, side-to-side shuffle-step. Any creature that can't be charmed is immune to the effects of this spell. An affected creature has its movement halved, cannot use reactions, and can make only one weapon or spell attack on its turn. At the beginning of its turn, a creature in the area can choose to take 1d4 levels of exhaustion to end the effect of this spell on itself.

A creature that has gained levels of exhaustion from this spell can remove all of them upon finishing a short rest.

LEILOCH'S INTERMINABLE YARN

5th-Level Enchantment

Casting Time: 1 action

Range: Self (20-foot radius)

Components: V, M (a scroll, containing a prepared speech)

Duration: Concentration, up to 10 minutes

You tell a meandering story that is so full of asides and digressions that the point of it is lost on listeners. Any creature that is deafened or can't be charmed is immune to the effects of this spell. Creatures of your choice in a 20-foot-radius sphere centered on you are compelled to stop what they are doing and listen to your story. While they are enraptured by your words, they automatically

fail Intelligence (Investigation) and Wisdom (Insight and Perception) checks, and their passive scores in those skills are considered to be 0 for the duration. A creature can choose to pull away from your performance but must succeed on a Wisdom saving throw or fall unconscious for 1 minute. This spell ends if you are incapacitated or can no longer speak.

LEILOCH'S IRRITATING KAZOO

2nd-Level Enchantment

Casting Time: 1 action

Range: Self

Components: V, M (a wooden kazoo)

Duration: Concentration, up to 1 minute

You play a long, droning note on a kazoo. All creatures within 10 feet of you and that can hear you must make a Constitution saving throw. On a failure, a creature takes 1d6 thunder damage at the beginning of each of your turns and cannot cast spells with verbal components for the duration. On a success, a creature takes 1d6 thunder damage and cannot cast spells with verbal components until the end of its next turn. A creature that fails the initial saving throw can make a new saving throw at the end of each of its turns to end the effect.

LESSER CHARM

Enchantment Cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: 1 minute

You attempt to charm a humanoid you can see within range. The targeted creature makes a Wisdom saving throw, with advantage if you or your companions are fighting it or threatening it. If the saving throw fails, the humanoid is charmed by you until the spell's duration expires, until you or any of your companions do anything harmful to it, or until it performs a minor favor for you. The charmed creature regards you as a friendly acquaintance or distant kin. It is willing to reveal a secret, open a door, lift an object, share food or water, or perform another favor on a similar level. It won't fight on your behalf, defend you in combat, put its life or property at risk, or threaten or harm someone else it considers a friend. When the spell ends, the creature knows it was charmed by you.

LESSER MAZE

3rd-Level Conjunction

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

This spell functions as *maze*, but the target can resist being sent to the extradimensional prison with a successful Intelligence saving throw. In addition, the maze is easier to navigate, requiring only a DC 12 Intelligence check to escape.

LEY CHAIN

2nd-Level Enchantment

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

You create tendrils of ley energy that burst from the ground and wrap around a Large or smaller creature you can see within range. The target must succeed on a Dexterity saving throw or be restrained by the ley energy. At the end of each of its turns, the target can make a Strength saving throw. On a success, the spell ends on the target.

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. The creatures must be within 30 feet of each other when you target them.

LIGHTNING ROD

2nd-Level Evocation

Casting Time: 1 action

Range: Self (10-foot radius)

Components: V, S, M (a metal weapon)

Duration: Instantaneous

You thrust your weapon into the air and call down a bolt of lightning into it. The lightning flows through you and out into those nearby. You take 1d6 lightning damage, and each creature within 10 feet of you must make a Dexterity saving throw, taking 2d12 lightning damage on a failed save, or half as much damage on a successful one. If a creature's saving throw fails by 5 or more, it is also knocked prone. If you cast this spell during a lightning storm, all the damage is doubled, including the damage to yourself.

At Higher levels. When you cast this spell using a spell slot of 3rd level or higher, the damage to yourself increases by 1d6 and the damage to others increases by 1d12 for each slot level above 2nd.

LOST

3rd-Level Enchantment

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: 1 hour

You attempt to confuse and confound a creature's sense of direction. The target must make a Wisdom saving throw, and if the saving throw fails, the spell removes all memory of particular locations, landmarks, and routes for the duration of the spell, even well-known ones such as locations within a city, a home forest, and well-known hills and roads.

A *remove curse* or *greater restoration* spell ends this effect.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you can target one additional creature for each slot level above 3rd. The creatures must be within 30 feet of each other when you target them. If you use a spell slot of 5th level or higher, the duration is 8 hours. If you use a spell slot of 7th level or higher, the duration is 24 hours. If you use a 9th-level spell slot, the spell lasts until it is dispelled.

LOST AND WANDERING

5th-Level Enchantment

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: 24 hours

As the *lost* spell (see above), and in addition to forgetting all navigation skills and landmarks, the target is compelled to wander off at a walk (attacking only in self-defense). After 16 hours, the target can make another Wisdom saving throw. On a failure, the creature falls into an exhausted long rest.

A *remove curse* or *greater restoration* spell ends this effect.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, you can target one additional creature for each slot level above 5th. The creatures must be within 30 feet of each other when you target them. If you use a spell slot of 7th level or higher, a target experiences the spell for 48 hours, making the Wisdom saving throw after 24 hours instead of after 16 hours. If you use a spell slot of 9th level or higher, a target experiences this spell for 7 days, making the Wisdom saving throw every 24 hours instead of after 16 hours.

LUNAR TRANSFER

4th-Level Conjuration

Casting Time: 1 minute

Range: 200 feet

Components: V, S, M (an opal worth at least 500 gp, which the spell consumes)

Duration: Instantaneous

This spell instantly summons a glittering moonbeam that transports one sleeping creature or object of your choice that you can see within range to a destination you select. If you target an unwilling creature, it can make a Wisdom saving throw. On a successful save, the spell fails, and you appear in the target location instead. A transferred creature wakes up as soon as it arrives at its destination. If you target an object, it must be able to fit entirely inside a 10-foot cube, and it can't be held or carried by an unwilling creature. The destination you choose must be known to you, and it must be on the same plane of existence as you. Your familiarity with the destination determines whether the creature or object arrives there successfully.

The GM rolls a d20 and consults the Lunar Transfer table below.

- **Grove or Magic Circle** means a hallowed druid grove or a permanent teleportation circle whose sigil sequence you know.
- **Memento** means that you possess an object taken from the desired destination within the last six months, such as a book from a wizard's library, bed linen from a royal suite, or a chunk of marble from a lich's secret tomb.
- **Very Familiar** is a place you have been very often, a place you have carefully studied, or a place you can see when you cast the spell.
- **Seen Casually** is someplace you have seen more than once but with which you aren't very familiar.
- **Viewed Once** is a place you have seen once, possibly using magic.
- **Description** is a place whose location and appearance you know through someone else's description, perhaps from a map.
- **False Destination** is a place that doesn't exist. Perhaps you tried to scry an enemy's sanctum but instead viewed an illusion, or perhaps you are attempting to teleport to a familiar location that no longer exists.

On Target. The target creature or object appears where you want it to.

Off Target. The target creature or object appears a random distance away from the destination in a random direction. Distance off target is 5 miles times a d20 roll, though never more than half the distance traveled. For example, if you sent someone 250 miles and they landed

LUNAR TRANSFER

d20	Grove or Circle	Memento	Very Familiar	Seen Casually	Viewed Once	Description	False Destination
1	Similar area	Mishap	Mishap	Mishap	Mishap	Mishap	Mishap
2–5	Off target	Similar	Similar	Similar	Mishap	Mishap	Mishap
6–9	On target	Off target	Off target	Similar	Similar	Similar	Mishap
10–13	On target	On target	Off target	Off target	Off target	Similar	Similar
14–17	On target	On target	On target	On target	On target	Off target	Similar
18–19	On target	On target	On target	On target	On target	On target	Similar
20	On target	On target	On target	On target	On target	On target	Similar

off target, and you rolled an 8 on the d20, then they would arrive off target by 40 miles. If you had sent them only 20 miles, they could not be more than 10 miles off target. The GM determines the direction off target randomly by rolling a d8 and designating 1 as north, 2 as northeast, 3 as east, and so on around the points of the compass. If you were teleporting someone to a coastal city and they wound up 20 miles out at sea, they could be in trouble.

Similar. Your target creature or object winds up in a different area that's visually or thematically similar to the target area. If you are sending someone to your home laboratory, for example, they might wind up in another wizard's laboratory or in an alchemical supply shop that has many of the same tools and implements as your laboratory. Generally, the creature or object appears in the closest similar place, but since the spell has no range limit, they could conceivably wind up anywhere on the plane.

Mishap. The spell's unpredictable magic results in a difficult journey. The teleporting creature or object takes 2d12 force damage, and the GM rerolls on the table to see where you (instead of the target) wind up. (Multiple mishaps can occur, dealing damage each time.)

LUNARBOLT WAXING

1st-Level Evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (small spherical stone painted white)

Duration: Instantaneous

You hurl a bolt of concentrated moonlight at a creature you can see within range. The bolt expands in size and grows in strength as it travels. Make a ranged spell attack against the target. On a hit, a target takes 1d10 cold damage and suffers additional damage based on the distance between you and the target, as detailed below:

- If the target is between 35 and 60 feet away from you, it takes an additional 1d4 radiant damage.

- If the target is between 65 and 90 feet away from you, it takes an additional 2d4 radiant damage.
- If the target is between 95 and 120 feet away from you, it takes an additional 3d4 radiant damage.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the cold damage increases by 1d10 for every two slot levels above 1st. When you cast this spell using a spell slot of 3rd level or higher, the d4s of the additional radiant damage become d6s.



MAGIC DAMPENING FIELD

3rd-level Abjuration

Casting Time: 1 action

Range: Self (30-foot radius)

Components: V, S, M (a piece of fabric soaked in a liquid)

Duration: Concentration, up to 1 minute

When you cast this spell, choose a school of magic. A 30-foot-radius invisible sphere surrounds you, dampening magic of the chosen school. When a creature in the spell's area casts a spell of the chosen school, it must succeed on a Constitution saving throw against your spell save DC or the spell fails to cast, expending the action and the spell's use or spell slot.

Active magical effects of the chosen school, such as the spell *false life* when dampening necromancy or the spell *mage armor* when dampening abjuration, are suppressed while within this spell's area. While an effect is suppressed, it doesn't function, but the time it spends suppressed counts against its duration.

This spell has no affect on spells cast outside the spell's area.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the radius of the spell increases by 10 feet for each slot level above 3rd.

MAGMA SPRAY

2nd-Level Transmutation

Casting Time: 1 action

Range: 40 feet

Components: V, S, M (a pinch of sulfur or a piece of brimstone)

Duration: Concentration, up to 1 minute

A 5-foot-diameter, 5-foot-tall cylindrical fountain of magma erupts from the ground in a space of your choice within range. A creature in that space takes 3d8 fire damage, or half as much damage with a successful Dexterity saving throw. A creature that enters the area on its turn or ends its turn there also takes 3d8 fire damage, or half as much damage with a successful Dexterity saving throw. A creature can take this damage only once per turn.

A creature whose hit points are reduced to 0 by this damage is killed immediately, and its body burns to ash.

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.

MAGNETIC BOLT

1st-Level Transmutation

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: 1 minute

The first time you hit with a ranged weapon attack before this spell ends, the ammunition becomes magically magnetized as it hits the target.

The magnetized ammunition clings to the target until removed. When the target moves into or through a space that is within 10 feet of a creature wearing metal armor or of a Small or larger metal object, such as an anvil, a statue, a decorative suit of armor hanging on a wall, or similar, the target treats that space as difficult terrain as the magnetized ammunition pulls the target toward that creature or object.

A creature with magnetized ammunition clinging to it can use its action to make a Strength check against your spell save DC. On a success, the ammunition is removed and crumbles to dust.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can magnetize one additional piece of ammunition for each slot level above 1st.

MAGNIFY WEAPON

2nd-Level Transmutation

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: 1 minute

The first time you hit with a melee weapon attack before this spell ends, your weapon grows larger just before impact and deals one additional die of its damage. Then your weapon returns to its normal size, and the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can magnify your weapon for one additional hit before the spell ends for each slot level above 2nd.

MALAISE

1st-Level Illusion

Casting Time: 1 action

Range: Touch

Components: V, S, M (a scrap of handkerchief from a fever victim)

Duration: 10 minutes

You craft an illusion around a creature that isn't a Construct or Undead, creating phantom symptoms of a disease. The target must succeed on a Wisdom saving throw or suffer one or more of the following symptoms of your choice for the duration:

- An illusory fever where the target feels feverish and hot to the touch.
- The target has a persistent, scratchy throat, prompting occasional coughs.
- The target sees minor spots or has blurry vision at their periphery.
- The target's skin manifests illusory, itchy spots, boils, or rashes, prompting occasional scratching.

Until this spell ends, the target has disadvantage on ability checks. At the end of each of the target's turns, it can make another Wisdom saving throw. On a successful save, the spell ends. After failing three of these saving throws, the spell's effects last for the duration.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the duration is 1 hour. When you cast this spell using a spell slot of 7th level or higher, the duration is 24 hours.

MARIGOLD BLOOM

2nd-Level Conjunction

Casting Time: 1 action

Range: Self

Components: V, S, M (a marigold flower)

Duration: Concentration, up to 1 minute

A vine tipped with a marigold grows from your arm for the duration. The marigold shoots a beam of fire at a creature you can see within 60 feet of you. Make a ranged spell attack against the target. On a hit, the target takes 2d6 fire damage. Until the spell ends, you can make the attack again on each of your turns as an action.

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 level above 2nd.

MASS CONTAGIOUS HEALING

7th-Level Evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: 1 minute

A wave of magical disease washes out from a point of your choice within range. Choose up to three creatures in a 30-foot-radius sphere centered on that point. Each target is infected by a magical disease and regains hit points equal to 3d8 + your spellcasting ability modifier.

The next time an infected target takes damage, the disease ends on the target and infects a new friendly creature within 10 feet of the first. The new target regains hit points equal to 2d8 + your spellcasting ability modifier. The next time the new target takes damage, the disease ends on it and moves to another friendly creature within 10 feet of it. The disease continues moving from target to target in this way, reducing the amount of healing by 1d8 each time the disease moves to a new target. The final target regains hit points equal to 1d8 + your spellcasting ability modifier and that instance of the disease ends. This spell ends early if all instances of the disease end.

A creature can be healed multiple times by this spell but can have only one instance of the disease on it at a time. If a creature already has an instance of this disease and would gain another, the previous instance of the disease immediately moves to another valid target as if the creature had taken damage. This spell has no effect on Undead or Constructs.

At Higher Levels. When you cast this spell using a spell slot of 8th-level or higher, the healing increases by 1d8 for each slot level above 7th.

MASS DISARM

4th-Level Abjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You magically disarm creatures, giving you and your allies an upper edge in battle. Choose up to five creatures you can see within range. Each target must succeed on a Dexterity saving throw or drop any weapons and shield it is holding.

Instead of choosing multiple targets, you can choose to focus this spell's energy on only one creature you can see within range. If you do so, the target must succeed on a Dexterity saving throw or any weapons and shield it is holding teleport to the ground in a space within 5 feet of you.



MASS SHUFFLE

5th-Level Conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

Choose any number of creatures you can see within range. Each target switches places with one other target, teleporting out of its current space and into the other target's space and vice versa. The two targets must be within one size category of each other. A creature can't be teleported into damaging terrain or into a space it can't ordinarily occupy. For example, a creature that can't fly can't switch places with a flying creature that is in the air, but two creatures that can fly can be switched, regardless if one is in the air.

An unwilling creature can make a Wisdom saving throw, and if it succeeds, it isn't affected by this spell.

MEMENTO MORI

Necromancy Cantrip

Casting Time: 1 action

Range: 5 feet

Components: V, S

Duration: 1 round

You transform yourself into a horrifying vision of death, rotted and crawling with maggots, exuding the stench of the grave. Each creature within range that can see you must succeed on a Charisma saving throw or be stunned until the end of its next turn.

A creature that succeeds on the saving throw is immune to further castings of this spell for 24 hours.

MERCHANT OF MINUTES

2nd-Level Necromancy

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a small, empty hourglass)

Duration: Instantaneous

A black corona surrounds a creature you can see within range, stealing time from it and causing it to age. Spectral, black sand flakes away from the corona around the target and settles into the hourglass you are holding. The target must make a Constitution saving throw. On a failed save, the target takes 1d6 necrotic damage, and it ages one hour. On a successful save, the target takes half the damage and doesn't age one hour.

As part of casting this spell or as a bonus action on a subsequent turn but before your next long rest, you can consume this stolen hour of time. Alternatively, you can

gift the time to a friendly creature you can see within range. As a bonus action at any point before your next long rest, that creature can consume the stolen time.

A creature that consumes the stolen hour of time can expend Hit Dice to regain hit points as if it had completed a short rest. The creature doesn't gain any other benefits of a short rest.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d6 and ages the target an additional hour for each slot level above 2nd. The stolen time can be shared with multiple creatures and must be used in 1-hour increments.

MIGHTY VESSEL

8th-Level Conjuration

Casting Time: 1 minute

Range: 1 mile

Components: V, S, M (a golden model of a warship worth at least 500 gp, which the spell consumes)

Duration: Instantaneous

A wooden warship rises from an area of water of your choice that you can see within range. The area of water must be large enough to accommodate the boat, at least 100 feet long, 20 feet wide, and 15 feet deep, and it must be clear of any other boats or structures. Any creatures in the area are harmlessly pushed out of the boat's space.

The warship is a Gargantuan vehicle that is 100 feet long and 20 feet wide. The ship has four siege weapons on the deck: two ballistae and two cannons.

Below deck is divided into two floors: the lower deck and the hold. Each level of the ship is connected by wooden stairs. Below deck is furnished and decorated however you like, and it contains sufficient food to serve a nine-course banquet for up to 60 people each day. Furnishing, food, and other objects created by this spell crumble to dust if removed from the ship.

A crew of forty invisible servants obeys any commands given to it by creatures you designate when you cast the spell. Each servant functions as if created by the *unseen servant* spell.

The ship and the siege weapons aboard it are all made of wood and metal that can be damaged, but they are immune to poison damage and psychic damage. The hull of the ship has AC 15 and 500 hit points. The ballistae have AC 15 and 50 hit points each. The cannons have AC 19 and 75 hit points each.

MINIATURE HURRICANE

3rd-Level Evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a stone submerged in a jar of seawater)

Duration: Concentration, up to 1 minute

You conjure a miniature hurricane on a point you can see within range. The hurricane forms in a 40-foot-tall cylinder with a 20-foot-radius centered on that point. When a creature enters the spell's area for the first time on a turn or starts its turn there, it is buffeted by rain, ice pellets, and roaring wind and must make a Constitution saving throw. On a failed save, a creature takes 3d6 cold damage, and its speed is halved until it leaves the hurricane. On a successful save, a creature takes half the damage, and its speed isn't reduced.

Until the spell ends, the hurricane moves up to 20 feet in a random direction at the start of each of your turns. To determine the direction, roll a d8 and assign a direction to each die face.

MISSTEP

Enchantment Cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

You gesture to a creature within range that you can see. If the target fails a Wisdom saving throw, it uses its reaction to move 5 feet in a direction you dictate. This movement does not provoke opportunity attacks. The spell automatically fails if you direct the target into a dangerous area such as a pit trap, a bonfire, or off the edge of a cliff, or if the target has already used its reaction.

MONSOON

6th-Level Conjuration

Casting Time: 1 action

Range: Self (40-foot radius)

Components: V, S

Duration: Concentration, up to 1 minute

You create a dark rain cloud in the shape of a cylinder that is 10 feet tall with a 40-foot radius, centered on the point you can see 100 feet in the sky directly above you. The spell fails if you can't see a point in the air where the rain cloud could appear (for example, if you are in a room that can't accommodate the cloud). The cloud remains centered on you in the sky above you, and moving to a place where you don't have a clear path to the sky ends the spell early.

Until the spell ends, heavy rain and hailstones fall in the area within 40 feet of you, pummeling creatures and objects and loosening the ground. Nonmagical fires in the area are extinguished, the area is lightly obscured, and the ground in the area is difficult terrain. Any creature other than you that starts its turn in the area must make a Dexterity saving throw, taking 2d10 bludgeoning damage on a failed save, or half as much damage on a successful one. When you cast this spell, you can designate any number of creatures you can see to be unaffected by it.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the damage increases by 1d10 for each slot level above 6th.

MOON TRAP

4th-Level Abjuration

Casting Time: 1 hour

Range: Self

Components: V, S, M (powdered silver worth at least 250 gp)

Duration: Up to 8 hours

While casting this spell under the light of the moon, you inscribe a glyph that covers a 10-foot-square area on a flat, stationary surface such as a floor or a wall. Once the spell is complete, the glyph is invisible in moonlight but glows with a faint white light in darkness.

Any creature that touches the glyph, except those you designate during the casting of the spell, must make a successful Wisdom saving throw or be drawn into an inescapable maze until the sun rises.

The glyph lasts until the next sunrise, at which time it flares with bright light, and any creatures trapped inside return to the spaces they last occupied, unharmed. If a space has become occupied or dangerous, the creature appears in the nearest safe unoccupied space.

MOONLIGHT CHARM

5th-Level Enchantment

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Up to 1 month

You attempt to charm a humanoid you can see within range. It makes a Wisdom saving throw, with advantage if you or your companions are fighting it or threatening it. If the saving throw fails, the humanoid remains charmed until the spell's duration expires, until you or any of your companions do anything harmful to it, or until a full moon rises in the sky. The charmed creature regards you as a friendly acquaintance. When the spell ends, the creature knows it was charmed by you.

MOONLIGHT SENDING

4th-Level Conjuration

Casting Time: 1 action

Range: Self

Components: V, S, M (an offering of gemstones, incense, and fragrant oils worth at least 400 gp, which the spell consumes, set afire in an alabaster bowl)

Duration: Instantaneous

You exhort a fiend to attack a distant foe. After the offering is made, roll a d20 and add your spellcasting ability modifier, then consult the following table to determine which fiend is summoned:

d20	Result	CR
1–4	<i>Sending fails</i>	—
5–8	<i>Wind demon (see Creature Codex) or quasit</i>	1–2
9–12	<i>Rattok demon (see Creature Codex) or bearded devil</i>	3–4
13–16	<i>Crystalline devil (see Tome of Beasts) or vrook</i>	4–6
17–20	<i>Lunar devil (see Tome of Beasts) or hezrou</i>	8
21+	<i>Alnaar demon (see Creature Codex) or horned devil</i>	9–11

Once summoned, you must make a DC 10 Charisma (Persuasion) check to compel the fiend to seek out a particular creature you choose that is on the same plane of existence as you. On a success, the fiend slinks off to its target, usually but not always by night. On a failure, the fiend refuses, and the offering and the bowl are consumed in the casting.

The conjured fiend may find that the target is warded or inaccessible or simply difficult to find (whether because of invisibility or some other reason). In this case, you must make a DC 15 Charisma (Persuasion) check. On a success, the fiend returns and demands no further offering, reports its failure, and vanishes. On a failure, the fiend returns and demands another offering. If this is not immediately forthcoming, it attacks you.

MOONSPIRE METEOR

4th-Level Conjuration

Casting Time: 1 action

Range: 30 feet

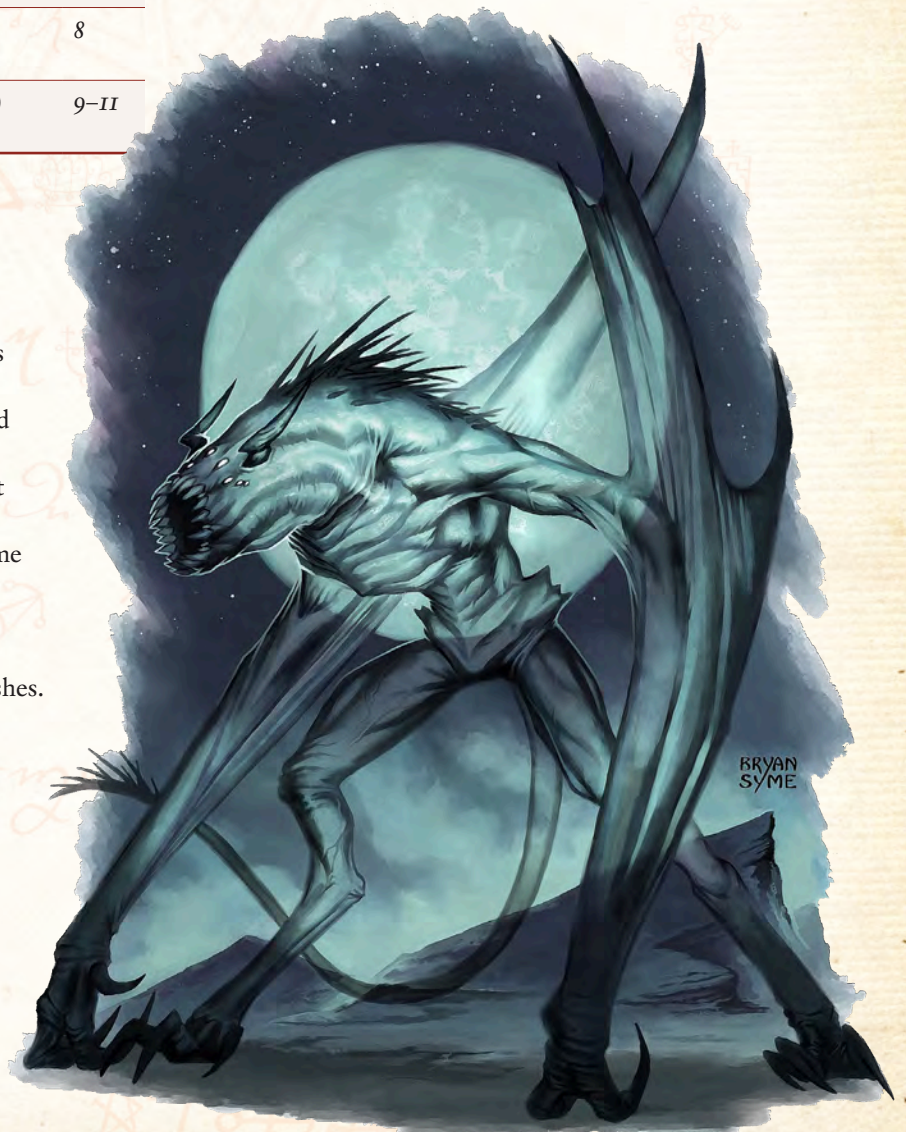
Components: V, S, M (a small stone sphere polished smooth)

Duration: Concentration, up to 1 minute

You create a 5-foot-diameter sphere of moonrock that slams down on a point you can see within range. Each creature within 5 feet of that point must make a Dexterity saving throw. On a failed save, a creature takes 2d8 bludgeoning damage and 2d8 radiant damage and is knocked prone. On a successful save, a creature takes half the damage and isn't knocked prone.

Until the spell ends, you can use a bonus action on each of your subsequent turns to cause the moonrock to appear and slam down on a point you can see within range again.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the bludgeoning damage or radiant damage (your choice) increases by 1d8 for each slot level above 4th.



MUDSLIDE

4th-Level Conjunction

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You create and cause a cascade of mud to flow from a point on the ground you can see within range. The mud flows in a direction of your choice in a 30-foot line that is 10 feet wide. Each object in the line that isn't being worn or carried is buried under 5 feet of mud. Each creature in the line must make a Strength saving throw. On a failed save, a creature takes 3d10 bludgeoning damage and is pushed up to half the length of the line in a direction following the line, knocked prone, and buried under the mud. On a successful save, a creature takes half the damage and isn't pushed, knocked prone, or buried. A buried creature is restrained and unable to breathe or stand up. A buried creature, or a creature within reach of a buried creature, can use its action to make a Strength check against your spell save DC. If it succeeds, the buried creature is no longer buried.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the line's length increases by 5 feet and the damage increases by 1d10 for each slot level above 4th.

N

NEGATIVE IMAGE

2nd-Level Conjunction

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a piece of reflective obsidian)

Duration: Instantaneous

You create a shadow tunnel between your location and one other creature you can see within range. You and that creature instantly swap positions. If the target creature is unwilling to exchange places with you, it can resist the effect by making a Charisma saving throw. On a successful save, the spell has no effect.

NEXUS

7th-Level Conjunction

Casting Time: 10 minutes

Range: Touch

Components: V, S, M (a platinum thread and needle worth at least 700 gp, which the spell consumes)

Duration: 24 hours

You conjure up to four magical doorways in a surface you touch. The surface must be large enough to accommodate the doors, which are large enough for a Large or smaller creature to pass through. When you cast this spell, choose a nonmagical archway, doorway, or other threshold you have moved through at least once within 100 miles of you for each magical doorway you create. Each magical doorway opens onto the location of its associated nonmagical threshold for the duration. The spell ends early if the surface on which the magical doorways appear is destroyed.

When you cast this spell, you can choose a number of creatures equal to your spellcasting ability modifier. You and the chosen creatures are the only creatures able to use the magical doorways. The magical doorways are two-way for such creatures, allowing the creatures to pass between the two locations by moving through the doorways, opening the destination doors if necessary. All other creatures see the magical doorways as door-like outlines or silhouettes in a style of your choice on the surface you touched, and they see and can interact with the nonmagical thresholds at the destinations as if the locations weren't tied to magical doorways.

NIMBLE DANCE

3rd-Level Transmutation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 minute

A creature you touch moves with stunning grace. For the duration, the creature can take the Dash or Disengage action as a bonus action on each of its turns. If the creature doesn't use the bonus action granted by this spell during its turn, it becomes evasive until the start of its next turn. While evasive, if it is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw and only half damage if it fails.

NOTHING TO SEE HERE

1st-Level Enchantment

Casting Time: 1 action

Range: Touch

Components: S

Duration: 1 hour

Creatures relying on eyesight and with a Wisdom score of 11 or less ignore the target as if it were not there—unless directly attacked or addressed by the target. Creatures relying on eyesight and with a Wisdom score of 12 or higher can make a Wisdom saving throw to pierce the illusion and see the target of the spell. Blindsight and tremorsense work normally.

At Higher Levels. If you cast this spell using a spell slot of 2nd level or higher, you can either target one additional creature or increase the duration of the spell by 1 hour for each slot level above 1st.



OBFUSCATE OBJECT

Illusion Cantrip

Casting Time: 1 bonus action

Range: Touch

Components: S

Duration: Concentration, up to 1 minute

While you are in dim light or darkness, you touch an object and cause it to become unobtrusively obscured from the sight of other creatures. For the duration, you have advantage on Dexterity (Sleight of Hand) checks to hide the object. The object can't be larger than a shortsword, and it must remain in your pocket, held in your hand, or otherwise on your person or the spell ends.

You can affect two objects when you reach 5th level, three objects at 11th level, and four objects at 17th level.

OBVIATING SHADOW

3rd-Level Necromancy

Casting Time: 1 action

Range: Self

Components: V, S, M (a piece of coal carved into a humanoid shape)

Duration: 1 hour

You give your shadow a semblance of life, allowing it to move differently from how nearby light might direct your shadow to move. Until the spell ends, when you take damage, you can use your reaction to prevent the damage to yourself, moving it into the shadow. When the shadow has absorbed 30 damage, it ruptures. You and each

creature within 5 feet of you must make a Dexterity saving throw, taking 4d6 necrotic damage on a failed save, or half as much damage on a successful one. The spell then ends.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, your shadow can absorb 10 more damage for each slot level above 3rd. When you cast this spell using a spell slot of 5th level or higher, the necrotic damage increases by 1d6 for every two slot levels above 3rd.

OCULUS BLOSSOMS

7th-Level Divination

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a carved seed)

Duration: 24 hours

A Tiny, magical flower grows in a space you can see within range. The space must be capable of supporting a flower, such as a patch of open ground, a pot of dirt, or similar. The blossom is always of a type natural to the region and is indistinguishable from a normal flower. When you cast this spell, you can create a number of these flowers equal to your spellcasting ability modifier. Each flower must be at least 5 feet away from another such flower. This spell ends if you cast it again before the duration ends.

Until the spell ends, you can use an action to see and hear through one of the flowers as if you were in its space, provided you are on the same plane of existence as the flower. While perceiving through a flower, you can use a bonus action to switch your senses to another of the flowers or to end the effect. A creature that can see invisible things (such as a creature benefiting from *see invisibility* or truesight) sees a luminous, intangible eye in place of the flower's blossom.

At Higher Levels. When you cast this spell using a spell slot of 8th level or higher, the duration is 7 days. If you cast this spell using a spell slot of 9th level or higher, the duration is 30 days.

OMINOUS SHADOW

6th-Level Necromancy

Casting Time: 1 action

Range: Self (60-foot cone)

Components: V, S, M (a horn from a creature native to the Plane of Shadow)

Duration: Instantaneous

When you cast this spell, you extend your shadow out in a 60-foot cone. Each creature in the area must make a Constitution saving throw. On a failed save, a creature takes 8d10 necrotic damage and has disadvantage on attack rolls and saving throws until the end of its next turn. On a success, a creature takes half the damage and

doesn't have disadvantage on attack rolls and saving throws from this spell.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the damage increases by 1d10 for each slot level above 6th.

OMINOUS WINDS

2nd-Level Enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a cracked bone)

Duration: Concentration, up to 1 minute

Up to three creatures of your choice that you can see within range must make Charisma saving throws. Whenever a target that fails this saving throw makes an attack roll or a saving throw before the spell ends, the target must roll a d8 and subtract the number rolled from the attack roll or 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.

ONEIROMANCY

1st-Level Divination

Casting Time: 10 minutes

Range: Touch

Components: V, S, M (incense and a bit of mushroom)

Duration: Concentration, up to 8 hours

Dreams can be gateways to understanding, and you can induce such prophetic and insightful dreams in yourself and others. You touch a willing creature of your choice. The creature immediately falls into an enchanted dream state and remains that way for the full length of a normal long rest for that creature, unless awakened or if the target chooses to end the spell early.

During this long rest, the target experiences dreams and visions centering around one event or question of its choice, specified at the casting of the spell. The answer in the dreams may be literal, or it may be wrapped in symbolism, omens, and metaphor and left to the dreamer to interpret. This spell doesn't disrupt the target's long rest, and the target can still gain the benefits of a long rest if it finishes the long rest while affected by this spell.

If the target's sleep is interrupted, this spell ends and must be cast again for the target to experience the dreams again.

Elves and other creatures with immunity to magical sleep can choose whether or not to be affected by this spell.

This spell has no effect on Constructs or Undead.

ORROS MARK OF FATE

3rd-Level Necromancy

Casting Time: 1 reaction, which you take when you fail a saving throw

Range: Self

Components: V, S, M (a small iron shield)

Duration: Instantaneous

You succeed on the triggering saving throw and redirect the effect to a creature you can see within 15 feet of you. The target must make a saving throw with disadvantage against the same effect that triggered this spell, suffering its effects as normal. Regardless whether the target succeeds or fails, you still suffer the effects of a successful saving throw, if any.



PALLIATIVE CENSURE

2nd-Level Enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

Choose a creature you can see within range. The target must succeed on a Wisdom saving throw or be cursed for the duration. While cursed, each time the target deals damage with an attack, the damage is halved, and a creature you can see within 30 feet of the cursed target regains hit points equal to that amount immediately after the attack's damage is dealt.

PANACEA

Abjuration Cantrip

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 round

You touch a creature suffering from exhaustion or a poison or disease. Until the start of your next turn, the effects of the exhaustion, poison, or disease are suppressed. This spell doesn't cure the exhaustion, poison, or disease, but it temporarily halts the effects. For example, *panacea* wouldn't prevent a poison from continuing to deal damage each round, but it would temporarily pause a reduction to an ability score caused by that poison. After a creature has benefited from this spell for 1 minute (10 rounds), it can't be affected by this spell again until it finishes a long rest.

PART CLOUDS

6th-Level Conjunction

Casting Time: 1 minute

Range: Self (1-mile radius)

Components: V, S, M (a sun-bleached wind instrument carved from wood)

Duration: Concentration, up to 1 hour

The clouds miraculously part within 1 mile of you for the duration. You must be outdoors to cast this spell. Moving to a place where you don't have a clear path to the sky ends the spell early.

When you cast this spell, nonmagical smoke, clouds, fog, and other obscuring mists, including the clouds in the sky, disperse in the area. Magical smoke, clouds, fog, and other obscuring mists disperse after 1 minute in the area. Until the spell ends, you can't become lost while you travel, and the area is filled with bright sunlight if it is day or dim light if it is night.

PHALANX OF LIGHT

4th-Level Evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a tiny statue of a soldier)

Duration: Concentration, up to 1 minute

You conjure a spectral battalion of soldiers wielding spears and shields made of light. The soldiers fill a 20-foot cube centered on a point you can see within range. The cube is filled with bright light, and you and friendly creatures within the cube have half cover. The cube is difficult terrain for hostile creatures.

As a bonus action on your turn, you can move the cube up to 20 feet. A hostile creature that enters the cube for the first time on a turn or starts its turn there must make a Dexterity saving throw, taking 2d8 piercing damage and 2d8 radiant damage on a failed save, or half as much damage on a successful one.

PHANTASM

6th-Level Illusion (Ritual)

Casting Time: 1 minute

Range: Self

Components: V, S, M (a sympathetic item from the target, a pinch of grave dirt, and powdered sapphire worth at least 5,000 gp, which the spell consumes)

Duration: Concentration, up to 1 minute

You reach out with your consciousness and influence the dreams of another creature. The creature must be on the same plane of existence as you and have a minimum Intelligence score of 7. If the target is not asleep or in meditation (in the case of elves or similar creatures) when

the spell is cast, the spell fails. This spell has no effect on Constructs or Undead.

The target must make a Wisdom saving throw. On a failed save, the target's dream becomes a nightmare, and it takes 4d10 psychic damage. On a successful save, the target takes half the damage, the spell ends, and you take 4d10 psychic damage as you are shoved from the dream. At the start of each of its turns, the target can make another Wisdom saving throw, taking 4d10 psychic damage on a failed save, or ending the spell on a successful one. Once the target succeeds on its saving throw, it can't be affected by this spell again until 7 days have passed. The target can't wake itself, but if it is awakened by an outside force or if it is reduced to 0 hit points, the spell ends.

If the target succeeds on the saving throw, it can make a Wisdom (Insight) check against your spell save DC. On a success, if the target is familiar with you, it recognizes you as the attacker. If the target succeeds but is unfamiliar with you, it doesn't recognize you, though at the GM's discretion, it may vaguely recognize you at a later date if you cross paths.

For the duration of the spell, your body lies in repose in the location you cast the spell. You are blind and deaf to your body's surroundings, though you can feel and are aware if you take damage. If your body is moved, the spell ends. If your target is awakened, the spell ends.

At Higher Levels. When you cast this spell at 7th level or higher, you deal an additional 1d10 psychic damage per spell slot above 6th.

PHANTASMAL PHALANX

7th-Level Conjunction

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a tiny statue of a warrior made from gold and precious stones, worth at least 250 gp)

Duration: Concentration, up to 1 minute

You summon six golden, phantasmal soldiers in unoccupied spaces you can see within range. Each soldier is considered Celestial, and it disappears when it drops to 0 hit points or when the spell ends.

The soldiers are friendly to you and your companions. Roll initiative for the soldiers as a group, which has its own turns. You can communicate telepathically with the soldiers as long as you are on the same plane of existence, and the soldiers obey any commands that you issue to them (no action required by you). If you don't issue any commands to the soldiers, they defend themselves from hostile creatures or position themselves protectively next to you and your allies, each soldier moving to within 5 feet of at least one of you. While positioned protectively, a soldier can use its reaction to impose disadvantage on a melee attack roll against the target it is protecting,



provided the target remains within 5 feet of the soldier.

The GM has the soldiers' statistics, using a veteran that has a shield and is immune to nonmagical bludgeoning, piercing, and slashing damage.

PLAGUE DOCTOR'S CALL

1st-Level Divination (Ritual)

Casting Time: 1 action

Range: Self

Components: V, S, M (a parcel of dried flowers and herbs)

Duration: Concentration, up to 1 hour

You inhale deeply of the herb-and-flower parcel and attune yourself to the ebb and flow of pestilent spirits. For the duration, whenever you are within 1 mile of an active epidemic (a contagious disease currently affecting 10 or more creatures within 1,000 feet of each other), the scent of the herbs and flowers intensifies. This scent becomes stronger when you are pointed in the direction of the nearest victim of the epidemic and for as long as you continue moving in its direction. The scent vanishes and the spell ends when you are within 30 feet of a victim of an epidemic you sensed with this spell.

PLAGUE HYSTERIA

6th-Level Necromancy

Casting Time: 1 action

Range: Touch

Components: V, S, M (a pinch of ashes)

Duration: 24 hours

Your touch curses a creature that isn't a Construct or Undead with the symptoms of a disease of your choice, which can include *cackle fever*, *sewer plague*, or any of the diseases caused by the *contagion* spell or found in the Random Disease table in Chapter 2. The target must succeed on a Wisdom saving throw or become convinced it is suffering from a disease, including manifesting physical symptoms. However, it suffers no actual damage, conditions, or penalties from this disease. All symptoms are superficial and vanish when the spell ends. This is a curse, not a disease, and as such, spells and effects that cure or detect diseases have no effect.

While cursed and manifesting symptoms, the target emits an aura of hysterical fear. A creature that isn't a Construct or Undead and that comes within 60 feet of the target must succeed on a Wisdom saving throw or become frightened of the target.

While frightened, that creature must take the Dash action and move away from the target by the safest available route on each of its turns, unless there is nowhere to move. If the creature ends its turn in a location where it doesn't have line of sight to the cursed target, the creature can make a Wisdom saving throw against your spell save DC, ending the frightened condition on itself on a success. If a creature's saving throw is successful or the frightened effect ends for it, the creature can't be frightened by this spell again for the next 24 hours.

PLAGUE MARKS

Necromancy Cantrip

Casting Time: 1 action

Range: Touch

Components: V, S, M (a pair of fly wings)

Duration: 1 hour

You place the fly wings in the mouth of an intact corpse that has been dead no more than 24 hours. The visible signs of a disease of your choice manifest on the body. These signs are temporary and not contagious, but they appear genuine under the scrutiny of anyone not practiced in diagnosing diseases.

PLAGUE WALK

3rd-Level Necromancy

Casting Time: 1 action

Range: Self

Components: V, S, M (a vial of pus)

Duration: Concentration, up to 1 minute

You conjure a trail of sickly, yellowish-green miasma that follows in your footsteps and lingers on your trail. This miasma is visible as a mist hovering in each space you leave. The mist remains in each of those spaces, forming a trail behind you, for 10 minutes before fading. The mist forms only along the ground and doesn't form in spaces you left by flying, swimming, or similarly not in contact with the ground.

A creature that enters the miasma for the first time on a turn or starts its turn there must succeed a Constitution saving throw or take 2d8 poison damage and be poisoned for 1 minute. At the end of each of its turns, a poisoned creature can make another Constitution saving throw, ending the poisoned condition on itself on a success. Nonmagical plants that aren't creatures, such as trees and shrubs, wither and die in the miasma in your wake.

At Higher Levels. If you cast this spell using a spell slot of 4th level or higher, the miasma lasts for an additional 10 minutes for each slot level above 3rd.

PLAGUEBEARER

2nd-Level Abjuration

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 48 hours

The creature you touch when casting this spell becomes immune to disease for the duration. The creature can still contract and carry diseases; it simply does not suffer any effects of a disease. When exposed to a disease, the creature must make the saving throw required. If the saving throw fails, the creature becomes a carrier of the disease and might expose others to it per the rules for the particular affliction. The creature under the effect of the spell is aware when it becomes infected. If the creature recovers from or is cured of all diseases it suffers while this spell is in effect, it continues to benefit from the spell until the spell ends.

When the duration expires, the target becomes susceptible to the effect of any disease it is still carrying, as if it had just now contracted it.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the duration increases by 24 hours for each slot level above 2nd.

POCKETFUL OF POSIES

Abjuration Cantrip

Casting Time: 1 action

Range: Self

Components: V, S, M (a handful of flower petals)

Duration: Concentration, up to 1 minute

You crush a handful of flower petals and sing a morbid rhyme. For the duration, you have advantage on saving throws against disease, and a creature that makes a melee attack against you that could inflict a disease, such as a death dog's Bite attack, must make a Wisdom saving throw. On a failed save, the creature must choose a new target or lose the attack or spell, then this spell ends.

POISONED PORTAL

2nd-Level Conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: 1 minute

You corrupt one opening, door, portal, or other threshold you can see within range with invisible, poisonous fumes. When you cast this spell, choose one threshold up to 10 feet wide and up to 10 feet tall. Each creature that passes through the opening must make a Constitution saving throw. On a failed save, a creature takes 2d4 poison

damage and is poisoned for 1 minute. On a successful save, a creature takes half the damage and isn't poisoned. At the end of each of its turns, a poisoned creature can make another Constitution saving throw, ending the poisoned condition on itself on a success.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d4 for each slot level above 2nd.

POISONOUS FLESH

2nd-Level Transmutation

Casting Time: 1 action

Range: Self

Components: V, S, M (a sprig of milkweed)

Duration: Concentration, up to 1 hour

You make your flesh and blood poisonous, deterring creatures that might want to devour you. For the duration, any creature that hits you with a Bite attack must make a Constitution saving throw. On a failed save, it takes 2d8 poison damage and is poisoned for 1 minute. On a successful save, the creature takes half as much damage and is not poisoned. Creatures with an Intelligence of 5 or lower will not willingly bite you again, seeking other prey instead. If such a creature is unable to disengage from combat with you, it will use other attack actions to deal damage, if possible, but will continue to use its Bite attack if it has no other option.

If you are swallowed by a creature, immediately after you take whatever damage is dealt by the creature's digestion, the creature takes 4d8 poison damage and is poisoned for 1 hour. A successful Constitution saving throw negates the poisoned condition. On its next turn, the creature uses an action to spit you out.

POLYCHROMATIC BUBBLE

4th-Level Conjuration

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (a chip of soap and a drop of oil)

Duration: Concentration, up to 1 minute

You create a shimmering, multicolored bubble around a Large or smaller creature or object within range. The target must succeed on a Dexterity saving throw or be trapped within the bubble. A creature that starts its turn inside the bubble can't see or hear anything outside the bubble and must succeed on a Wisdom saving throw or be charmed by you and the bubble until the start of its next turn. At the start of each of your turns, the bubble rises 10 feet into the air along with its contents, up to a maximum of 30 feet.

The bubble has an AC equal to your spell save DC and hit points equal to twice your spellcasting ability modifier. A creature outside the bubble that hits the

bubble with an attack must succeed on a Wisdom saving throw or be charmed by you and the bubble until the start of its next turn.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you can create one additional bubble around one additional target for each slot level above 4th. The targets must be within 30 feet of each other when you target them.

POWER WORD DEplete

7th-Level Evocation

Casting Time: 1 action

Range: 120 feet

Components: V

Duration: Instantaneous

You utter a word of power at one creature you can see within range. The target must succeed on a Wisdom saving throw or it loses a single use of a trait or feature of your choice with limited uses each day, such as spellcasting, Channel Divinity, or Legendary Resistance. If the target has spell slots, and you chose spellcasting, the target loses a spell slot of its highest available level.

POWER WORD FLING

3rd-Level Conjuration

Casting Time: 1 action

Range: 30 feet

Components: V

Duration: Concentration, up to 1 minute

You mutter a word of power that causes a creature you can see within range to be flung vertically or horizontally. The creature must succeed on a Strength saving throw or be thrown up to 15 feet vertically or horizontally. If the target impacts a surface, such as a ceiling or wall, it stops moving and takes 3d6 bludgeoning damage. If the target was thrown vertically, it plummets to the ground, taking falling damage as normal, unless it has a flying speed or other method of preventing a fall. If the target impacts a creature, the target stops moving and takes 3d6 bludgeoning damage, and the creature the target hits must succeed on a Strength saving throw or be knocked prone. After the target is thrown horizontally or it falls from being thrown vertically, regardless of whether it impacted a surface, it is knocked prone.

As a bonus action on each of your subsequent turns, you can attempt to fling the same creature again. The target must succeed on another Strength saving throw or be thrown.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the distance you can fling the target increases by 5 feet, and the damage from impacting a surface or creature increases by 1d6 for each slot level above 3rd.

POWER WORD PLAGUE

8th-Level Necromancy

Casting Time: 1 action

Range: 60 feet

Components: V, M (a vial containing diseased skin)

Duration: Instantaneous

You speak a word of power, infecting a creature within range that can see and hear you with a virulent disease. If the target has 150 hit points or fewer, it contracts the disease. In addition, choose a number of creatures equal to your spellcasting ability modifier within 30 feet of the target. Each of those creatures must succeed on a Constitution saving throw or also contract the disease. These secondary targets can have any hit point total.

While diseased, a target suffers the following effects:

- At the start of each of its turns, the target's hit point maximum decreases by 20.
- The target can't regain hit points, except by magical spells higher than 5th level.
- The target's speed is halved.

The disease ends on a creature when the creature is reduced to 0 hit points. The disease can also be ended by a *greater restoration*, *heal*, or *wish* spell.

POWER WORD REBOUND

2nd-Level Evocation

Casting Time: 1 reaction, which you take when a creature you can see within 60 feet of you is hit by an attack that targets only one creature

Range: 60 feet

Components: V

Duration: Instantaneous

You utter a word of power as a weapon or spell hits a creature you can see within range. The attack rebounds on the attacker, using all the same attack and damage rolls against the attacker.

POWER WORD REND

4th-Level Evocation

Casting Time: 1 action

Range: 90 feet

Components: V

Duration: Instantaneous

You speak a word of power that causes the internal organs of a creature you can see within range to rupture. The target must make a Constitution saving throw. It takes $4d6 + 20$ force damage on a failed save, or half as much damage on a successful one. If the target is below half its hit point maximum, it has disadvantage on this saving throw. This spell has no effect on creatures without vital internal organs, such as Constructs, Oozes, and Undead.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, 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.

POWER WORD REVEAL

4th-Level Divination

Casting Time: 1 action

Range: 120 feet

Components: V

Duration: 1 round

You utter a word of power and every creature within range perceives things as they actually are. Each creature within 120 feet of you has truesight in the spell's area until the start of your next turn.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the duration increases by 1 round for each slot level above 4th.

POWER WORD VULNERABILITY

2nd-Level Transmutation

Casting Time: 1 action

Range: 60 feet

Components: V

Duration: Instantaneous

You utter a word of power and one creature you can see within range becomes vulnerable to one of the following damage types of your choice: bludgeoning, piercing, or slashing. If the target is normally immune to the chosen damage type, it has resistance to that type of damage instead.

The target must make a Wisdom saving throw at the end of each of its turns. On a successful save, this vulnerability ends.

PRATFALL

1st-Level Conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

You cause a small bit of bad luck to befall a creature, making it look humorously foolish. When you cast this spell and as a bonus action on each of your turns, you can cause one creature you can see within range to experience one of the following effects. A creature can experience only one of these effects at a time.

Clothing Malfunction. An invisible force sharply tugs on the target's trousers, causing their clothing to slip. The target must succeed on a Dexterity saving throw or it has disadvantage on the next attack roll it makes with a two-handed weapon or it loses its shield bonus to its AC

(your choice) until the end of its next turn as it uses one hand to gather itself.

Disorienting Clap. The target feels the sensation of a quick, mild clap against its ears, briefly disorienting it. The target must succeed on a Constitution saving throw or it can't cast spells with somatic components until the end of its next turn.

Flash of Lights. Strobing lights flash briefly before your target's eyes, causing difficulties with its vision. The target must succeed on a Constitution saving throw or its passive Perception is halved until the end of its next turn.

Slippery Floor. A small, oily puddle appears under the target's feet, causing it to lose balance. The target must succeed on a Dexterity saving throw or be unable to use bonus actions on its next turn as it regains its footing and balance.

Sneezing Fit. Tiny particles blow in your target's face, causing it to sneeze. The target must succeed on a Constitution saving throw or have disadvantage on the first attack roll it makes before the end of its next turn.

PRAYER OF RESOLVE

2nd-Level Evocation

Casting Time: 1 minute

Range: 30 feet

Components: V

Duration: 1 hour

You remind your allies of the perseverance that will be required of them. Choose up to six creatures you can see within range. Each target gains temporary hit points equal to 1d10 + your spellcasting ability modifier for the duration. This spell has no effect on Undead or Constructs.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the temporary hit points increase by 1d10 for each slot level above 2nd.

PRINCE'S PILLAR

2nd-Level Conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a handful of earth or a stone the size of one's fist)

Duration: 10 minutes

You create a pillar of earth beneath a creature on the ground you can see within range, which can include yourself. The pillar is a 5-foot-radius, 30-foot-tall cylinder. If the target is a hostile creature, it must make a Dexterity saving throw. On a failed save, the target takes 3d6 bludgeoning damage and is pushed up to 10 feet away from the pillar. On a successful save, the target takes half the damage and is pushed to a space of its choice within 5 feet of the pillar. If the target is yourself or a friendly creature, that creature is raised gently atop the pillar.

The pillar has an AC equal to your spell save DC and hit points equal to twice your spell save DC. When reduced to 0 hit points or at the end of the spell's duration, the pillar crumbles and vanishes. If you or a friendly creature is atop the pillar, that creature is brought gently to the ground in the space the pillar previously occupied. If any other creature was atop the pillar, it falls, taking falling damage.

PRISON OF HUNGRY BONES

5th-Level Necromancy

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a bone engraved with the image of a barred cell)

Duration: 1 hour

A magical cage of bones erupts out of the ground to surround a creature on the ground you can see within range. The target must succeed on a Dexterity saving throw or be captured in the cage. While in the cage, the target is restrained and can't use or be targeted by teleportation or interplanar travel spells and effects.

The cage has an AC equal to your spell save DC and 50 hit points. The cage takes only half the damage dealt to it and deals necrotic damage equal to that amount to the target, as it siphons life from the target.

PROSELYTIZE

1st-Level Enchantment

Casting Time: 1 action

Range: Self (10-foot radius)

Components: V, S, M (a holy symbol or religious tome, text, or pamphlet)

Duration: Instantaneous

You imbue your words with overwhelming emotion, bringing creatures around you to their knees. Every creature within 10 feet of you must make a Wisdom saving throw. On a failed save, a creature is knocked prone and can't take reactions until the end of its next turn.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the radius of the effect increases by 10 feet for each slot level above 1st.



PURGE

3rd-Level Necromancy

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Instantaneous

A gout of caustic bile streams from your mouth. You can choose to create a toxic circle around yourself or send a stream of bile at one creature.

Circle. You turn in a quick circle as you cast this spell, covering the ground in a 15-foot radius centered on you in slippery, acidic bile for 1 minute. The area becomes difficult terrain, and each creature, other than you, that enters the spell's area for the first time on a turn or starts its turn there must succeed on a Constitution saving throw or become poisoned while it remains within the spell's area.

Targeted. You spray a jet of caustic bile at a creature you can see within 30 feet of you. Make a ranged spell attack against the target. On a hit, the target takes 4d6 acid damage and is poisoned until it, or another creature within reach of it, uses an action to wipe off the bile.

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. When you cast this spell using a spell slot of 5th level or higher, the circle's radius increases by 5 feet for every two slot levels above 3rd.

R

RADIANT ROSETTE

2nd-Level Conjuration

Casting Time: 1 action

Range: Self

Components: V, S, M (a dandelion stalk)

Duration: Concentration, up to 1 minute

A rosette of magic resembling a dandelion of energy appears in your hand. The magical flower remains there for the duration. When you cast this spell, you blow gently on the rosette, sending a stream of glowing seeds at a creature you can see within 60 feet of you. Make a ranged spell attack against the target. On a hit, the target takes 3d6 radiant damage. Until the spell ends, you can blow on the rosette and make the attack again on each of your turns as an action.

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 level above 2nd.

RADIANT SHIELD

3rd-Level Transmutation

Casting Time: 1 action

Range: 30 feet

Components: V, M (a shield)

Duration: Instantaneous

You channel divine power into a shield you are wielding and throw it at a target you can see within range. The shield then bounces from that target to up to three other targets of your choice within 10 feet of the first target. Make a melee spell attack against each target, including the first. On a hit, a target takes 2d8 radiant damage. After the shield bounces off the last target, it returns to your open hand. A target can be a creature or an object and can be targeted by the shield only once.

After casting this spell, you lose your shield bonus to your AC until the start of your next turn.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the shield can bounce to one additional target for each slot level above 3rd. When you cast this spell using a spell slot of 5th level or higher, the subsequent targets must be within 20 feet of the first target. When you cast this spell using a spell slot of 7th level or higher, the subsequent targets must be within 30 feet of the first target.

RAISE ELDER

6th-Level Necromancy

Casting Time: 1 hour

Range: Touch

Components: V, S, M (a diamond worth at least 1,000 gp, which the spell consumes)

Duration: Instantaneous

This spell is identical to *raise dead*, but it works only on a creature that died of old age. The spell grants the raised elder one additional year of life. The raised creature has entirely white hair, its eyes are weak, and it loses 2 points each from Strength and Constitution; no magic less potent than a *wish* can restore these lost points. In all other respects, the creature can live out its life normally until the added year elapses.

Raise elder has no effect if it's cast on the same creature a second time.

RAISE GHOST

3rd-Level Necromancy

Casting Time: 1 hour

Range: Touch

Components: V, S, M (a diamond worth at least 500 gp, which the spell consumes)

Duration: Instantaneous

You return a dead creature you touch to a ghostly and incorporeal form, provided it has been dead no longer than 10 days. The creature can see and hear, and it can speak in a hollow, sepulchral tone if it chooses to. Whether it's willing to speak to you depends on its whim and its prior relationship with you, if any.

The affected creature is not undead; it is alive but incorporeal, with 1 hit point. It can't interact with the physical world, attack or cause damage, or cast spells. It is immune to nonmagical damage. It can move through creatures and objects as if they were difficult terrain, but it takes 1d10 force damage if it ends its turn inside an object. It regains hit points normally through resting or spending Hit Dice but never recovers hit points via spells, items, or potions.

This spell also neutralizes any poison and cures nonmagical diseases that affected the creature at the time it died. This spell doesn't remove magical diseases, curses, or similar effects; if these aren't removed prior to casting the spell, they take effect when the creature returns to life. The spell also closes mortal wounds, but it doesn't restore missing body parts. If the creature is lacking body parts or organs integral for its survival—its head, for instance—the spell automatically fails.

Coming back from the dead is an ordeal. The target has a -4 penalty to saving throws and ability checks. Every time the target finishes a long rest, the penalty is reduced by 1 until it disappears.

A creature affected by *raise ghost* is restored to normal, physical life by *raise dead* or comparable magic. *Raise ghost* has no effect if cast on an Undead creature.

RAISE HERO

4th-Level Necromancy

Casting Time: 1 hour

Range: Touch

Components: V, S, M (a diamond worth at least 500 gp, which the spell consumes)

Duration: 24 hours

This spell is identical to *raise dead* in every way except duration; the creature is restored to life for only 24 hours. The spell can be recast on the same creature, but on the second and subsequent castings, the caster must roll a d20. If the roll is equal to or less than the number of prior castings on the same creature, the spell fails and cannot

affect that creature again. Each new casting resets the clock to 24 hours; it doesn't stack another 24 hours onto a previous casting.

RAISE NEMESIS

5th-Level Necromancy

Casting Time: 1 hour

Range: Touch

Components: V, S, M (a diamond worth at least 500 gp, which the spell consumes)

Duration: Instantaneous

This spell is identical to *raise dead*, except it simultaneously raises two creatures with opposite alignments. For example, if you raise a Lawful Good paladin, then somewhere nearby, a Chaotic Evil warrior of similar power also returns to life. The second corpse must be within 100 miles. The two raised creatures have a vague sense of the direction and distance to their nemesis. They aren't compelled to battle one another or even to seek each other out. Their lives are, however, inextricably bound together in such a way that if either of them dies, the other also drops dead instantly.

Evil NPCs brought back with *raise nemesis* typically see it as an opportunity to create every sort of trouble imaginable.

If the spell is cast on a creature of true Neutral alignment, only that creature is restored to life.

RAISE QUESTING DEAD

6th-Level Necromancy

Casting Time: 1 hour

Range: Touch

Components: V, S, M (a diamond worth at least 500 gp, which the spell consumes)

Duration: Instantaneous

This spell is identical to *raise dead*, except it empowers you to impose a *geas* on the creature you raise. The targeted soul can opt to decline the *geas*, in which case it isn't restored to life. If the creature accepts your *geas*, it must complete the task within 30 days. If it accepts but fails to meet the conditions of the *geas*, it dies on the dawn of the 31st day and its spirit again departs the mortal world. If it accomplishes the task, it's free to live out the remainder of its restored life as it chooses.

At Higher Levels. When you cast this spell using a spell slot of 7th or 8th level, the creature has a year to fulfill its *geas*, allowing for much more complex demands. When you cast this spell using a spell slot of 9th level, the *geas* lasts until it's fulfilled, no matter how long that takes, or until it's ended by *remove curse*, *greater restoration*, or *wish*.

RAISE SHADE

4th-Level Necromancy

Casting Time: 1 hour

Range: Touch

Components: V, S, M (a diamond worth at least 500 gp, which the spell consumes)

Duration: Instantaneous

This spell is identical to *raise ghost* in every way, except the ghostly figure can manipulate, hold, or carry objects weighing up to 5 pounds. Note that while 5 pounds of force is enough to pick up many melee weapons, it's not sufficient to wield one in combat or to draw a bow.

RAT PLAGUE

3rd-Level Necromancy

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 3 days

Your touch inflicts disease. Make a melee spell attack against a creature within reach. On a hit, you afflict the creature with one of two possible rat plagues, described below. At the end of each of the target's turns, it must make a Constitution saving throw. After failing three of these saving throws, the disease's effects last for the duration, and the creature stops making these saves. After succeeding on three of these saving throws, the creature recovers from the disease, and the spell ends. Since this spell induces a natural disease in its target, any effect that removes a disease or otherwise ameliorates a disease's effects apply to it.

Rat Fever. A creeping horror of rats, ratfolk, wererats, and all other rat-like creatures enters the creature's mind, and it fears contact with rats and is terrified of crowds. The creature is frightened of rats for the duration.

Rat Shakes. Violent shivers convulse the creature's limbs, its speed is halved, and it cannot use the Dash action. After making any melee or spell attack, the creature falls prone.

REAPER'S BALM

2nd-Level Necromancy

Casting Time: 1 action

Range: Touch

Components: V, S, M (a pinch of grave dirt mixed with resin)

Duration: 1 hour

Your touch wards a creature against death. For the duration, the target has advantage on death saving throws. If a dying creature affected by this spell succeeds on three death saving throws and becomes stable, the spell ends.

REASSEMBLE BONES

1st-Level Transmutation

Casting Time: 1 action

Range: Self

Components: V, S, M (a bone from an undead creature)

Duration: Concentration, up to 1 minute

Your body and bones become malleable. For the duration, you can use a bonus action on each of your turns to take on a compressed form, allowing you to fit into a space as narrow as 1 foot wide without squeezing. While in this compressed form, you can't make melee weapon attacks. You can use a bonus action again to return to your normal form.

RECREATE EVENT

7th-Level Illusion

Casting Time: 10 minutes

Range: Self (30-foot cube)

Components: V, S, M (a time piece made of brass and inlaid with diamonds worth at least 250 gp)

Duration: Concentration, up to 1 hour

Your magic summons an illusory recreation of an event, allowing you to watch and learn from different angles. When you cast this spell, choose a period of time you have experienced within the last 7 days that is up to 1 minute long. Illusory copies of the people, places, and events that existed within 30 feet of you during that minute fill the spell's area. The illusion appears centered on the past version of you and is recreated from your perspective at the time you experienced it. The recreation is not limited to your line of sight, and it magically recreates everything that occurred within 30 feet of you at that time.

For the duration, you can command the illusion to replay, pause, speed up, or slow down as you wish. You and other creatures can walk within the illusory scene, investigating and watching the event. You have advantage on Intelligence (Investigation) and Wisdom (Perception) checks made while observing the event. The spell doesn't provide insight into the minds of creatures that were present at that time, and it is limited to actions and movements that could have been observed by an average person experiencing the event. For example, it might depict wet footprints left by an invisible creature that walked past you during the event, but it wouldn't reveal the invisible creature.

RESHAPE SKELETON

4th-Level Necromancy

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a pinch of powdered giant bone)

Duration: Concentration, up to 1 minute

You cause one creature you can see to suffer a bone-cracking rearrangement of its skeleton. Choose one creature you can see within range that has a bony or cartilaginous skeletal structure. That creature must make a Constitution saving throw or its bone structure becomes mutable for the duration.

Until the spell ends, you can use a bonus action on each of your subsequent turns to adjust the target's bone structure, limiting its ability to act. The target must succeed on a Constitution saving throw or take 3d10 bludgeoning damage and suffer one of the following effects of your choice until the end of its next turn: halved speed or disadvantage on attack rolls.

At the end of each of its turns, the target can make another Constitution saving throw. On a success, the spell ends on the target.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d10 for every two slot levels above 4th.

Horrors. Tentacles erupt from the rift and fly toward up to three creatures you can see within 20 feet of the rift. Each creature must succeed on a Strength saving throw or be restrained by the tentacles until the spell ends. A creature restrained by the tentacles can use its action to make a Strength check against your spell save DC. On a success, it is no longer restrained. If no creatures are restrained by the rift's tentacles at the end of your turn, the next creature, other than you, to move within 20 feet of the rift must succeed on a Strength saving throw or be restrained by the tentacles for the duration.

RIFT

4th-Level Conjuration

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 1 minute

You conjure a small rift to another plane on a point you can see within range. When you cast this spell, choose one of the following natures. The rift exhibits the chosen nature for the duration.

Chaos. The rift's presence warps the area around it, disorienting nearby creatures. A creature that starts its turn within 20 feet of the rift has disadvantage on the first attack roll it makes before the start of its next turn, and when it moves on its turn, it moves in a random direction.

Delights. Soothing lights and sounds float out from the rift. Each creature that starts its turn within 5 feet of the rift regains hit points equal to your spellcasting ability modifier and can't be frightened until the start of its next turn.



RIME

Evocation Cantrip

Casting Time: 1 bonus action

Range: Touch

Components: V

Duration: 1 minute

You touch one nonmagical weapon and imbue it with frost. For the duration, the weapon and any ammunition it fires are coated in a thin, biting layer of ice, and any damage the weapon deals is cold damage instead of its normal damage type. If a hit with the weapon is a critical hit, the weapon deals an extra 1d4 cold damage, and the spell ends.

The cold damage from a critical hit increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

RITE OF RAIN

2nd-Level Conjunction (Ritual)

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 hour

You conduct a special rite through dance or prayer. At the end of the rite, you touch a point on the ground beneath you. For the duration, the area within 30 feet of that point is blessed by refreshing rains. The area is difficult terrain for creatures hostile to you. In addition, when a creature in the area rolls a 1 on a damage die for a spell that deals cold damage or lightning damage, the creature can reroll the die and must use the new roll.

If you cast this spell every day for 10 days in the same location, plants in the area grow twice as quickly and yield twice as much for 1 year.

RUBBERY BODY

2nd-Level Transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a tentacle from a Small or smaller aberration)

Duration: Concentration, up to 1 minute

Your touch changes the composition of a willing creature's flesh to an oily rubber. Until the spell ends, the target has resistance to bludgeoning damage.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the duration is concentration, up to 1 hour. When you cast this spell using a spell slot of 7th level or higher, the target has immunity to bludgeoning damage until the spell ends instead.



SCATTERSHOT

3rd-Level Evocation

Casting Time: 1 action

Range: Self (15-foot radius)

Components: V, S, M (eight metal ball bearings)

Duration: Instantaneous

You create an explosion of ball bearings that fly out from you in all directions. Each creature within 15 feet of you must make a Dexterity saving throw. On a failed save, a creature takes 6d8 bludgeoning damage and is knocked prone. On a successful save, a creature takes half the damage and isn't knocked prone.

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.

SEAL

3rd-Level Abjuration

Casting Time: 1 minute

Range: Touch

Components: V, S, M (an ounce of wax with flakes of gold worth at least 50 gp)

Duration: 1 hour

You magically seal the cracks, crevices, gaps, and breaches of a room or vehicle, protecting those inside it. You must be in a room, structure, vehicle, or chamber with a ceiling, walls, and windows, doors, portcullises, or other ways of physically closing off ingress and egress, or the spell fails.

When you cast this spell, you touch the floor of a chamber that is up to fifty 5-foot squares and up to 10 feet tall, shaped as you desire. You can ward a long hallway, a square bedchamber, the lowest deck of a ship, the interior of a siege engine, or a similar chamber.

Until the spell ends, the chamber is protected in the following ways.

Barred. Doors, windows, and other entryways into the chamber are magically locked, as if sealed by an *arcane lock* spell.

Bolstered. The chamber's walls, floor, ceiling, doors, windows, and similar structural features are immune to nonmagical bludgeoning, piercing, and slashing damage and have resistance to magical damage.

Impermeable. Magical and nonmagical water, gases, and other liquids and vapors can't pass into the chamber from outside of it.

Safe. The air within the chamber is safe to breathe and capable of sustaining any number of breathing creatures for the duration, provided the creature is wholly within the chamber.

SEAR

3rd-Level Evocation

Casting Time: 1 action

Range: Self (30-foot cone)

Components: V, S

Duration: Instantaneous

You exhale searing hot wind in a 30-foot cone. Each creature in the area must make a Dexterity saving throw. On a failed save, a creature takes 5d8 fire damage and is pushed away from you in a direction following the cone up to the edge of the cone. On a successful save, a creature takes half the damage and isn't pushed.

The wind disperses gas or vapor in the area, and it 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 1d8 for each slot level above 3rd.

SEEKING FIRE

2nd-Level Divination

Casting Time: 1 action

Range: Self (15-foot radius)

Components: V, S

Duration: Instantaneous

A wave of seeking fire rolls out from you in a 15-foot radius. Each hostile creature in the area that is hidden or invisible and not behind total cover must make a Dexterity saving throw. On a failed save, a creature takes 2d4 fire damage, is revealed, and can't benefit from being invisible until the end of its next turn. On a successful save, a creature takes half the damage and isn't revealed.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the radius increases by 5 feet for every two slot levels above 2nd.

SEEPING DEATH

3rd-Level Necromancy

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 3 days

Your touch inflicts a virulent, flesh-eating disease. Make a melee spell attack against a creature within your reach. On a hit, the creature's Dexterity score is reduced by 1d4, and it is afflicted with the seeping death disease for the duration.

Since this spell induces a natural disease in its target, any effect that removes a disease or otherwise ameliorates a disease's effects applies to it and can end the spell early.

Seeping Death. The creature's flesh is slowly liquefied by a lingering necrotic pestilence. At the end of each long

rest, the diseased creature must succeed on a Constitution saving throw or its Dexterity score is reduced by 1d4. The reduction lasts until the target finishes a long rest after the disease is cured. If the disease reduces the creature's Dexterity to 0, the creature dies.

SEISMIC SHIFT

4th-Level Evocation

Casting Time: 1 action

Range: Self (60-foot line)

Components: V, S, M (a small piece of sandstone)

Duration: Instantaneous

You disrupt the ground in a line 60 feet long and 10 feet wide extending from you in a direction you choose. You cause one of the following effects:

Collapse. The ground crumbles in the line. Each creature in the line must make a Dexterity saving throw. On a failed save, a creature is restrained as it sinks a few feet into the ground. On a successful save, a creature's speed is reduced by 10 feet until the end of its next turn as its feet and legs are covered in thick layers of earth. A restrained creature can use its action to make a Strength check against your spell save DC. If it succeeds, it is no longer restrained.

Rupture. The ground bursts away from you along the line. Each creature in the line must make a Strength saving throw. On a failure, a creature is pushed up to 60 feet away from you in a direction following the line and knocked prone. On a successful save, a creature is pushed half the distance and isn't knocked prone.

SERRATED LIMBS

2nd-Level Transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a thorn or serrated leaf)

Duration: Concentration, up to 1 minute

A willing creature you touch grows a pair of plant limbs with serrated leaves for the duration. The limbs are natural weapons with the Reach property, which the target can use to make unarmed strikes. If the target hits with a serrated limb, the limb deals slashing damage equal to 1d6 + your spellcasting ability modifier instead of the bludgeoning damage normal for an unarmed strike.

Until the spell ends, the target can use a bonus action on each of its turns to make an unarmed strike with a serrated limb.

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

SERVANT OF DOOM

4th-Level Transmutation

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: Concentration, up to 1 minute

A force of destruction gifts you a portion of its power. Each time you cast this spell, you choose whether to assume the form of the emissary or the form of the envoy for the duration.

Emissary. The blood in your veins shines through your skin, extra eyes open in your flesh, and you gain the following benefits:

- You gain a flying speed equal to your walking speed and the ability to hover, though you must stay within 5 feet of the ground.
- You gain truesight out to a range of 60 feet.
- Creatures have disadvantage on Wisdom saving throws against your spells and abilities.
- You have advantage on Intelligence- or Wisdom-based attack rolls.

Envoy. Your skin becomes stonelike, bony growths erupt across your body, and you gain the following benefits:

- You ignore difficult terrain for movement purposes.
- You can move through walls and other solid barriers if you succeed on a Strength check you make just before moving up to the barrier. The DC equals 10 + twice the barrier's thickness in feet.
- You have advantage on Strength- or Dexterity-based attack rolls.
- Your melee weapon attacks deal an extra 1d6 slashing damage on a hit.

SHACKLE

Abjuration Cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, M (a chain link)

Duration: 1 round

You magically tether a Large or smaller creature you can see within range to the ground. The target must succeed on a Strength saving throw or be magically bound to a point of your choice within 5 feet of it until the start of your next turn. While magically bound, the target can't move more than 5 feet away from that point.

If the target is an Undead, it has disadvantage on the saving throw and takes radiant damage equal to your spellcasting ability modifier.

SHADOW ADAPTATION

2nd-Level Abjuration

Casting Time: 1 action

Range: Self

Components: V, S, M (a scrap of black cloth)

Duration: 8 hours

Your flesh and clothing pale and become faded as your body takes on a tiny fragment of the Plane of Shadow. For the duration of this spell, you are immune to shadow corruption (see *Book of Ebon Tides*) and have resistance to necrotic damage. In addition, you have advantage on saving throws against effects that reduce your Strength score or hit point maximum, such as a shadow's Strength Drain or the *harm* spell.

SHADOW ARMOR

1st-Level Abjuration

Casting Time: 1 reaction, which you take when you are targeted by an attack but before the roll is made

Range: Self

Components: V, S

Duration: Instantaneous

You can siphon energy from the Plane of Shadow to protect yourself from an immediate threat. As a reaction, you pull shadows around yourself to distort reality. The attack against you is made with disadvantage, and you have resistance to radiant damage until the start of your next turn.

SHADOW BITE

Illusion Cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You create a momentary needle of cold, sharp pain in a creature within range. The target must make a successful Constitution saving throw or take 1d6 necrotic damage immediately and have its speed halved until the start of your next turn.

This spell's damage increases to 2d6 when you reach 5th level, 3d6 when you reach 11th level, and 4d6 when you reach 17th level.

SHADOW BLINDNESS

Illusion Cantrip

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 round

You make a melee spell attack against a creature you touch that has darkvision as an innate ability; on a hit, the target's darkvision is negated until the spell ends. This spell has no effect against darkvision that derives from a spell or a magic item. The target retains all its other senses.

SHADOW GATEWAY

5th-Level Conjunction (Ritual)

Casting Time: 10 minutes

Range: 30 feet

Components: V, S, M (a piece of black chalk)

Duration: Concentration, up to 1 minute

By drawing a circle of black chalk up to 15 feet in diameter and chanting for one minute during the casting time, you open a portal directly into the Plane of Shadow. The portal fills the chalk circle and appears as a vortex of inky blackness; nothing can be seen through it. Any object or creature that passes through the portal instantly arrives safely at the destination. The portal remains open for 1 minute or until you stop concentrating on the spell, and it can be used to travel between the Plane of Shadow and the chalk circle, in both directions, as many times as desired during the spell's duration.

SHADOW HANDS

1st-Level Evocation

Casting Time: 1 action

Range: Self (10-foot cone)

Components: V, S

Duration: Instantaneous

A freezing blast of shadow explodes out from you in a 10-foot cone. Any creature caught in the shadow takes 2d4 necrotic damage and is frightened until the end of its next turn; a successful Wisdom saving throw halves the damage and negates the frightened condition.

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

SHADOW METAMORPHOSIS

6th-Level Transmutation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 minute

You touch a creature of Huge size or smaller, or a single object no more than 20 feet in any dimension, and transform it into malleable shadow-stuff. Objects under the effect of the spell are not immaterial, but are easy to shape or compress. One could not walk through a door that is affected by the spell, but the door could be pulled aside like a curtain and bypassed, or pulled up like the bottom edge of a tent flap and crawled under, even if the door was locked.

An unwilling creature can make a Constitution saving throw, avoiding the effect on a success. A creature under the effect of the spell is amorphous and can move through a space as narrow as 1 inch wide without squeezing. In dim light or darkness, the creature has advantage on Dexterity (Stealth) checks. A creature under the effect of this spell cannot make attacks or cast spells and has vulnerability to radiant damage.

SHADOW MONSTERS

4th-Level Illusion

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a doll)

Duration: Concentration, up to 1 minute

You choose up to two creatures within range. Each creature must make a Wisdom saving throw. On a failed save, the creature perceives its allies as hostile, shadowy monsters, and it must attack its nearest ally. An affected creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you can target one additional creature for each slot level above 4th.

SHADOW PASSENGER

4th-Level Transmutation

Casting Time: 1 action

Range: Touch

Components: S, M (a vial of black ink)

Duration: 8 hours

You step into a shadow you can see within range, melding yourself and all the equipment you carry with the shadow for the duration. Using your movement, you step into the shadow at a point you can touch. Nothing of your presence remains visible or otherwise detectable by nonmagical senses except truesight.

You can perceive the surroundings around the shadow out to a radius of 10 feet, but you have disadvantage on Wisdom (Perception) checks. If the shadow moves, you move with it. You remain aware of the passage of time and can cast spells on yourself while merged with the shadow. You can use your movement to leave the shadow, exiting into an unoccupied space within 5 feet of the shadow and ending the spell. You otherwise can't move.

If the shadow is destroyed, such as from a source of bright light, the spell ends, you are expelled, emerging prone in an unoccupied space within 5 feet of where the shadow was located, and take 6d6 radiant damage.

If you willingly exit the shadow, you have advantage on the first attack roll you make before the start of your next turn, and if you hit a creature with that attack, the attack deals an extra 3d8 necrotic damage to the target.

SHADOW PORTAL

3rd-Level Conjuration

Casting Time: 1 action

Range: 200 feet

Components: V, M (a silver door latch worth at least 50 gp, which the spell consumes)

Duration: 1 minute

You create a door in the nearest wall, cliff, tree, or similar structure. It is immediately bound to a similar door up to 200 feet away. The near door must be a place within 10 feet that you can see while the distant door can be one that you can visualize or that you can describe by stating distance and direction, such as 100 feet straight down or 50 feet to the northwest and upward at a 45-degree angle.

Until the spell ends, any creature can take actions normally to open and pass through the near portal, which immediately teleports it to the distant portal. The spell ends after the duration or when a creature uses a bonus action to close the distant portal's door.

SHADOW PUPPETS

2nd-Level Illusion

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a pinch of powdered lead)

Duration: Concentration, up to 1 minute

You animate the shadow of a creature within range, causing it to attack that creature. As a bonus action when you cast the spell, or as an action on subsequent rounds while you maintain concentration, make a melee spell attack against the creature. If it hits, the target takes 2d8 psychic damage and must make a successful Intelligence saving throw or be incapacitated until the start of your next turn.

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.

SHADOW SHIELD

2nd-Level Abjuration

Casting Time: 1 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

A misty black barrier of magical force appears and protects you. Until the start of your next turn, you have a +8 bonus to AC, including against the triggering attack, and you are immune to force and radiant damage.

SHADOW SHUNT

2nd-Level Conjuration

Casting Time: 1 reaction, which you take when you are targeted by an attack or when you are in the area of a spell that deals damage

Range: Self

Components: V

Duration: Instantaneous

You enter the Plane of Shadow just as danger approaches. You vanish from your current plane of existence and appear in the Plane of Shadow until the start of your next turn, avoiding the triggering attack or spell. While on the Plane of Shadow, you are paralyzed, but you can see and hear the plane you originated from, which appears in shades of gray. At the start of your next turn, you reappear in the space you previously occupied or in the nearest unoccupied space.

SHADOW STEP

4th-Level Conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

You can open a temporary portal between two darkened areas, allowing you to move from one such area to another without crossing the intervening space. If you start your turn in an area of dim light or darkness, you can open a portal to another area of dim light or darkness within range and transport yourself to that spot. Doing this uses up your movement for the turn, regardless of the distance traveled. You can use *shadow step* while prone. Moving in this manner does not draw opportunity attacks.

SHADOW TENDRILS

3rd-Level Necromancy

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

Writhing ribbons of quasi-real darkness extend from your hand. As an action, you can make a melee spell attack with the tendrils against any creature within range. On a hit, the target takes 2d8 cold damage and must succeed at a Dexterity saving throw or be restrained.

A creature that starts its turn restrained by the shadow tendrils takes the cold damage again. It can take an action to make a Dexterity check against your spell save DC to free itself. On your turn, as a bonus action, you can drag a creature restrained by the shadow tendrils up to 15 feet closer to you.

The tendrils have AC 13 and 12 hit points. They are immune to bludgeoning damage and to piercing and slashing damage from nonmagical weapons. They are vulnerable to radiant damage. If the tendrils are destroyed by damage but the spell is still in effect, you can re-form them on your turn as a bonus action.

SHADOW TROVE

3rd-Level Transmutation (Ritual)

Casting Time: 1 minute

Range: 5 feet

Components: V, S, M (ink made from the blood of a raven)

Duration: 1 hour

You paint a small door approximately 2 feet square on a hard surface to create a portal into the void of space. The portal “peels off” the surface you painted it on and follows you when you move, always floating in the air within 5 feet of you. An icy chill flows out from the portal. You can place up to 750 pounds of nonliving matter in the portal, where it stays suspended in the frigid void until you withdraw it. Items that are still inside the shadow trove when the duration ends spill out onto the ground. You can designate a number of creatures up to your Intelligence modifier who have access to the shadow trove; only you and those creatures can move objects into or out of the portal.

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

SHADOWS BROUGHT TO LIGHT

2nd-Level Divination (Ritual)

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

If a creature you designate within range fails a Charisma saving throw, you cause the target’s shadow to come to life and reveal one of the creature’s most scandalous secrets: some fact that the target would not want widely known (GM’s choice). When casting the spell, you choose whether everyone present will hear the secret, in which case the shadow speaks loudly in a twisted version of the target’s voice, or if the secret is whispered only to you. The shadow speaks in the target’s native language.

If the target does not have a scandalous secret or does not have a spoken language, the spell fails as if the creature’s saving throw had succeeded.

If the secret was spoken aloud, the target takes a –2 penalty to Charisma checks involving anyone who was



present when it was revealed. This penalty lasts until the target finishes a long rest.

Ritual Focus. If you expend your ritual focus, the target has disadvantage on Charisma checks instead of taking the -2 penalty.

SHADOWY RETRIBUTION

4th-Level Necromancy (Ritual)

Casting Time: 10 minutes

Range: Self

Components: V, S, M (a small silver cup filled with the caster's blood)

Duration: 12 hours

You fill a small silver cup with your own blood (taking 1d4 piercing damage) while chanting vile curses in the dark. Once the chant is completed, you consume the blood and swear an oath of vengeance against any who harm you.

If you are reduced to 0 hit points, your oath is invoked; a shadow materializes within 5 feet of you. The shadow attacks the creature that reduced you to 0 hit points, ignoring all other targets, until it or the target is slain, at which point the shadow dissipates into nothing.

Ritual Focus. If you expend your ritual focus, the spell summons a specter instead of a shadow.

SHAMAL'S GRASP

2nd-Level Conjunction

Casting Time: 1 action

Range: 90 feet

Components: V, S

Duration: Concentration, up to 1 minute

You create a blast of wind and debris that buffets a creature you can see within range. The target must make a Strength saving throw. On a failed save, the target takes 2d8 bludgeoning damage and is buffeted by wind for the duration. On a successful save, the target takes half the damage and isn't buffeted by wind.

Until the spell ends, you can use a bonus action on each of your subsequent turns to increase the intensity of the winds buffeting the target. Choose a direction. The target takes 1d8 bludgeoning damage, and it must spend 2 feet of movement for every 1 foot it moves in that direction. At the end of each of its turns, the target can make another Strength saving throw. On a success, the spell ends on the target.

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

SHAPECHANGER-BANE WEAPON

1st-Level Transmutation

Casting Time: 1 bonus action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 hour

You touch a nonmagical weapon. Until the spell ends, that weapon becomes a magic weapon with a +1 bonus to attack and damage rolls against shapechangers. You can use a bonus action and reduce the duration by 10 minutes to have advantage on attack rolls with the weapon against shapechangers until the start of your next turn.

For the purpose of this spell, "shapechanger" refers to any creature with the Change Shape bonus action or the Shapechanger trait or any creature that isn't in its true form, such as from the *polymorph* spell.

SHARED NIGHTMARE

4th-Level Conjunction

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a pinch of powdered onyx)

Duration: Concentration, up to 1 minute

You cause the minds of up to three creatures you can see within range to share a nightmarish vision. Each target must make a Wisdom saving throw. On a failed save, a target takes 3d6 psychic damage and is haunted by the nightmare for the duration. On a successful save, a target takes half the damage and isn't haunted.

Until the spell ends, a creature haunted by the nightmare takes 1d6 psychic damage at the start of each of its turns for each other creature haunted by this spell's nightmare. A haunted creature can make another Wisdom saving throw at the end of each of its turns. On a success, the spell ends on the target.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you can target one additional creature for each slot level above 2nd.

SHIELD OF EPHEMERA

4th-Level Abjuration

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 1 round

Dream-like, indistinct patterns and shapes surround you. Until the start of your next turn, you become invisible, and you are immune to nonmagical bludgeoning, piercing, and slashing damage. At the start of your next turn, any creature that saw you in the past minute but that can't see you now forgets it saw you for the next 24 hours,

its mind filling gaps in details or dismissing any memory of you as a dream. This effect ends early if the creature sees you within that time frame.

SHIFTING SAND FORM

3rd-Level Transmutation

Casting Time: 1 action

Range: Self

Components: V

Duration: Concentration, up to 1 minute

Your body takes on the consistency of sand for the duration. Until the spell ends, each time you take damage, the damage is reduced by 1d6. If you use your reaction when you take damage, the damage is reduced by 2d6 instead.

At Higher Levels. If you cast this spell using a spell slot of 5th level or higher, the damage is reduced by an additional 1d6 for every two slot levels above 3rd.

SHROOM OF DOOM

2nd-Level Conjuration

Casting Time: 1 action

Range: 30 feet

Components: S, M (a mushroom cap)

Duration: Instantaneous

An array of wispy luminous mushrooms sprouts from a creature you can see within range. The target must succeed on a Constitution saving throw or 1d8 mushrooms grow out of its body. While the target has at least one mushroom growing from it, the target is poisoned. The target or a creature within reach of it can use its action to remove a mushroom. Removing a mushroom deals 1d4 poison damage to the target.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the poison damage dealt to the target when a mushroom is removed increases by 1d4 for every slot level above 2nd.

SILHOUETTE

Illusion Cantrip

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 minute

You create a shadow play against a screen or wall. The surface can encompass up to 100 square feet. The number of creatures that can see the shadow play equals your Intelligence score. The shadowy figures make no sound but they can dance, run, move, kiss, fight, and so forth. Most of the figures are generic types—a rabbit, a dwarf—but a number of them equal to your Intelligence modifier can be recognizable as specific individuals.

SKIP STRIKE

1st-Level Transmutation

Casting Time: 1 reaction, which you take when a creature you can see within 60 feet of you makes a weapon attack

Range: 60 feet

Components: V

Duration: Instantaneous

You wrap threads of time around an attacker, pushing the attack moments into the future. The target must succeed on a Wisdom saving throw or you magically interrupt the triggering attack, causing it to happen on the target's next turn instead. On the target's next turn, it gains an additional action it must use to make the attack you interrupted, though the delayed attack can be directed toward any target within the weapon's range. If the target is reduced to 0 hit points before its next turn or if it is otherwise prevented from making an attack on its next turn, the delayed attack doesn't happen and is lost.

SLIME GUARD

Abjuration Cantrip

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: 1 round

You coat yourself in a thick, magical slime. You have advantage on the next ability check you make to escape a grapple before the start of your next turn.

SLITHER

2nd-Level Transmutation

Casting Time: 1 action

Range: Self

Components: V, M (ashes from a wooden statue of you made into ink and used to draw your portrait, worth at least 50 gp)

Duration: Concentration, up to 1 minute

You momentarily become a shadow (a humanoid-shaped absence of light, not the Undead creature of that name). You can slide under a door, through a keyhole, or through any other tiny opening. All of your equipment is transformed with you, and you can move up to your full speed during the spell's duration. While in this form, you have advantage on Dexterity (Stealth) checks made in darkness or dim light and you are immune to nonmagical bludgeoning, piercing, and slashing damage. You can dismiss this spell by using an action to do so.

If you return to your normal form while in a space too small for you (such as a mouse hole, sewer pipe, or the like), you take 4d6 force damage and are pushed to the

nearest space within 50 feet big enough to hold you. If the distance is greater than 50 feet, you take an extra 1d6 force damage for every additional 10 feet traveled.

While in shadow form, you can't talk or manipulate objects, and any objects you are carrying or holding can't be dropped, used, or otherwise interacted with. In addition, you can't attack or cast spells while in shadow form.

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

SLOW-BURN FIREBALL

3rd-Level Evocation

Casting Time: 1 action

Range: 150 feet

Components: V, S, M (a small chunk of coal and sulfur)

Duration: Instantaneous

A bright streak flashes from your pointing finger to a point you choose within range, where it slowly ignites the air itself with phlogiston. Each creature in a 20-foot-radius sphere centered on that point must make a Dexterity saving throw, taking 4d6 fire damage on a failed save, or half as much damage on a successful one. Each creature then takes the same amount of damage at the start of each of its turns for the next two turns. A creature can prevent this extra damage by using an action to put out the flames on itself. The spell 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 1d6 for each slot level above 3rd.

SMOLDER

Illusion Cantrip

Casting Time: 1 action

Range: Self

Components: V

Duration: 1 minute

You cover yourself in an illusion that makes you appear to be on fire. Small flames lick and flicker along your limbs and features. You have advantage on the next Charisma (Intimidation) check you make against a Beast or Humanoid before the spell ends. Once you have used this spell to give yourself advantage on a Charisma (Intimidation) check against a creature, you can't use this spell in this way against that creature again until that creature finishes a long rest.

SOLITARY FIREBALL

2nd-Level Evocation

Casting Time: 1 action

Range: 150 feet

Components: V, S, M (a candle and a pinch of sulfur)

Duration: Instantaneous

A bright streak flashes from your pointing finger to a point you choose within range, where it blossoms with a low roar to engulf a single creature in searing flame. That creature takes 6d6 fire damage, or half damage with a successful Dexterity saving throw. *Solitary fireball* does not ignite other flammable objects.

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 level above 2nd.

SONG OF THE FOREST

3rd-Level Transmutation (Ritual)

Casting Time: 10 minutes

Range: Self

Components: V, S, M (a dried leaf, crumpled and released)

Duration: Concentration, up to 10 minutes

You attune your senses to the natural world so that you detect every sound that occurs within 60 feet: wind blowing through branches, falling leaves, grazing deer, trickling streams, and more. You can clearly picture the source of each sound in your mind. The spell gives you tremorsense out to a range of 10 feet. In addition, you have advantage on Wisdom (Perception) checks that rely on hearing. Creatures that make no noise or that are magically silent cannot be detected by this spell's effect.

Song of the forest functions only in natural environments; it fails if cast underground, in a city, or in a building that isolates the caster from nature (GM's discretion).

Ritual Focus. If you expend your ritual focus, the spell also gives you blindsight out to a range of 30 feet.

SOULEATER

5th-Level Evocation

Casting Time: 1 bonus action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 hour

You instill a hunger for the life force of others into a weapon you touch. Until the spell ends, the weapon emits dim light in a 30-foot radius. In addition, weapon attacks made with it deal an extra 2d8 necrotic damage on a hit. If the weapon isn't already a magic weapon, it becomes a magic weapon with a +1 bonus to attack and damage rolls.

As a bonus action, you can dismiss this spell and cause the weapon to emit a burst of radiance. Each creature of your choice that you can see within 30 feet of you must make a Constitution saving throw. On a failed save, the creature takes 2d8 necrotic damage and you heal half that many hit points. On a successful save, the creature takes half as much damage and you do not heal.

SPECTRAL PERFUME

1st-Level Abjuration

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 1 hour

You call on your connection with spirits and the spiritual to exude a spectral scent similar to that exuded by ghostly Undead. Until the spell ends, each Undead within 30 feet of you prefers other targets to you, unless you attacked that Undead in the last minute. In addition, if you have taken no aggressive action against an Undead within the last minute, you have advantage on Charisma checks made to influence Undead within 30 feet of you.

SPELLHUNT STEP

2nd-Level Conjuration

Casting Time: 1 reaction, which you take when you are hit by a spell attack or when you fail a saving throw against a spell

Range: 30 feet

Components: V

Duration: Instantaneous

As the spell strikes you, you teleport yourself to the spellcaster, provided the spellcaster is within range and the triggering spell didn't leave you incapacitated. If you can see the spellcaster, you appear in an unoccupied space of your choice within 5 feet of the spellcaster. If you can't see the spellcaster, the spellcaster must succeed on an Intelligence saving throw or you appear in the nearest unoccupied space within 5 feet of the spellcaster.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the range of the spell increases by 10 feet for each slot level above 2nd.

SPIDER SONG

4th-Level Conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, M (a leg from a spider or a tiny lute strung with spider silk)

Duration: Concentration, up to 10 minutes

You sing a piping tune and conjure shadows into enormous, ever-growing webs. The area within a 20-foot cube within range is filled with shadows, and the area is lightly obscured and provides half cover to any creature within. You may create a new cube of shadows in range every other round so long as you retain concentration, in which case the previous cube disappears 1 round later. Cubes can overlap but there is no cumulative effect from it.

Each creature that enters the area or starts its turn in the area must make a Dexterity saving throw. On a failed save, the creature is incapacitated for as long as it remains in the shadows or until it breaks free. A creature incapacitated by the shadows can make a Strength check each round against your spell save DC. If it succeeds, it is no longer incapacitated.

The shadows can be removed from a single 20-foot cube with a *daylight* spell.

SPIRIT BALM

2nd-Level Conjuration

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

You call on a divine spirit or a spirit of nature to heal your wounds and calm your mind. You and one willing creature you can see within range regain a number of hit points equal to your spellcasting ability modifier, and you can choose to end either the charmed or frightened condition on each of you.

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.

SPOIL FOOD AND WATER

3rd-Level Conjuration

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

You spoil 45 pounds of food, grain, or seeds and 30 gallons of water, ale, or other potable drinks on the ground or in containers within range, normally enough to sustain up to fifteen humanoids or five steeds for 24 hours.

The food becomes moldy, rotten, vermin-infested, or liquified. The water is filthy and foul-smelling, and any creature consuming either the food or the beverage is ill for the next 24 hours, moving at half speed and with disadvantage on all ability checks and saving throws.

At Higher Levels. If cast at 4th level, you spoil up to 150 pounds of food and 100 gallons of beverage. If cast at 5th level, you spoil up to 500 pounds of food and 300 gallons of beverage.

SPRAY

1st-Level Conjuration

Casting Time: 1 action

Range: Self (30-foot line)

Components: V, S

Duration: Instantaneous

You conjure a powerful torrent of water in a line that is 30 feet long and 5 feet wide. Each creature in the line must make a Strength saving throw. On a failed save, the creature suffers 3d6 bludgeoning damage, is pushed up to 15 feet away from you in a direction following the line, and knocked prone. On a successful save, the creature takes half the damage and isn't pushed or knocked prone.

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.

SPRAY OF GLASS

Evocation Cantrip

Casting Time: 1 action

Range: Self (10-foot cube)

Components: V

Duration: Instantaneous

You cause a spray of sharp glass shards to extend in front of you. The glass takes any color or shape you wish. Each creature in a 10-foot cube must succeed on a Dexterity saving throw or take 1d4 piercing damage.

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

SPY

Divination Cantrip

Casting Time: 1 action

Range: 5 feet

Components: V

Duration: 1 minute

You create an inter-dimensional opening the size of a spyglass lens in a space you can see within range. A similar opening appears in a space within 120 feet of you that you have visited in the last hour. Any creature can look into either opening and see through the opposite opening as if the creature were in the opening's space.



STEADY

1st-Level Transmutation

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: 1 minute

You imbue yourself with magical balance and surety of foot. For the duration, you have advantage on ability checks and saving throws against being knocked prone and on ability checks and saving throws made to escape a grapple. In addition, you spend only 5 feet of movement to stand up from being prone.

STEAL MEMORIES

4th-Level Enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: 24 hours

You attempt to steal another creature's memories. One creature that you can see within range must make a Wisdom saving throw. If you are fighting the creature, it has advantage on the saving throw. If the target succeeds on the saving throw by 5 or more, it knows that you tried to access its memories, and it can't be affected by this spell again for 24 hours. On a failed save, you steal one of the target's memories for 24 hours.

You must specify the type of memory you are trying to steal, and it must be a single event lasting no more than 1 minute, such as "the assassination of the arch duke" or "the password of the day for entrance to the thieves' guild hideout." If the memory doesn't exist in the mind of the target, the spell fails. If the memory exists, you gain the full memory as if you experienced it yourself, including any sensations the target experienced.

Until the spell ends, the target can't recall the memory. When the spell ends, the memory returns to the target, and you can no longer recall it.

STENCH OF ROT

2nd-Level Necromancy

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a live maggot)

Duration: 1 hour

Choose one creature you can see within range that isn't a Construct or an Undead. The target must succeed on a Charisma saving throw or become cursed for the duration of the spell. While cursed, the target reeks of death and rot, and nothing short of magic can mask or remove the smell. The target has disadvantage on all Charisma

checks and on Constitution saving throws to maintain concentration on spells. A creature with the Keen Smell trait, or a similar trait indicating the creature has a strong sense of smell, can add your spellcasting ability modifier to its Wisdom (Perception) or Wisdom (Survival) checks to find the target. A *remove curse* spell or similar magic ends the spell early.

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

STORM DOOR

4th-Level Conjuration

Casting Time: 1 action

Range: Self

Components: V, S, M (a piece of fulgurite)

Duration: Concentration, up to 10 minutes

Crackling with lightning, you teleport up to 120 feet to an unoccupied space that you can see. Each creature within 5 feet of both the space you left and your new space must make a Dexterity saving throw. A creature takes 1d12 lightning damage on a failed save or half as much damage on a successful one.

On each of your turns for the duration, you can use your bonus action to call up the lightning and open such a storm door again, targeting a different space with the door each time. If you are outdoors when you cast this spell, a storm develops within 1 minute and follows you, and under such conditions, the spell's damage increases to 2d12, and you can teleport up to 240 feet.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, a creature of your choice within 5 feet of you can teleport through the storm door with you. Accompanying creatures do not suffer the lightning damage.

STORM MOTE

Conjuration Cantrip

Casting Time: 1 bonus action

Range: 30 feet

Components: V

Duration: 1 minute

You create a Tiny mote of stormy magic next to a creature you can see within range. The mote is immune to damage and can't be attacked. The next time a target makes an attack roll against you, it has disadvantage on the attack as the mote by it sparks and thunders, distracting the target. That mote then disappears. You can have only one instance of this spell active at a time. If you cast it again while the previous spell is still active, that spell ends.

The spell creates one additional mote when you reach 5th level (two motes), 11th level (three motes), and 17th

level (four motes). The motes can all hover by one target or each can hover by a different target, provided all targets are within range. When all motes have disappeared, the spell ends.

STORM OF ANGELS

9th-Level Conjuration

Casting Time: 1 minute

Range: 60 feet

Components: V, S, M (the feather of an angel and a diamond worth at least 5,000 gp)

Duration: Concentration, up to 1 hour

You summon two Celestials of challenge rating 5 or lower, which appear in a flash of golden lightning in unoccupied spaces you can see within range. Each Celestial disappears when it drops to 0 hit points or when the spell ends.

The Celestials are friendly to you and your companions. Roll initiative for the Celestials as a group, which has its own turns. They obey any verbal commands that you issue to them (no action required by you), as long as the commands don't violate the Celestials' alignment. If you don't issue any commands to them, the Celestials defend themselves from hostile creatures but otherwise take no actions.

If your concentration is broken, the Celestials don't disappear. Instead, you lose control of the Celestials, and they may become hostile to you or aid you on their own terms, depending on your alignment and observable actions while the Celestials were summoned. An uncontrolled Celestial can't be dismissed by you, and it disappears 1 hour after you summoned it.

STORM QUEEN'S CHILDREN

7th-Level Conjuration

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (a piece of ivory carved into the shape of a tornado, worth at least 500 gp)

Duration: 1 minute

You conjure up to three tornados on the ground at points you can see within range. Each tornado is a 10-foot radius, 30-foot-tall cylinder of swirling air centered on the point. Each creature that enters a tornado for the first time on a turn or starts its turn in a tornado must make a Strength saving throw. On a failed save, a Large or smaller creature takes 4d10 bludgeoning damage and is thrown up to 60 feet in a random direction and knocked prone. On a failed save, a Huge or larger creature takes 4d10 bludgeoning damage but is restrained until the start of its next turn instead of being thrown. On a successful save, a creature takes half the damage and isn't thrown, restrained, or knocked prone, but it is pushed out of the tornado to an unoccupied space within 5 feet of the edge of the tornado.

If a thrown creature strikes a solid surface, the creature takes 1d6 bludgeoning damage for every 10 feet it was thrown. If the creature is thrown at another creature, that creature must succeed on a Dexterity saving throw against your spell save DC or take the same damage and be knocked prone. If a thrown creature is thrown into another tornado, it is then thrown up to 60 feet again in a random direction from that tornado.

At the start of each of your turns, the tornados move up to 30 feet in random directions and can affect you as easily as any other creature. If multiple tornados would move to the same space, one tornado moves to the space, and the other moves to within 10 feet of the space. The spell ends early if you are incapacitated or die.

STORM STEP

2nd-Level Conjuration

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Instantaneous

You release a clap of thunder as you teleport to an unoccupied space you can see within 30 feet of you. Each creature within 5 feet of your origin and destination spaces must make a Constitution saving throw, taking 2d6 thunder 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 3rd level or higher, the damage increases by 1d6 for each slot level above 1st.

STRAFE

2nd-Level Evocation

Casting Time: 1 action

Range: Self

Components: V

Duration: Instantaneous

You speed across the battlefield, releasing small bursts of magic at those you pass. Move up to twice your speed in a straight line. This movement ends early if you would pass through the space of a creature of your size, stopping your move in an unoccupied space within 5 feet of that creature. This movement doesn't provoke opportunity attacks.

Each creature within 5 feet of a space you enter during this movement must make a Dexterity saving throw, taking 2d4 force 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 3rd level or higher, the damage increases by 1d4 for each slot level above 1st.

STRIP WOOD

Transmutation Cantrip

Casting Time: 1 action

Range: 30 feet

Components: V

Duration: Instantaneous

You temporarily clothe a creature in the bark from nearby plants. Choose a creature you can see within range that is within 10 feet of a tree, shrub, or other nonmagical plant with bark. The plant can't be a Plant creature. The target's AC increases by 2 until the start of your next turn, as you temporarily move the bark from the plant to the target.

STYGIAN EYE

6th-Level Necromancy

Casting Time: 1 action

Range: Self

Components: V, S, M (a black spherical bead)

Duration: Concentration, up to 1 minute

You create a spherical eyeball from magical shadow that floats just behind and above your head. When you cast this spell, and then as a bonus action on each of your turns until the spell ends, you can cause the eye to emit one of the following effects:

- **Darkbolt.** The eye sends a bolt of shadowy energy at a creature you can see within 60 feet of you. Make a ranged spell attack against the target. On a hit, the target takes 2d6 cold damage and 2d6 necrotic damage.
- **Envenomed Pulse.** The eye releases a sickening, strobing pulse at a creature you can see within 60 feet of you. Make a ranged spell attack against the target. On a hit, the target takes 2d8 poison damage and is poisoned until the end of its next turn.
- **Shadow Sentry.** The eye emits magically disruptive pulses. The eye interrupts the next spell cast within 60 feet of you by a hostile creature before the start of your next turn. The spell must include you as a target or in its area and must be of 6th level or lower, otherwise the eye doesn't interrupt the spell. An interrupted spell fails and has no effect. If the eye interrupts a spell, the eye disappears, and this spell ends.
- **Umbrage Beam.** The eye sends a beam of disorienting shadow at a creature you can see within 60 feet of you. The target must succeed on a Wisdom saving throw or be incapacitated until the end of its next turn.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the cold damage increases by 1d6 and the poison damage increases by 1d8 for each slot above 6th. When you cast this spell using a spell slot of 7th level or higher, the eye's Shadow Sentry effect can interrupt a spell if its level is less than or equal to the level of the spell slot you used.

SURPRISING BOUND

2nd-Level Transmutation

Casting Time: 1 action

Range: Self

Components: V, S, M (a scale from a Small or smaller dragon)

Duration: 1 minute

Your legs become springy for the duration. Until the spell ends, your long jump is equal to your walking speed, and your high jump is equal to half your walking speed, with or without a running start. If you jump out of a creature's reach, the movement doesn't provoke opportunity attacks.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, your long jump distance increases by 10 feet, and your high jump increases by 5 feet for each slot level above 2nd.

SWING AND A MISSILE

Evocation Cantrip

Casting Time: 1 reaction, which you take when a friendly creature you can see within 30 feet of you misses an attack roll

Range: 30 feet

Components: V

Duration: Instantaneous

You take advantage of the momentary distraction an ally's attack provides, firing a miniature arcane missile at your ally's target just as the ally's attack misses. Make a ranged spell attack against your ally's target. On a hit, the target takes 1d4 force damage.

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

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TEMPLAR'S BELLOW

2nd-Level Evocation

Casting Time: 1 action

Range: 15 feet

Components: V, S

Duration: Instantaneous

Your faith is focused into a short utterance or warcry, which extends out from you in a 15-foot radius and causes one of the following effects of your choice:

Rise. Each friendly creature within range that can hear you is magically set upright if it is prone and has advantage on the first attack roll it makes before the start of your next turn.

Ruin. Each hostile creature within range that can hear you must make a Wisdom saving throw, taking 2d6 radiant 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 3rd level or higher, the damage dealt by the Ruin aspect increases by 1d6 each slot level above 2nd. When you cast this spell using a spell slot of 4th level or higher, the range increases by 5 feet for every two slot levels above 2nd.

TEMPLAR'S MERCY

2nd-Level Evocation

Casting Time: 1 reaction, which you take when a creature you can see within 30 feet of you is reduced to 0 hit points or makes a death saving throw

Range: 30 feet

Components: V, S

Duration: Instantaneous

Your quick prayer prevents catastrophe. The target regains 1 hit point. The triggering effect is a death saving throw, the target regains the hit point immediately, even if the saving throw is the target's third failed death saving throw.

TEMPORAL REFLECTION

8th-Level Transmutation

Casting Time: 1 reaction, which you take when you are the target of a spell or attack that targets only you

Range: Self

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

Duration: Instantaneous

You wreath the strands of time around your body, copying the moment the attack or spell affects you. You are affected by the attack or spell as normal. At the start of your next turn, a copy of the attack or spell reflects back at the attacker or spellcaster, using the attack roll, spell DCs, and similar statistics of the original attack or spell. If the creature that made the triggering attack or cast the triggering spell is no longer a valid target, such as if it died or if it is out of range, the copied attack or spell fails.

THRESH THE BATTLEFIELD

6th-Level Conjuration

Casting Time: 1 action

Range: Self (60-foot cone)

Components: V, S, M (wheat dipped in giant's blood)

Duration: Instantaneous

You create a magical threshing blade that spins and grows as it flies out from you. Each creature in a 60-foot cone must make a Dexterity saving throw. On a failed save, a creature takes 6d10 slashing damage and is lacerated for

1 minute. On a successful save, a creature takes half the damage and isn't lacerated. A lacerated creature takes 1d10 slashing damage at the start of each of its turns and can't regain hit points until the laceration ends.

At the end of each of its turns, a lacerated creature can make a Constitution saving throw. On a success, the laceration ends. Alternatively, a creature can take an action to stanch the laceration with a successful Wisdom (Medicine) check against your spell save DC.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the damage (both initial and later) increases by 1d10 for each slot level above 6th.

TONGUE PICK

1st-Level Transmutation

Casting Time: 1 bonus action

Range: Touch

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

Duration: 1 hour

The tongue of a creature you touch changes into a long and slender—but still fleshy—skeleton key. For the duration, the target can use its transformed tongue to pick locks and disarm traps as if its tongue was a set of thieves' tools. The target is proficient in using its tongue in this way.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the target doubles its proficiency bonus when using its tongue to pick locks and disarm traps. When you cast this spell using a spell slot of 7th level or higher, the target has advantage on its checks to pick locks and disarm traps with its tongue.

TOOTH OF THE WYRM

2nd-Level Necromancy

Casting Time: 1 action

Range: Touch

Components: V, S, M (a dragon's tooth)

Duration: Concentration, up to 1 minute

Your touch opens a magical wound in a creature you try to touch. Make a melee spell attack against the target. On a hit, the target takes 1d4 necrotic damage. Until the spell ends, the target takes necrotic damage at the start of each of its turns. The necrotic damage increases by 1d4 each subsequent round, dealing 2d4 necrotic damage on the target's first turn after being hit, 3d4 on the target's second turn after being hit, and so on.

At the end of each of its turns, the target can make a Constitution saving throw. On a success, the spell ends. A *lesser restoration* spell cast on the target also ends the spell.

TRADE CORPOREALITY

4th-Level Transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a ghost's tooth)

Duration: Concentration, up to 1 minute

A ghostly creature you can see within range becomes solid and more lifelike. If the target doesn't have the Incorporeal Movement trait, the spell fails.

The target must succeed on a Constitution saving throw or become corporeal as you become incorporeal. For the duration, the target loses its Incorporeal Movement trait and any resistances it has to acid, cold, fire, lightning, and thunder damage as well as any resistances it has to bludgeoning, piercing, and slashing damage from nonmagical attacks. Until the spell ends, you gain the Incorporeal Movement trait and the resistances the target lost.

TRANSMOGRIFICATION

7th-Level Transmutation

Casting Time: 1 action

Range: Self

Components: V, S, M (a bit of flesh from a fiend, or a feather from a celestial, either worth at least 50 gp)

Duration: Concentration, up to 10 minutes

You elevate your body to a higher form. When you cast the spell, choose three of the forms described below and indicate which one's effects will occur first. While the spell lasts, you can use a bonus action to exchange one of your choices for an unused one, or to make a new choice when the current one ends. The spell ends when its duration expires or when you expend all available uses of the third form you adopt.

Wings. You sprout wings from your shoulders and gain a flying speed of 60 feet. The wings can be batlike or feathered.

Breath Weapon. You gain a breath weapon of one of these types of your choice: acid, cold, fire, lightning, or poison. You can use an action to unleash your breath weapon in a 15-foot line that is 5 feet wide. Each creature in the line takes 8d6 damage of the chosen type, or half as



much damage with a successful Dexterity saving throw. The breath weapon is considered a magical attack. You can use this ability up to three times, and it expires after the third use.

Limbs. Appendages resembling tentacles, spider legs, pincers, or something else of your choosing sprout from your body. Choose slashing, bludgeoning, or piercing damage; you can use an action to make two melee weapon attacks with your new limbs, and each attack deals 2d12 damage of the chosen type. You are proficient with these weapons, and they have the reach and finesse properties.

Radiating Light. You emit light in a 10-foot radius. The light can come from a halo, from ghostly flames, from your eyes, or any other source you choose. The light deals your choice of necrotic, fire, or radiant damage. A creature that passes through the light on its turn or that ends its turn in the light takes 2d10 damage of the chosen type, or half as much damage with a successful Constitution saving throw. A creature takes this damage only once per turn.

Regeneration. You regain 10 hit points at the start of your turn. You can use this ability up to three times, and it expires after the third use.

Overwhelming Might. When you hit a target with a weapon attack, the target takes an extra 2d8 force damage and must succeed on a Strength saving throw or be knocked prone.

Frightening Presence. As an action, choose any number of creatures within 30 feet of you that can see you. Each of them must succeed on a Wisdom saving throw or become frightened of you for 1 minute. A creature frightened in this way can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to your frightening presence for the next 24 hours. You can use this ability up to three times, and it expires after the third use.



TUNDRA HOLD

5th-Level Evocation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a handful of snow or ice)

Duration: Instantaneous

Magical ice quickly spreads from a point you touch, extending in a line 60 feet long and 20 feet wide. Each creature caught in the ice's path must make a Dexterity saving throw. On a failed save, a creature takes 5d8 cold damage and is restrained by ice. On a successful save, a creature takes half the damage and isn't restrained. The line then becomes difficult terrain for 10 minutes.

A creature restrained by the ice must make a Constitution saving throw at the start of each of its turns, taking 1d8 cold damage on a failed save. A creature restrained by the ice can use its action to make a Strength check against your spell save DC. If it succeeds, it is no longer restrained. If a creature remains restrained by the ice for three of its turns, it becomes petrified at the start of its fourth turn, turning into an ice sculpture.



UGLY DUCKLING

2nd-Level Enchantment

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a shard of mirror)

Duration: Concentration, up to 1 hour

One creature of your choice within range must make a Charisma saving throw. On a failed save, the target has disadvantage on all Charisma checks it makes and anyone it speaks to is indifferent to them for the duration. If the target succeeds on a Charisma check while under the effect of this spell, it can make a new saving throw to overcome the effect.

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

UMBRAL STORM

9th-Level Necromancy

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 1 minute

You create a channel to a region of the Plane of Shadow that is inimical to life and order. A storm of dark, raging

entropy fills a 20-foot-radius sphere centered on a point you can see within range. Any creature that starts its turn in the storm or enters it for the first time on its turn takes 6d8 necrotic damage and gains one level of exhaustion; a successful Constitution saving throw halves the damage and prevents the exhaustion.

You can use a bonus action on your turn to move the area of the storm 30 feet in any direction.

UNDEAD SYPHON

2nd-Level Necromancy

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

An Undead you can see within range must succeed on a Wisdom saving throw or take radiant damage equal to 2d8 + your spellcasting ability modifier. You regain hit points equal to that amount.

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.

UNITING SIGIL

1st-Level Illusion

Casting Time: 1 action

Range: Self (10-foot radius)

Components: V, S

Duration: Concentration, up to 1 minute

You project a symbol of your faith, your organization, your cause, or some other symbol with significance to you and your allies. The symbol appears on the armor, shield, or helmet or above the head of each friendly creature of your choice within 10 feet of you, including you, and sheds dim light in a 5-foot radius. Until the spell ends, each target can use its reaction to cause one of the following effects. The symbol then disappears from the target, ending the spell on that creature.

- **Resolve.** When it fails a saving throw, the target can use its reaction to reroll the saving throw and must use the new roll.
- **Retreat.** When it is targeted by a melee attack, the target can use its reaction to move up to half its speed without provoking opportunity attacks.
- **Revenge.** When it takes damage from an attack or spell, the target can use its reaction to cause the attacker or caster of the triggering spell to take radiant damage equal to your spellcasting ability modifier.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the range of the spell increases by 5 feet for every two slot levels above 1st.

UNNATURAL CAUSES

4th-Level Necromancy

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 10 minutes

You cause vengeful spirits of the wrongfully slain to manifest in a 30-foot-radius sphere centered on a point you choose within range. The sphere of spirits spreads around corners and lasts until the spell ends.

When a creature enters the spell's area for the first time on a turn or starts its turn there, that creature must make a Wisdom saving throw. On a failed save, a creature takes 3d6 cold and 3d6 necrotic damage and has disadvantage on attack rolls until the end of its next turn. On a successful save, a creature takes half the damage and doesn't have disadvantage on attack rolls.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the cold damage or necrotic damage (your choice) increases by 1d6 for each slot level above 4th.

UNNERVING YOWL

1st-Level Necromancy

Casting Time: 1 action

Range: Self (15-foot radius)

Components: V, M (a whisker or pinch of fur from an undead Beast)

Duration: Instantaneous

You unleash an unholy scream. Each hostile creature within 15 feet of you must succeed on a Wisdom saving throw or become frightened until the end of its next turn. While frightened by this spell, a creature must take the Dash action and move away from you by the safest available route on its turn unless there is nowhere to move.

UNRAVEL GHOST

3rd-Level Necromancy

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: 1 minute

A ghostly pale ray springs from your finger to an Undead or a creature with the Incorporeal Movement trait that you can see within range. The target must make a Constitution saving throw, taking 4d6 radiant damage on a failed save, or half as much damage on a successful one. If the target has the Incorporeal Movement trait and failed the saving throw, it is marked with magic that slowly unravels its spectral body for the duration.



At the start of each of its turns, the marked target must make a Constitution saving throw. On a failed save, it takes 2d6 radiant damage. On a successful save, the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage (both initial and later for a marked target) increases by 1d6 for each slot level above 3rd.

UNSTOPPABLE MOON

9th-Level Conjuration

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a stone carving of a moon and a pat of butter)

Duration: Concentration, up to 1 minute

You create a 15-foot-diameter sphere of moonrock that slams down in an unoccupied space you can see within range and lasts for the duration. Each creature within 10 feet of that space when you first create the sphere must

make a Dexterity saving throw. On a failed save, a creature takes 5d10 bludgeoning damage and 5d10 radiant damage and is knocked prone. On a successful save, a creature takes half the damage and isn't knocked prone.

As a bonus action, you can move the sphere up to 30 feet. If you ram the sphere into a creature, that creature must make a Dexterity saving throw. On a failed save, the creature takes 2d10 bludgeoning damage and 2d10 radiant damage and is knocked prone. On a successful save, the creature takes half the damage and isn't knocked prone. The sphere stops moving only if you ram it into a Huge or larger creature, but a creature can be affected by the sphere only once on each of your turns, regardless of how many times you roll the sphere into it.

When you move the sphere, you can direct it to roll over barriers up to 10 feet tall and jump it across pits up to 20 feet wide.

UPLIFTING SPIRIT

5th-Level Conjuration

Casting Time: 1 action

Range: Self (15-foot radius)

Components: V, S, M (a treasured memento)

Duration: Concentration, up to 10 minutes

You conjure the spirit of a lost loved one or ancestor to protect your mind from harm. The spirit exudes a sense of calm reassurance and quiet strength. Until the spell ends, each friendly creature within 15 feet of you, including you, can't be frightened and has advantage on Intelligence, Wisdom, and Charisma saving throws.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the radius increases by 5 feet for each spell slot above 5th. If you use a spell slot of 7th level or higher, the duration is 1 hour. If you use a

UPLIFTING SPIRIT, A TRIBUTE TO DAVID HANSON

By Chad Hanson

On the day that I was planning to write my spell, I woke up to a call telling me that my dad had died. Dad wasn't a gamer, but with his love of westerns I think he would have understood the desire for adventure and daring deeds.

"My friend, I do not know what else I shall leave my son, but if I have left him a love of language, of literature, a taste for Homer, for the poets, the people who have told our story—and by 'our' I mean the story of mankind—then he will have legacy enough." Louis L'Amour, *The Lonesome Gods*

We will miss you, Dad. You will be remembered.

9th-level spell slot, the duration is 8 hours. Using a spell slot of 7th level or higher grants a duration that doesn't require concentration.

UTTERANCE

2nd-Level Evocation

Casting Time: 1 action

Range: 30 feet

Components: V

Duration: Instantaneous

You speak a short phrase, momentarily allowing your patron to voice itself through you in a terrifying display. Your pupils go white, and your body takes on other minor manifestations befitting your patron, such as demonic wings, writhing tentacles, multicolored fur, and similar. Choose up to three creatures within range that can see and hear you. Each target must make a Wisdom saving throw. On a failed save, a target takes 3d8 psychic damage and is frightened until the end of its next turn. On a successful save, a creature takes half the damage and isn't frightened.

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.



VANISH WITHIN

3rd-Level Transmutation

Casting Time: 1 reaction, which you take when a creature of your size or larger moves into a space within 5 feet of you

Range: Touch

Components: V, S

Duration: 1 round

As a creature of your size or larger approaches, you magically step into the creature, melding yourself and all the equipment you carry with the creature until the start of your next turn. A hostile creature must succeed on a Wisdom saving throw to avoid the effect. At the start of your next turn, you emerge from the target into an unoccupied space within 5 feet of the target.

While merged with the target, nothing of your presence remains visible or otherwise detectable by nonmagical senses. You can't see what occurs outside the target and any Wisdom (Perception) checks you make to hear sounds outside it have disadvantage. You remain aware of the passage of time, but you can't move or cast spells on yourself while merged.

The creature you meld with is aware of your presence, and it can move and take actions normally. Damage to the

creature doesn't affect you. However, if the creature dies or is transformed while you are merged with it, you are expelled into the nearest unoccupied space, fall prone, and take 25 bludgeoning damage and 25 necrotic damage.

VARINA'S VIRTUOUS VALEDICTION

1st-Level Evocation

Casting Time: 1 reaction, which you take when a creature that isn't a Construct or Undead drops to 0 hit points within 60 feet of you

Range: 60 feet

Components: V, S

Duration: Instantaneous

You cause the spirit of a dying creature to briefly appear in a flash of holy light. Each creature of your choice within 10 feet of the target must make a Constitution saving throw. On a failed save, a creature takes 2d6 radiant damage and is blinded until the end of its next turn. On a successful save, the creature takes half the damage and isn't blinded.

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.

VENGEFUL SPIRITS

5th-Level Conjuration

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 1 minute

You invite slighted spirits to take revenge upon a creature you can see within range. The target must make a Charisma saving throw. On a failed save, the target takes 8d8 psychic damage and is frightened of you until the spell ends. On a successful save, the target takes half the damage and isn't frightened. If the target has a Charisma score of 2 or lower, the spell fails.

VENOMOUS THOUGHTS

3rd-Level Necromancy

Casting Time: 1 action

Range: Self

Components: V, S, M (the tongue of an asp)

Duration: 1 hour

You protect your mind with psychic poison. Until the spell ends, each time a creature attempts to read or detect your thoughts, speak with you using telepathy, influence your dreams, or perceive you through magical scrying sensors, it must make an Intelligence saving throw, taking 4d10 poison damage on a failed save, or half as much damage on successful one.

VERBAL ASSAULT

4th-Level Evocation

Casting Time: 1 action

Range: Self (30-foot cone)

Components: V, S

Duration: Instantaneous

You utter words of power laced with deadly psychic energy. Each creature in a 30-foot cone must make an Intelligence saving throw. On a failed save, a creature takes 8d6 psychic damage and is stunned until the end of its next turn. On a successful save, a creature takes half the damage and isn't stunned.

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

VINE TRESTLE

2nd-Level Conjuration (Ritual)

Casting Time: 10 minutes

Range: 30 feet

Components: V, S, M (a 1-inch piece of green vine that is consumed in the casting)

Duration: 1 hour

You cause a vine to sprout from the ground and crawl across a surface or rise into the air in a direction chosen by you. The vine must sprout from a solid surface (such as the ground or a wall), and it is strong enough to support 600 pounds of weight along its entire length, which can be a number of feet up to 5 × your spellcasting level. The vine collapses immediately if that 600-pound limit is exceeded. A vine that collapses from weight or damage instantly disintegrates.

The vine has many small shoots, so it can be climbed with a successful DC 5 Strength (Athletics) check. It has AC 8, hit points equal to 5 × your spellcasting level, and a damage threshold of 5.

Ritual Focus. If you expend your ritual focus, the vine is permanent until destroyed or dispelled.

VISION SLIP

2nd-Level Enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You cause the vision of up to three creatures you can see within range to blur, slide, and churn in a nauseating fashion. Each target must succeed on a Constitution saving throw or be blinded until the end of its next turn. A creature that fails the saving throw by 5 or more is also poisoned for 1 minute.

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.

VISIONS OF HOME

3rd-Level Illusion

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

You manifest an illusory reminder of home to comfort your allies or distract your enemies. Choose up to three creatures you can see within range. Each target is affected differently, depending on if it is friendly or hostile to you.

Friendly. For the duration, each target has advantage on saving throws against being frightened, and it can use its reaction once before this spell ends to end the blinded, deafened, or poisoned condition on itself.

Hostile. Each target must succeed on a Wisdom saving throw or be taunted by visions of its home in danger. For the duration, each target has disadvantage on saving throws against being frightened. In addition, you can use a bonus action on each of your subsequent turns to deal 2d6 psychic damage to one of these targets. At the end of each of its turns, a hostile target can make another Wisdom saving throw. On a success, the spell ends on that target.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you can target one additional creature for each spell slot above 3rd.

VORTEX OF STEAM

3rd-Level Evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

A swirling vortex of hot steam in a 5-foot-radius, 15-foot-high cylinder erupts in the space of a Large or smaller creature you can see within range. The target must make a Dexterity saving throw. On a failed save, the target takes 3d6 fire damage and is restrained for the duration. On a successful save, the target takes half the damage and isn't restrained. At the end of each of the target's turns, it must make another Dexterity saving throw. On a failed save, it takes 3d6 fire damage and remains restrained. On a successful save, it doesn't take any damage and escapes the vortex into an unoccupied space within 5 feet of the vortex.

Until the spell ends, if the vortex isn't restraining a creature, you can use a bonus action to move it up to 20 feet. If you ram the vortex into a creature, that creature

must make the Dexterity saving throw with the DC equal to the vortex's damage, becoming restrained on a failed save as normal, and the vortex stops moving. When you move the vortex, you can direct it over barriers up to 5 feet tall, hover it at ground level over pits up to 10 feet deep, and skim it across the surface of calm water.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 (both initial and later) for each slot level above 3rd.



WAVE OF PUTREFACTION

6th-Level Necromancy

Casting Time: 1 action

Range: Self (60-foot cone)

Components: V, S, M (a withered bone)

Duration: Instantaneous

You unleash a wave of putrefying necrotic energy in a 60-foot cone. Each creature in the area must make a Constitution saving throw. On a failed save, a creature takes 8d6 necrotic damage and is afflicted with a putrefying disease until cured or until it finishes a long rest. On a successful save, a creature takes half the damage and isn't afflicted with a disease. A creature afflicted with this disease can't regain hit points.

This spell induces a magical disease in the target that can't be cured by most effects that remove or ameliorate diseases. A *greater restoration* or *heal* spell cast on the target removes this magical disease.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the damage increases by 1d6 for each slot level above 6th.

WEIGHT SPIKE

Transmutation Cantrip

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

You envelope your hand in a purple light and increase the pull of gravity on a creature you touch. Make a melee spell attack against the target. You have advantage on the attack roll if the target is wearing heavy armor or is Large or larger. On a hit, the target takes 2d4 bludgeoning damage, and its speed is reduced by 10 feet until the start of its next turn as its own weight pulls on it.

The spell's damage increases by 2d4 when you reach 5th level (4d4), 11th level (6d4), and 17th level (8d4).

WEIRDING WAKE

5th-Level Conjuration

Casting Time: 1 action

Range: 300 feet

Components: V, S

Duration: Instantaneous

You create a wave of water that rushes in a 30-foot line that is 10 feet wide from a point you can see within range. Each creature in the line must make a Strength saving throw. On a failed save, a creature takes 8d8 bludgeoning damage, is pushed up to 15 feet in a direction following the line, and knocked prone. On a successful save, a creature takes half the damage and isn't pushed or knocked prone.

If you cast this spell on a point of freestanding water that is at least 20 feet deep, the line is 60 feet long instead, and any waterborne vehicle in the line has a 30 percent chance of capsizing if it is Large or smaller and a 15 percent chance of capsizing if it is Huge.

At Higher Levels. When you cast this spell with a spell slot of 6th level or higher, the damage increases by 1d8 and the chance for a waterborne vehicle to capsize increases by 5 percent for each slot level above 5th.

WELL OF FROZEN MISSILES

2nd-Level Conjuration

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a piece of quartz carved into a snowflake)

Duration: 1 minute

A Small, swirling cloud of ice and snow appears and hovers in an unoccupied space you can see within range. The cloud occupies that space and emits a mild chill in the air around it, but it is otherwise indistinct except for a small flurry of snow.

When you cast this spell, you can designate any number of creatures you can see to be capable of interacting with the cloud. While within 5 feet of the cloud, a designated creature can use a bonus action to reach into the cloud, pull out a javelin of magical ice, and throw it at a target within 60 feet. The creature throwing the javelin is proficient with the javelin and makes an attack roll using its Strength or Dexterity modifier (the creature's choice). On a hit, the javelin deals 2d6 cold damage, and the target's speed is reduced by 10 feet until the end of its next turn.

The cloud lasts for the duration or until six icy javelins have been pulled from it.

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

WHIPCRACK

1st-Level Evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You create a sound like a cracking whip next to one friendly creature and one hostile creature you can see within range. Spurred by the sudden snap of sound, the friendly target has advantage on the next attack roll or saving throw it makes before the start of your next turn.

Startled by the sound, the hostile target must make a Dexterity saving throw. On a failed save, the target takes 2d10 thunder damage and can't take reactions until the start of its next turn. On a successful save, the target takes half the damage and can still take reactions.

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.

WILTING BREATH

Necromancy Cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: 1 minute

You cause the breath of one creature to become distractingly awful. The target must succeed on a Charisma saving throw or it takes 1d6 poison damage and has disadvantage on the next Charisma check it makes to influence another creature before the spell ends.

This spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

WINDBLOWN

4th-Level Transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a pinch of quail down)

Duration: Concentration, up to 1 minute

A blast of air forms beneath a creature you can see within range, launching the creature into the air. If the target isn't somehow anchored to the ground, it is thrown up to 60 feet into the air. It can make a Dexterity saving throw to grab onto a fixed object it can reach, thus avoiding the launch.

If some solid object (such as a ceiling) is encountered on the way up, the target strikes the object and takes falling damage just as if it had fallen the same distance. If the target reaches the full height of

60 feet without striking anything, it remains buoyant, bobbing in the air, for the duration and can be blown along with the prevailing wind.

When the spell ends, the target falls to the ground, taking falling damage as normal. This spell has no effect against a creature with a flying speed.

WINGS OF RETRIBUTION

3rd-Level Evocation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Instantaneous

Wings of light momentarily sprout from your back. You fly up to 60 feet and land in an unoccupied space you can see. This movement doesn't provoke opportunity attacks.

When you land at your destination, each hostile creature within 10 feet of you must make a Strength saving throw. On a failed save, a creature takes 6d6 radiant damage and is knocked prone. On a successful save, a creature takes half the damage and isn't knocked prone.



At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage increases by 2d6 and the radius increases by 5 feet for every two slot levels above 3rd.

WITHERING SMITE

1st-Level Necromancy

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: Concentration, up to 1 minute

Your weapon radiates terrible energy that empowers the next strike you make with it. The next time you hit with a melee weapon attack during this spell's duration, your attack deals an extra 1d6 necrotic damage.

If the target of that attack was a creature, it must make a successful Constitution saving throw or take 1d6 necrotic damage at the start of each of its turns for 1 minute, its flesh rotting around the wound. An affected creature can repeat the saving throw at the end of each of its turns, ending the effect on a success. The rotting effect also ends if the affected creature receives magical healing.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the extra damage dealt by the weapon's hit increases by 1d6 for each slot level above 1st. Subsequent necrotic damage doesn't increase.

WOODLAND WALK

3rd-Level Transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a twig from a dryad's tree)

Duration: Concentration, up to 1 hour

You touch a willing creature. Difficult terrain composed of nonmagical plants doesn't cost the target extra movement. In addition, the target can pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or similar hazards.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you can target one additional creature for each slot level above 3rd.

WORD OF UNMAKING

Transmutation Cantrip

Casting Time: 1 minute

Range: Touch

Components: V, S, M (a chisel)

Duration: Instantaneous

This spell destroys one Tiny, nonmagical object you touch, such as a key, a dagger, or a tankard. The object must

weigh less than 2 pounds and be no larger than 1 foot in any dimension. If the object you touch is a container, the contents within it spill out as the container dissolves. This spell has no effect on objects made at least partially of mithral or adamantine, and it has no effect on an object held, worn, or carried by another creature.

WORD OF WARNING

3rd-Level Abjuration

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

You use a creature's name to bind its will, reducing its effectiveness against you. Choose a creature you can see within range. You must speak at least one name to which the target will answer or with which the target identifies, though you need not know its language. The name can't be vague, like "ogre," but it doesn't have to be the creature's actual name. For example, the local legend name of "Ol' Gold Eye" for an ogre with a golden false eye can suffice, if the target often identifies itself as such, if the target is accustomed to answering to the name, or if the name is regularly used by others to define the target.

The target must make a Charisma saving throw. On a failed save, it has disadvantage on attack rolls against you, and you have advantage on saving throws against its spells and abilities until the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you can allow one friendly creature to be included in the benefits of this spell against the target for each slot level above 3rd. You and each of the friendly creatures you want to include must be within 30 feet of each other when you cast this spell.

WOUND SURGE

2nd-Level Necromancy

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You speak a profane word, causing the wounds on nearby creatures to worsen. Choose up to two creatures you can see within range that don't have all their hit points. Each target must make a Wisdom saving throw, taking 2d8 necrotic damage on a failed save, or half as much damage on a successful one. If you say a target's name as part of casting this spell, and the target fails the saving throw, that target is also stunned until the end of its next turn.

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.

WRECK

5th-Level Evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

A dozen giant, spectral fists appear and pummel creatures, structures, and objects in a 10-foot cube centered on a point you can see within range. Each creature in the area must make a Strength saving throw, taking 10d6 bludgeoning damage on a failed save, or half as much damage on a successful one. A creature made of inorganic material such as stone, crystal, or metal has disadvantage on this saving throw.

Any nonmagical structure and any nonmagical object that isn't being worn or carried also takes the damage if it's in the spell's area.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the size of the cube increases by 5 feet for each slot level above 5th.

Z

ZIP

1st-Level Transmutation

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: Instantaneous

You move up to three times your speed in a straight line. This movement ends early if you reach an occupied space or if you are hit by an attack.

ZONE OF RADIANCE

5th-Level Abjuration

Casting Time: 1 reaction, which you take when you or a friendly creature you can see within 30 feet of you is targeted by an attack, spell, or other effect that causes a disease or deals necrotic damage

Range: Self (30-foot-radius sphere)

Components: V, S

Duration: 1 round

Your radiant magic blankets you and your allies, preventing corruption and rot. Each friendly creature of your choice within 30 feet of you has resistance to necrotic damage and is immune to disease until the end of your next turn. You gain temporary hit points equal to 10 plus twice the number of creatures affected by this spell. The temporary hit points last until you finish a short rest.



APPENDIX A: SPELLCASTING NPCs

This appendix contains reference information and statistics for creatures likely to aid or interact with spellcasters.

FAMILIARS

Some of the creatures listed here can be called to serve a spellcaster via the *find familiar* spell. Some familiars listed here have specific requirements, such as only serving good-aligned spellcasters, or might require permission from a GM before choosing them as familiars. The Familiars table lists such requirements and where statistics for these familiars can be found.

FAMILIARS

Familiar	Creature Type	Source
Alkonost	Monstrosity	<i>Creature Codex</i>
Aviere	Celestial	<i>Tome of Beasts 2</i>
Beetle, Lantern	Beast	<i>Tome of Beasts 2</i>
Beetle, Sniffer	Beast	<i>Tome of Beasts 2</i>
Bilby	Beast	<i>Tome of Beasts 2</i>
Catterball	Fey	<i>Tome of Beasts 3</i>
Clockwork Beetle	Construct	<i>Tome of Beasts</i>
Devil, Blood Imp	Fiend	<i>Tome of Beasts 2</i>
Dinosaur, Compsognathus	Beast	<i>Tome of Beasts 2</i>
Dinosaur, Jeholopterus	Beast	<i>Tome of Beasts 3</i>
Dragonette, Barnyard	Dragon	<i>Tome of Beasts 3</i>
Dragonette, Keyhole	Dragon	<i>Tome of Beasts 2</i>
Dragonette, Sedge	Dragon	<i>Tome of Beasts 3</i>
Dragonette, Shovel	Dragon	<i>Tome of Beasts 3</i>
Drake, Crimson	Dragon	<i>Tome of Beasts</i>
Drake, Light	Dragon	<i>Tome of Beasts 2</i>
Fennec Fox	Beast	<i>Tome of Beasts 2</i>
Kuunganisha	Fiend	<i>Creature Codex</i>
Leonino	Beast	<i>Creature Codex</i>
Library Automaton	Construct	<i>Tome of Beasts</i>
Light Eater	Aberration	<i>Tome of Beasts 3</i>
Living Shade	Fey	<i>Creature Codex</i>
Lymarien	Fey	<i>Tome of Beasts 2</i>
Musk Deer	Beast	<i>Tome of Beasts 3</i>
Resinous Frog	Beast	<i>Tome of Beasts 2</i>
Rock Salamander	Elemental	<i>Tome of Beasts 3</i>
Spider, Holler	Beast	<i>Tome of Beasts 2</i>
Stryx	Monstrosity	<i>Tome of Beasts</i>
Sunflower Sprite	Fey	<i>Tome of Beasts 3</i>
Torch Mimic	Monstrosity	<i>Tome of Beasts 3</i>
Wicked Skull	Monstrosity	<i>Tome of Beasts 2</i>
Witchlight	Construct	<i>Tome of Beasts</i>
Wolpertinger	Monstrosity	<i>Creature Codex</i>

SPELLCASTING NPCS

This section contains statistics for various spellcasting humanoids.

ANCIENT DRAGON MAGE

With shimmering skin that gleams like scales and cruel reptilian eyes, the robed figure speaks in a sibilant tongue as its staff erupts with fire.

Ancient dragon mages are powerful spellcasters who serve ancient dragons. Dragon mages typically begin their lives simply as gifted spellcasters who somehow capture the attention of the ancient dragon they are ultimately bound to serve. In the case of good-aligned dragons, this relationship is typically a mutual one. In the case of evil-aligned dragons, it is not uncommon for gifted spellcasters to be abducted and forced into servitude. After years spent living with and learning from their draconic masters, these mages evolve into even more potent masters of magic as their bodies transform to become more draconic.

Secretive Stewards. The process by which ancient dragons transform their mages is a well-guarded secret. Little is known about the process beyond the fact that it requires years or decades of personal contact with an ancient dragon. Those who transform into dragon mages are imbued with an undying loyalty to the dragon who created them, and each mage's personality alters, sometimes radically, to become complimentary to its master's nature.



Type Specific. The abilities of each ancient dragon mage are determined by the type of dragon it serves. Those familiar with the varieties of dragons can clearly identify a dragon mage's master by the aesthetic changes to the mage's form. When creating an ancient dragon mage, choose which type of dragon it serves. This decision changes some of the dragon mage's statistics, as noted in the ancient dragon mage's stat block.

Ancient Dragon Mage

Medium humanoid (any race), any alignment

ARMOR CLASS 17 (natural armor)

HIT POINTS 225 (30d8 + 90)

SPEED 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	16 (+3)	20 (+5)	15 (+2)	18 (+4)

SAVING THROWS Int +10, Wis +7, Cha +9

SKILLS Arcana +10, History +10, Insight +7, Perception +7

SENSES blindsight 30 ft., passive Perception 17

LANGUAGES Common, Draconic, and any two languages

CHALLENGE 14 (11,500 XP) **PROFICIENCY BONUS** +5

Dragon-Blessed. The dragon mage has immunity to a type of damage based on the type of dragon that it serves: acid (black, copper), cold (silver, white), fire (brass, gold, red), lightning (blue, bronze), or poison (green).

Dragon-Blessed Weapons. The dragon mage's weapon attacks are magical. When the mage hits with any weapon, the weapon deals an extra 4d8 damage of the type determined by Dragon-Blessed (included in the attack).

ACTIONS

Multiaction. The dragon mage can use its Majestic Presence. It then makes three Elemental Burst attacks or one Dragon Staff attack and two Elemental Burst attacks. It can replace one attack with a use of Spellcasting.

Draconic Staff. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) bludgeoning damage plus 18 (4d8) damage of the type determined by Dragon-Blessed.

Elemental Burst. *Melee or Ranged Spell Attack:* +10 to hit, reach 5 ft. or range 120 ft., one target. *Hit:* 27 (5d8 + 5) damage of the type determined by Dragon-Blessed.

Dragon Breath (Recharge 5–6). The mage exhales elemental energy in a 60-foot cone. Each creature in that area must make a DC 18 Dexterity saving throw, taking 54 (12d8) damage of the type determined by Dragon-Blessed on a failed save, or half as much damage on a successful one.

Majestic Presence. Each creature of the mage's choice that is within 120 feet of the mage and aware of it must succeed on a DC 16 Charisma saving throw or become charmed by the mage for 1 minute. A creature can repeat the saving throw at the end of each of its turns and each time it takes damage,

ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the mage's Majestic Presence for the next 24 hours.

Spellcasting. The mage casts one of the following spells, using Intelligence as the spellcasting ability (spell save DC 18).

At will: *detect magic*, *feather fall*, *fog cloud*

3/day each: *dispel magic*, *suggestion*

1/day each: *hold monster*, *wall of force*

BONUS ACTIONS

Dragon Wings (3/Day). A pair of draconic wings sprout from the dragon mage's back for 1 minute or until the mage dismisses them as a bonus action. The mage has a flying speed of 30 feet for the duration.

ARCHDRUID

What appears to be yet another tree in the forest is revealed as a person dressed in animal skins, with deep, wise eyes, seemingly at one with their surroundings.

Archdruids are powerful druids who have achieved a deep communion with the natural world. They typically lead druid circles and are the apex of druidic orders. While other spellcasting orders respect experience and age, some attain the status of archdruid at a young age, prodigies with an innate connection to the wilds of the world. To most druids, true communion with the natural world matters more than experience or survivability.

Circle Champions. Archdruids who are leaders of druidic circles or other groups reflect and champion the concerns of their organizations. When two circles differ in their approach on how to handle a threat or situation, it's the archdruids leading those circles who attempt to find a resolution. These conflicts can range from spirited debate to shapechanger combat, reflecting the sometimes-violent struggles of the wilds.

Call of the Wild. Archdruids carefully cultivate their deep communion with nature, but tales speak of those archdruids who connect so deeply that they lose the sense of themselves. Such druids spend most of their time in animal forms, or standing in one position, emulating a tree. Though they are left alone by the other creatures of their chosen terrain, they lose touch with the members of their circle, and coaxing them back can be a difficult prospect.



Archdruid

Medium Humanoid (Any Race), Any Alignment

ARMOR CLASS 17 (Nature's Champion)

HIT POINTS 195 (30d8 + 60)

SPEED 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	12 (+1)	14 (+2)	20 (+5)	12 (+1)

SAVING THROWS Int +6, Wis +9

SKILLS Nature +6, Perception +9, Survival +9

SENSES passive Perception 19

LANGUAGES Common, Druidic, plus any one language

CHALLENGE 12 (8,400 XP) **PROFICIENCY BONUS** +4

Nature's Champion. While the archdruid is conscious, wearing no armor, and in a natural environment or terrain, such as a desert, forest, or mountain, it adds its Wisdom modifier to its AC (included above).

Nature's Weapons. When the archdruid hits with any weapon, the weapon deals an extra 4d8 cold, fire, lightning, poison, or thunder damage (included in the attack), the archdruid's choice.

ACTIONS

Multiattack. The archdruid makes three Thorned Staff or Nature's Wrath attacks. It can replace one attack with a use of spellcasting.

Thorned Staff. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage plus 18 (4d8) cold, fire, lightning, poison, or thunder damage (the archdruid's choice).

Nature's Wrath. *Ranged Spell Attack:* + 9 to hit, range 120 ft., one target. *Hit:* 27 (5d8 + 5) cold, fire, lightning, poison, or thunder damage (the archdruid's choice).

Spellcasting. The archdruid casts one of the following spells, using Wisdom as the spellcasting ability (spell save DC 17):

At will: *animal friendship, barkskin, druidcraft, entangle, speak with animals*

3/day each: *heat metal, spike growth, plant growth* (as an action), *speak with plants*

1/day each: *polymorph, insect plague*

BONUS ACTIONS

Change Shape. The archdruid magically transforms into a Beast that has a challenge rating no higher than its own, or back into its true form, which is Humanoid. Any equipment it is wearing or carrying transforms with it. It reverts to its true form if it dies. In a new form, the archdruid retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, and Intelligence, Wisdom, and Charisma scores, as well as this bonus action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

The archdruid can choose to instead magically transform into an Elemental that has a challenge rating no higher than 6, or back into its true form. If it transforms into an Elemental, the archdruid can remain in that form for up to 6 hours then must finish a short or long rest before it can transform into an Elemental again.

BARD

The charming smile and casual pose of the musician imply frivolity, but as they begin to play, the music moves through the audience, stirring emotion.

Bards are traveling performers typically occupied with entertaining audiences through a creative art of some type, such as music, oration, acting, storytelling, poetry, puppetry, verse, or song. For some bards, performance is their end goal, and they earn their living performing for audiences. Others use their skills in service of other goals, whether that be learning, travel, or even spying.

Magical Performers. A bard's magic is intimately tied to their art and their performances. Bards do not just cast spells, they sing, paint, or dance them. When casting spells, they turn the requisite words and movements into a memorable display. Without magic, a bard's performance is already more than capable of evoking emotion. With magic, that same performance becomes much more powerful, able to move even the hardest of hearts.

Information Collectors. Bards perform for audiences and many travel, playing in taverns, inns, and other places where people gather. This positions them well to hear news and gossip. Many bards already collect stories, but a truly savvy bard can have their finger on the pulse



of a region simply by listening. Add to this their ability to spread information and influence attitudes through story and song, and it's no wonder that some bards make effective spies.

Bard

Medium Humanoid (Any Race), Any Alignment

ARMOR CLASS 15 (studded leather)

HIT POINTS 99 (18d8 + 18)

SPEED 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	12 (+1)	14 (+2)	12 (+1)	18 (+4)

SAVING THROWS Dex +6, Wis +4

SKILLS Perception +4, Performance +7, Persuasion +7

SENSES passive Perception 14

LANGUAGES Common plus any two languages

CHALLENGE 5 (1,800 XP)

PROFICIENCY BONUS +3

Artistic Expression. The bard has one primary form of artistic expression, such as song, poetry, dance, fashion, paint, or similar. It has resistance to one type of damage associated with that artistic expression. For example, a bard expressing art through song or oration has resistance to thunder damage, a bard expressing art through paint has resistance to acid or poison damage (the bard's choice), and a bard expressing art through witty discourse or clever quips has resistance to psychic damage. This trait can't give the bard resistance to force, necrotic, or radiant damage.

Expressive Weapons. When the bard hits with any weapon, the weapon deals an extra 3d8 damage of the type determined by Artistic Expression.

ACTIONS

Multiattack. The bard makes two Rapier or Hand Crossbow attacks. It can replace one attack with a use of Spellcasting.

Rapier. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

Hit: 7 (1d8 + 3) piercing damage plus 13 (3d8) damage of the type determined by Artistic Expression.

Hand Crossbow. *Ranged Weapon Attack:* + 6 to hit, range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage plus 13 (3d8) damage of the type determined by Artistic Expression.

Dissonant Outburst (Recharge 4–6). Each creature within 30 feet of the bard and that can see or hear it must make a DC 15 Wisdom saving throw. On a failure, a creature takes 4d6 thunder damage and 2d6 psychic damage and has disadvantage on attack rolls and ability checks until the end of its next turn. On a success, a creature takes half the damage and doesn't have disadvantage on attack rolls and ability checks.

Spellcasting. The bard casts one of the following spells, using Charisma as the spellcasting ability (spell save DC 15):

At will: *dancing lights, mage hand, message*

3/day each: *faerie fire, hold person, suggestion*

1/day each: *confusion, greater invisibility, scrying*

BARD MAESTRO

The person takes the stage and immediately the audience hushes. They stand with perfect poise, as if they command the entire stage, and their voice rings out, clear, melodic, and strong.

Bard maestros are those bards who have distinguished themselves through their skill and talent to become some of the most well-regarded musicians, poets, orators, and creators in the world. Maestros tend to be well known within bardic circles, but many are recognized in the wider world as well. Some bard maestros head bard colleges, sharing their knowledge and experience with students, while others make their living as high-paid performers in major cities, performing to audiences of hundreds or even thousands.

Master Performers. While bard maestros specialize in a favored artistic form, they are typically trained in multiple modes of performance and a variety of musical instruments. A true maestro can perform anywhere and with whatever is (or isn't) at their disposal. They know hundreds of songs and stories and can also create their own on the spot. The best maestros are skilled at reading an audience, anticipating what they want and gauging their response. Whether a maestro caters to that audience depends on the attitude of the maestro. Some maestros endeavor to please the audience, no matter what, some take joy in riling up an audience or presenting

a performance that is both impactful and uncomfortable for the audience, and others simply prefer to preserve the integrity and intent of the original work, regardless of how the audience feels.

Magical Influencers. Maestros have mastered the combination of performance and magic to influence their audiences, whether to aid or hinder. They can impart even simple phrases with the power to harm, accenting their weapon strikes. Those in the know often treat maestros gently, recognizing that a scorned and bitter maestro with a large audience could accomplish truly awe-inspiring acts.

Bard Maestro

Medium Humanoid (Any Race), Any Alignment

ARMOR CLASS 16 (studded leather)

HIT POINTS 182 (28d8 + 56)

SPEED 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	14 (+2)	14 (+2)	14 (+2)	20 (+5)

SAVING THROWS Dex + 8, Wis +6

SKILLS Perception +6, Performance +13, Persuasion +9

SENSES passive Perception 16

LANGUAGES Common plus any three languages

CHALLENGE 12 (8,400 XP) **PROFICIENCY BONUS** +4

Artistic Expression. The bard maestro has one primary form of artistic expression, such as song, poetry, dance, fashion, paint, or similar. It has immunity to one type of damage



associated with that artistic expression. For example, a maestro expressing art through song or oration has immunity to thunder damage, a maestro expressing art through paint has immunity to acid or poison damage (the bard's choice), and a maestro expressing art through witty discourse or clever quips has immunity to psychic damage. This trait can't give the maestro resistance to force, necrotic, or radiant damage.

Expressive Weapons. The bard maestro's weapon attacks are magical. When the maestro hits with any weapon, the weapon deals an extra 4d8 damage of the type determined by Artistic Expression.

ACTIONS

Multiattack. The bard maestro can use its Quick Performance. It then makes three Rapier or Hand Crossbow attacks. It can replace one attack with a use of Spellcasting.

Rapier. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage plus 18 (4d8) damage of the type determined by Artistic Expression.

Hand Crossbow. *Ranged Weapon Attack:* +8 to hit, range 30/120 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage plus 18 (4d8) psychic damage of the type determined by Artistic Expression.

Quick Performance. The maestro says a clever quip, paints a symbol that magically hangs in the air for a moment, performs the perfect pirouette, or gives some other short performance related to its Artistic Expression and chooses one creature it can see within 60 feet of it. If the target is friendly, the target gains 9 (2d8) temporary hit points until the start of the maestro's next turn. If the target is hostile, the target must succeed on a DC 17 Charisma saving throw or take 7 (2d6) psychic damage and have disadvantage on attack rolls and ability checks until the end of its next turn.

Full Performance (Recharge 6). The maestro sings a melody, dances a short routine, or gives some other performance related to its Artistic Expression and chooses up to three friendly creatures and up to three hostile creatures within 60 feet of it. Each friendly target regains 9 (2d8) hit points and has advantage on the next attack roll or saving throw it makes before the start of the maestro's next turn. Each hostile target must make a DC 17 Charisma saving throw. On a failure, a creature takes 42 (12d6) psychic damage and has disadvantage on attack rolls and ability checks until the end of its next turn. On a success, a creature takes half the damage and doesn't have disadvantage on attack rolls and ability checks.

Spellcasting. The bard maestro casts one of the following spells, using Charisma as the spellcasting ability (spell save DC 17):

At will: *dancing lights, mage hand, message*

3/day each: *charm person, disguise self, hideous laughter, hold person, suggestion*

2/day each: *dispel magic, hypnotic pattern, tongues*

1/day each: *confusion, greater invisibility, scrying*



ELEMENTALIST, PYROMANCER

A robed figure holds out its hands and fire erupts from them, flickering up and down the figure's arms as a wave of heat expands around it.

Pyromancers eschew magical versatility to focus on the power of fire. Because of fire's destructive nature, these elementalists are often drawn to places and people that value such destruction. Some pyromancers serve a cause or organization where they can practice their magic without incurring the wrath of the law, while others study the power of fire as its own end, wishing to master it and understand it as best they can. Such pyromancers often form connections to, and seek contact with, the Plane of Fire.

Creative Force. While fire can be a destructive force, it is also used to sustain many of the touchstones of civilization: cooking food, warming homes, and powering forges. Some pyromancers focus on this aspect of fire, studying applications that can help improve the lives of others.

Immutable and Uncontrollable. The most ardent pyromancers maintain that fire can never be completely controlled and that even the most practiced pyromancers can only hope to direct it rather than dominate it. They caution that in addition to cultivating respect for fire's power, it's equally important to retain a certain level of fear.

Pyromancer

Medium Humanoid (Any Race), Any Alignment

ARMOR CLASS 13 (16 with mage armor)

HIT POINTS 117 (18d8 + 36)

SPEED 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	15 (+2)	14 (+2)	12 (+1)	18 (+4)

SAVING THROWS Dex +6, Cha +7

SKILLS Arcana +5, Intimidation +7

DAMAGE RESISTANCES fire

SENSES passive Perception 11

LANGUAGES Common, Ignan, plus one additional language

CHALLENGE 7 (2,900 XP) **PROFICIENCY BONUS** +3

Wreathed in Flames. If the pyromancer cast a spell that deals fire damage within the last 1 minute, its body is wreathed in flames. While the pyromancer is wreathed in flames, a creature that touches the pyromancer or hits it with a melee attack while within 5 feet of it takes 3 (1d6) fire damage.

ACTIONS

Multiattack. The pyromancer makes two Flame Blast attacks.

Flame Blast. *Melee or Ranged Spell Attack:* +7 to hit, reach 5 ft. or range 120 ft., one target. *Hit:* 22 (4d8 + 4) fire damage.

Spellcasting. The pyromancer casts one of the following spells, using Charisma as the spellcasting ability (spell save DC 15):

At will: *Een's molten shard**, *mage armor* (self only), *prestidigitation*

3/day each: *ashen lashes**, *burning hands*

1/day each: *fireball*, *immolating Geist**

*indicates a spell found in Chapter 5

BONUS ACTIONS

Flaming Step (Recharge 4–6). The pyromancer teleports, along with any equipment it is wearing or carrying, up to 30 feet to an unoccupied space it can see. Each creature within 5 feet of the space the pyromancer left must make a DC 15 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much damage on a successful one.

ELEMENTALIST, FROST MAGE

A figure emerges from a snow flurry, ice covering its body atop pale blue robes. It raises its hand, and a shard of ice hurtles through the air.

Frost mages devote their magical studies to the power of frost and cold, learning how to harness that power. While other elementalists focus on one element, frost mages study the conjunction of elemental water and elemental air, which some frost mages see as evidence of their superiority to other elementalists.

Winter's Bite. Frost mages adapt their abilities for combat, coating their bodies in a layer of rime and creating ice shards to defend themselves. Some frost mages can use their magic to alter the environment, helping or hindering the flow of troops, goods, or other travelers.

The Coming Ice. Some frost mages believe they are channeling the ultimate power and that, eventually, it will dominate all. They believe in a coming ice age that will freeze the world. While most of these frost mages accept that they, too, will freeze when the ice arrives, others are convinced that when it does, they will rule. These frost mages actively work to bring about the ice age and to ensure the world descends into an age of frost.

Frost Mage

Medium Humanoid (Any Race), Any Alignment

ARMOR CLASS 16 (Mantle of Rime)

HIT POINTS 117 (18d8 + 36)

SPEED 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	14 (+2)	18 (+4)	12 (+1)	11 (+0)

SAVING THROWS Int +7, Wis +4

SKILLS Arcana +7, Nature +7

DAMAGE RESISTANCES cold

SENSES passive Perception 11

LANGUAGES Common, Aquan, Auran, plus one other language

CHALLENGE 7 (2,900 XP) **PROFICIENCY BONUS** +3



Ice Walk. The frost mage can move across and climb icy surfaces without needing to make an ability check. In addition, difficult terrain composed of ice or snow doesn't cost it extra movement.

Mantle of Rime. While the frost mage is conscious and wearing no armor and wielding no shield, it adds its Intelligence modifier to its AC (included above).

ACTIONS

Multiattack. The frost mage makes two Ice Shard attacks.

Ice Shard. *Melee or Ranged Spell Attack:* +7 to hit, reach 5 ft. or range 120 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage plus 13 (3d8) cold damage.

Frozen Fury (Recharge 5–6). The frost mage sends a blast of frost to a point it can see within 60 feet of it. Each creature within 15 feet of that point must make a DC 15 Constitution saving throw, taking 27 (6d8) cold damage on a failed save, or half as much damage on a successful one. The ground within 15 feet of that point freezes and becomes difficult terrain for 1 minute.

Spellcasting. The frost mage casts one of the following spells, using Intelligence as the spellcasting ability (spell save DC 15):

At will: *detect magic, mage hand, prestidigitation, rime**

3/day each: *gust of wind, sleet storm, well of frozen missiles**

1/day each: *bitter wind*, ice storm, wall of ice*

*indicates a spell found in Chapter 5

MAGE APPRENTICE

A young human in ill-fitting robes grips a wand tightly, face screwed up in concentration as the words to a spell spill out in a stammer.

The path to becoming a mage usually begins with becoming a mage apprentice. Apprentices are paired with experienced mages, allowing them to learn the basics of magic and spellcasting with guidance and protection. The level of guidance and protection, however, depends greatly on the teaching mage's attentiveness and care. An apt pupil can only prosper so much when paired with a poor teacher. For an apprentice, the nature of the student-teacher relationship greatly influences their success and ultimately their disposition. An individual may be apprenticed to one teacher mage, or they may learn from several as part of a magical school or other organization. Those who attend a magical school often have more safety in environs designed for magical experimentation, though this isn't always the case.

A Strict Syllabus. The lessons that a mage apprentice must complete often have been developed over centuries, passed down through magical orders with little to no change. In some cases, apprentices might find the pace and scope of their lessons unrelenting, and they risk cracking under the pressure or accidentally injuring



themselves. In other cases, the lessons might seem slow and rudimentary, spurring them to study things outside their lessons, likely without the guidance and watchful eye of their teacher.

Mostly Harmless. Mage apprentices typically have limited magical knowledge, but sometimes a little knowledge, paired with a lack of experience, can lead to danger, especially among the most ambitious apprentices. Aggressive rival apprentices, desperate to prove their superiority, might sabotage or even attack their peers. Others might stretch the boundaries of magical learning, reaching for powers and techniques beyond their skill. Many an apprentice has later regretted the summoning spell or planar magic that went awry—if they managed to survive the experience.

Mage Apprentice

Medium Humanoid (Any Race), Any Alignment

ARMOR CLASS 11 (14 with *mage armor*)

HIT POINTS 22 (4d8 + 4)

SPEED 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (–1)	12 (+1)	12 (+1)	14 (+2)	12 (+1)	11 (+0)

SAVING THROWS Int +4, Wis +3

SKILLS Arcana +4, History +4

SENSES passive Perception 11

LANGUAGES any two languages

CHALLENGE 1 (200 XP)

PROFICIENCY BONUS +2

Reckless Show-Off. If it can see a fellow apprentice or its magical teacher at the start of its turn, the mage apprentice

has advantage on the first spell attack roll it makes during that turn, but attack rolls against it also have advantage until the start of its next turn.

ACTIONS

Arcane Burst. *Melee or Ranged Spell Attack:* +4 to hit, reach 5 ft. or range 120 ft., one target. *Hit:* 11 (2d8 + 2) force damage.

Spellcasting. The mage apprentice casts one of the following spells, using Intelligence as the spellcasting ability (spell save DC 12):

At will: *mage hand*, *minor illusion*

1/day each: *color spray*, *mage armor*, *sleep*

MASTER ALCHEMIST

Carrying various vials of indecipherable fluids and faintly smelling of reagents, the alchemist stands ready with potions, salves, and unguents.

Creating Something from Nothing. Driven to push the limits of their knowledge and the capabilities of alchemy, alchemists can be found buying and selling alchemical wares in shops, experimenting in personal laboratories, or wandering the lands in search of rare ingredients. Their potions and unguents are often in high demand no matter where they find themselves.

Mentors. Alchemy is a dangerous profession that requires exceptional attention to detail to survive. Few alchemists ever live to achieve mastery of their craft, and the ones that do are held in high esteem. It is common for master alchemists to have multiple apprentices working beneath them at any given moment.

Master Alchemist

Medium Humanoid (Any Race), Any Alignment

ARMOR CLASS 15 (studded leather)

HIT POINTS 135 (18d8 + 54)

SPEED 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	16 (+3)	19 (+4)	13 (+1)	14 (+2)

SAVING THROWS Con +6, Int +7

SKILLS Medicine +4, Nature +7, Sleight of Hand +6

SENSES passive Perception 11

LANGUAGES any two languages

CHALLENGE 7 (2,900 XP) **PROFICIENCY BONUS** +3

Tools of the Trade. The master alchemist is proficient with alchemist's supplies and doubles its proficiency bonus for any ability check it makes with alchemist's supplies.

ACTIONS

Multiattack. The master alchemist makes two Hasty Concoction attacks.

Hasty Concoction. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 22 (4d8 + 4) acid, cold, fire, or poison damage (the alchemist's choice). The concoction then causes one of the following effects of the master alchemist's choice:

- **Disorienting Vapors.** Overly sweet-smelling, pink vapors erupt from where the concoction hit the target. The target and each creature within 5 feet of it must make a DC 15 Intelligence saving throw. When a creature that failed this saving throw moves on its next turn, it moves in a random direction. To determine the direction, roll a d8 and assign a direction to each die face.
- **Poisonous Cloud.** An acrid-smelling, green gas pours out from where the concoction hit the target. The gas fills a 10-foot-radius sphere centered on the target. The gas spreads around corners, and its area is lightly obscured. A creature that enters the gas for the first time on a turn or starts its turn there must succeed on a DC 15 Constitution saving throw or be poisoned until the end of its next turn. The gas disperses at the start of your next turn.
- **Slick Floor.** A thick, purple foam bursts out from where the concoction hit the target. The floor within 10 feet of the target is coated in the slick goop until the start of your next turn, when the foam dries. For the duration, when a creature moves through the area, it must succeed on a DC 15 Dexterity saving throw or fall prone.

When the master alchemist makes a Hasty Concoction attack, it can choose to target a point on the ground it can see within 60 feet instead. If it does so, the concoction causes only one of the above effects centered on that point instead of dealing damage.

Explosive Flask (Recharge 5–6). The master alchemist throws a flask of something bubbling at a point it can see within 30 feet of it. Each creature within 10 feet of that point must make a DC 15 Dexterity saving throw, taking 31 (7d8) fire damage on a failed save, or half as much damage on a successful one.



Healing Unguent (3/Day). The master alchemist rubs a greasy unguent on a creature's wounds. The target regains 14 (4d6) hp.

BONUS ACTIONS

Protective Draught (3/Day). The master alchemist drinks one of its brews and gains resistance to acid, cold, fire, or poison damage until the end of its next turn.

THEURGE

Twirling its hands in intricate circles, the figure furiously shapes and manipulates swirls of magical energy around it.

Theurges revel in the unbridled wonders of magic, regardless of its source. They strive to refine their magical abilities, driven by their quest to accomplish ever greater feats of spellcasting. Many consider the theurge to be the epitome of what it means to be a spellcaster.

Devotees. Theurges often devote themselves to gods of knowledge or magic because these entities inherently embrace aspects of both arcane and divine magic. To these theurges, practicing many kinds of magic is the ultimate act of respect to such deities.

Divinity of Magic. Theurges typically possess an unquenchable and obsessive thirst to further their understanding and mastery of spellcasting and magic. Their might lies in their ability to draw upon, combine, and manipulate multiple forms of magical power to overcome any obstacle.



Theurge

Medium Humanoid (Any Race), Any Alignment

ARMOR CLASS 12 (15 with *mage armor*)

HIT POINTS 169 (26d8 + 52)

SPEED 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	15 (+2)	18 (+4)	14 (+2)	12 (+1)

SAVING THROWS Con +6, Int +8, Wis +6

SKILLS Arcana +12, Insight +6, Religion +12

SENSES passive Perception 12

LANGUAGES any three languages

CHALLENGE 9 (5,000 XP)

PROFICIENCY BONUS +4

Dual-Specialty Focus. The theurge concentrates on two spells simultaneously. If it casts a third spell that requires concentration, the theurge loses concentration on the oldest spell. If the theurge is concentrating on two spells and loses concentration because of taking damage, it loses concentration on the oldest spell. While concentrating on two spells simultaneously, it has disadvantage on Constitution saving throws to maintain concentration.

Tactical Caster. When the theurge casts a spell that causes damage, it can choose any number of creatures to be immune to the damage caused by the spell.

ACTIONS

Multiattack. The theurge makes three Brilliant Eldritch Burst attacks. It can replace one attack with a use of Spellcasting.

Brilliant Eldritch Burst. *Melee or Ranged Spell Attack:* +8 to hit, reach 5 ft. or range 120 ft., one target. *Hit:* 11 (2d6 + 4) force damage plus 9 (2d8) radiant damage.

Spellcasting. The theurge casts one of the following spells, using Intelligence as the spellcasting ability (spell save DC 16).

At will: *guidance, mage hand, prestidigitation, thaumaturgy*
3/day each: *faerie fire, guiding bolt, mage armor, shield of faith*

2/day each: *dispel magic, fireball, spirit guardians*

1/day each: *arcane hand, flame strike*

WITCH

The air around this practically clad figure seems to shimmer as if swarmed with invisible beings. The shimmer grows as the figure grasps the handle of a black broom carved with glowing sigils.

Witches seek knowledge, power, and connection in their communion with nature. They cultivate their bond to these elemental and primal forces, becoming guardians at the gate, attendants of deep knowledge, and liaisons to a realm of immeasurable possibilities.

Nature Spirits. Witches have a deep connection to nature, often stemming from years of studying the natural world and regular communion with nature spirits. Their communion with such spirits can be a practice of utility, veneration, or exploitation. Some witches commune through a deity of magic or nature, but most prefer to commune with spirits directly, with wind on their face, dirt underfoot, and blood on their tongue.

Witch Implements. Witches create a variety of magical tools by binding spirits into objects. The implements a witch chooses to use often reflect the kinds of powers or spells the witch favors.

Witch

Medium Humanoid (Any Race), Any Alignment

ARMOR CLASS 12 (16 with *barkskin*)

HIT POINTS 143 (26d8 + 26)

SPEED 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	13 (+1)	11 (+0)	12 (+1)	18 (+4)

SAVING THROWS Wis +5, Cha +8

SKILLS Arcana +4, Nature +4, Perception +5

SENSES passive Perception 15

LANGUAGES any two languages

CHALLENGE 9 (5,000 XP) **PROFICIENCY BONUS** +4

Witch Implements. The witch carries several items imbued with the spirits of nature. At the start of each of its turns, the witch chooses two of the following implements to be active until the start of its next turn:

- **Book.** While this implement is active, the witch can read and understand any language, and the witch has advantage on Constitution saving throws to maintain concentration on a spell.
- **Broom.** While this implement is active, the witch has a flying speed of 30 feet. If the witch is flying and doesn't choose to keep this implement active at the start of its next turn, the witch falls up to 60 feet, landing on its feet and taking no falling damage when it lands. If



the witch doesn't land after it falls 60 feet, it falls the remaining distance, taking falling damage and landing prone, as normal.

- **Candle.** While this implement is active, the witch has darkvision out to a range of 60 feet, and magical darkness doesn't impede the witch's darkvision.
- **Chime.** While this implement is active, a hostile creature that starts its turn within 30 feet of the witch must succeed on a DC 15 Charisma saving throw or be unable to move closer to the witch. Aberrations, Celestials, Elementals, Fey, Fiends, and Undead have disadvantage on the saving throw.

ACTIONS

Multiattack. The witch makes three Eldritch Burst attacks. The witch can replace one attack with a use of Spellcasting.

Eldritch Burst. *Melee or Ranged Spell Attack:* +8 to hit, reach 5 ft. or range 120 ft., one target. *Hit:* 18 (4d6 + 4) force damage.

Spellcasting. The witch casts one of the following spells, using Charisma as the spellcasting ability (spell save DC 15).

At will: *druidcraft*, *guidance*, *illusion of health**, *smolder**

2/day each: *barkskin*, *charm person*, *emotional gamut**, *storm step**

1/day each: *festering fever**, *polymorph*

*indicates a spell found in Chapter 5

REACTIONS

Hex. When a creature the witch can see within 60 feet of it makes an ability check, attack roll, or saving throw, the target must roll a d6 and subtract the number rolled from that ability check, attack roll, or saving throw.

APPENDIX B:

TALES OF THE VALIANT™

SPELL CONVERSION

This appendix contains guidance on how to convert any 5th Edition spell into one of the four circles of magic used in the *Tales of the Valiant* roleplaying game and the *Core Fantasy Roleplaying* engine.

CIRCLES OF MAGIC

All magic requires energy. The four circles of magic represent the four primary sources of magical energy that fuel the abilities of spellcasters. When a spellcaster produces a spell, the caster taps into one of these energies using magical training, natural abilities, personal inclinations, or innate connections with magical entities. The section below details the four circles of magic and explains their roles in spellcasting.

ARCANE CIRCLE

The Arcane Circle of magic draws its power from the manipulation of forces that govern the material world, like heat, space, and gravity. In the hands of an arcane caster, the precise combination of words and gestures can ignite oxygen into roaring flame or link two pieces of land hundreds of miles apart. Arcane magic is governed by an extensive set of rules and calculations that make it highly complex. This complexity at times makes arcane magic more closely resemble science than mystical workings. Harnessing magic from this circle requires study, precision, and a talent for perfection.

The tools that define arcane magical working are varied and often highly personal to the arcane caster. The most common tools are runes, recitation, and hand gestures, but anything that engages the senses can be used. Casting arcane magic is only limited by imagination and an understanding of the formulaic laws of magic.

Conversion. When converting standard 5th Edition spells into the circles of magic, the following qualities typically indicate a spell belongs in the Arcane Circle:

- The spell detects, suppresses, ends, or otherwise interacts with the mechanical aspects of spellcasting.
- The spell harnesses elemental energy.
- The spell interacts with the five senses, whether to fool them or to extend their powers beyond typical capabilities.

DIVINE CIRCLE

The Divine Circle of magic draws its power from the connectivity that exists between beings. A divine caster can imbue a dying creature with the will to live again, channel the wrath of a divine being into a storm of fire, or miraculously restore the crops of a starving community. Whatever the specific effect, divine magic requires a connection between the will of the caster and at least one other being to function. Harnessing magic from this circle requires unwavering devotion, hyper-awareness of others, and belief in your ability to change the world.

The use of divine magic is often framed through the concept of faith, where an individual enacts the will of a mighty being known as a god. While this relationship between caster and god is the most common model, it isn't required to fuel divine magic. The Divine Circle draws energy just as potently for a caster who devotes themselves entirely to a community's needs, an evil coda set forth by a cult, or any other compelling source. Wherever need exists, there is the potential for divine magic. Casting divine magic is always done in the service of others, regardless of the morality of the caster.

Conversion. When converting standard 5th Edition spells into the circles of magic, the following qualities typically indicate a spell belongs in the Divine Circle:

- The spell specifically interacts with another creature's life force, whether to heal, harm, or imbue with undeath.
- The spell specifies interaction with a deity or includes the word faith in the description.

PRIMORDIAL CIRCLE

The Primordial Circle of magic draws its power from the primal energies of nature. A primordial caster can cause a forest to sprout from barren land, spur the rapid decay of flesh, or instantly restructure their biology to transform into a beast. Primordial magic redirects the forces of nature in accordance with the spellcaster's will. The Primordial Circle doesn't concern itself with creating new things but rather alters the energy already present in the environment to enact startling or subtle effects. Harnessing magic from this circle requires great awareness of the environment, extensive knowledge of the building blocks of life, and deep respect for the power inherent in nature.

The use of primordial magic always requires a source. Creating a primordial magical effect can be defined by how a caster interacts with energy that is present in the environment, whether amplifying, suppressing, altering, redirecting, or encouraging. A primordial caster understands that there is a finite amount of energy in the natural universe, and this magic concerns itself with tipping the scales of balance in just the right ways to enact the spellcaster's will. Primordial magic always draws from nature itself and can't be accessed without placing its interests first.

Conversion. When converting standard 5th Edition spells into the circles of magic, the following qualities typically indicate a spell belongs in the Primordial Circle:

- The spell alters or enhances a creature's biological characteristics.
- The spell specifically interacts with plants or beasts.
- The spell replicates an effect that could possibly occur as a natural phenomenon, such as fog or an earthquake.

WYRD CIRCLE

The Wyrd Circle of magic draws its power from the forces that sit beyond the material world. A wyrd caster can draw unnatural energy into existence to form a mass of writhing tendrils, summon another creature from a different plane to fight on their behalf, or banish their foes to the spinning void beyond reality. Harnessing wyrd magic requires spellcasters to free their minds

from normal perceptions and open themselves to the possibilities of what lies beyond the measurable universe.

The use of wyrd magic requires a caster to become a conduit. The caster is the material anchor that calls unnatural energies into the world, then shapes those energies into the desired effect. Dealing with such bizarre forces antithetical to natural law is incredibly dangerous for a spellcaster, and tapping such powers usually requires the spellcaster to call on the assistance of beings familiar with the unfamiliar. Such spellcasters often forge pacts with extraplanar beings or invite spirits that dwell beyond the natural world into their bodies to interact with wyrd powers while shielding themselves from total ruin. Wyrd magic always breaks reality or the physical world to allow the forces from beyond to creep in.

Conversion. When converting standard 5th Edition spells into the circles of magic, the following qualities typically indicate a spell belongs in the Wyrd Circle:

- The spell summons a creature from a different plane or realm of existence.
- The spell harnesses energy that is not elemental in nature.
- The spell allows travel between different planes of existence.

MULTI-CIRCLE SPELLS

The guidance here gives suggestions for converting 5th Edition spells into circles of magic, but many spells possess the qualities of multiple circles. So, what do we do then? In those cases, the spell simply belongs to multiple circles. Spellcasters trained in different circles might access and use magical energy in different ways, but they often seek to cause the same or similar effects. Because of this, the way individual spellcasters use or cast a spell that belongs to multiple circles might be different, depending on the circle that gives that particular spellcaster access to the spell.

For example, the *detect poison and disease* spell belongs to both the Divine and Primordial circles. A divine spellcaster using the spell intuitively understands the target's lifeforce is in danger and knows the danger is posed by a poison or disease. A primordial spellcaster using the spell understands the target's natural rhythm is out of balance and can feel the unbalancing rhythm of the poison or disease as it courses through the target's body.

As another example, the *spider climb* spell belongs to both the Arcane and Primordial circles. An arcane spellcaster using the spell might change their personal static electricity to better cling to surfaces, while a primordial spellcaster might rearrange their physiology to gain spider-like qualities that allow for clinging to surfaces.

APPENDIX C: MAGICAL RANDOM TABLES

This appendix provides a variety of random tables you can use to enhance the role of magic in your adventures.

MAGICAL EFFECT DESCRIPTIONS

You can use this table and a d20 to quickly roll up a sensory effect for your spell or spell-like ability to provide a unique, narrative flair. Alternatively, you can refer to this table by the school column to enrich your game with consistent effects for spells of that particular type.

MAGICAL DESCRIPTIONS

d20	School	Magical Description
1	Abjuration	In certain light, the affected target almost seems to have a dragon, fish, or lizard-scale pattern across its form. If struck, the pattern becomes momentarily visible as it flares in response.
2	Abjuration	A translucent but visibly iridescent sheen covers the targeted area, its surface gently rippling like a river's surface.
3	Abjuration	Arcane runes, angelic seals, or sacred geometry float just a few inches off the targeted area. They are invisible to the naked eye but appear vividly if touched by something magical or viewed through some other type of sight like darkvision.
4	Conjuration	Evidence of the created effect coalesces along the surface of the target, hinting at its true origin, such as lava-like cracks if it is from a fiery demiplane, flaking brimstone if is infernal, tiny tendrils of smoke if it is infused with shadowy elements, and similar effects.
5	Conjuration	The initial effect leaves an imprint on the ground where it originated, scorching or rejuvenating vegetation, churning the soil, leaving cracks in stone, or creating small puddles of oil or water.
6	Conjuration	The air around the object or target feels full with an inappropriate aroma for the current environment, such as the smell of petrichor on a sunny day, burnt toast with no flame or food nearby, or freshly dug loam.
7	Divination	Lights and flames flicker as if under a strong wind during the effect, and a faint tickling at the ear suggests an intangible force might be trying to communicate though nothing is actually audibly heard.
8	Divination	The smell of rubbed tea leaves permeates the area within 15 feet of the effect.
9	Enchantment	The eyes of the affected target glow with a pale green or pink light. If the target is an object, its form shifts slightly so that it appears as if it had a face if it doesn't already and the eye-like features glow with the same light.
10	Enchantment	The affected target occasionally jerks or develops small tics, as if it was a puppet on the end of a string.
11	Evocation	Strong vibrations within 30 feet of the target or area rattle loose objects and shake structures at their foundations.
12	Evocation	An audible popping sound that is felt as much as heard precipitates the effect.
13	Evocation	Remnants of the effect harmlessly coarse along the caster's body and around the impact area of the spell, alluding to the discharged damage type, such as floating cinders, sizzling pockmarks from acid, or the tinkling of tiny, piercing nettles.
14	Illusion	The edges of the effect shimmer in barely perceptible waves, like hot stone on a blistering summer day.

15	Illusion	The appearance of the effect always seems perfectly oriented, almost as if it were a portrait painting that had its eyes trained on you no matter from which angle you view it.
16	Necromancy	Bits of the target frequently flake off for the duration of the effect, exposing sensitive internal flesh, vulnerable inner workings, and vital features.
17	Necromancy	Loose, green tendrils of smoky, vaguely humanoid figures swirl around the target and the creator of the effect, and a faint moaning can be heard on the air for the duration.
18	Transmutation	Stretch marks, tiny bits of a previous form, such as loose hairs or scale patterns, or uncharacteristic textures betray the target of this effect, lasting for its duration.
19	Transmutation	A sound or smell from a previous nature, such as a voice or breathy aroma, persists for the duration of this effect, betraying an altered form to any who should get close enough to experience it.
20	Transmutation	The effect leaves behind strips of the pre-transmuted form, like a discarded corn husk or a molted insect or crustacean shell.

MAGICAL ENCOUNTERS

The following tables provide random encounters featuring magical foes. The tables are divided by suggested party level. The creatures listed here come from *Tome of Beasts* (ToB), *Tome of Beasts 2* (ToB2), *Tome of Beasts 3* (ToB3), and *Creature Codex* (CC).

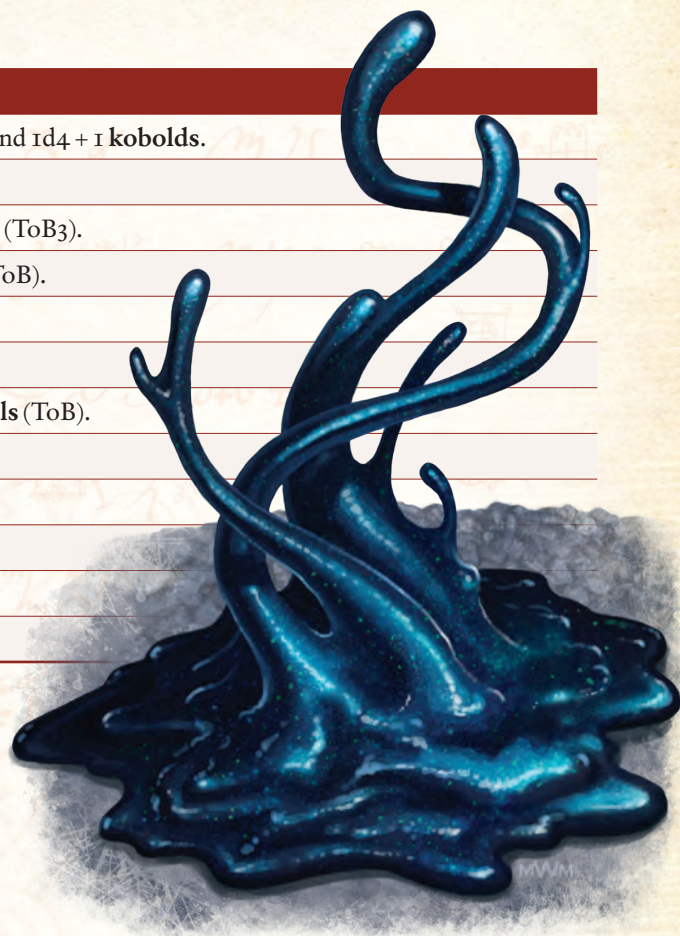
MAGICAL ENCOUNTERS (PCS 1–4)

d12 Encounter	
1	A hinderling (ToB3) and a bookkeeper (CC)
2	1d4 + 1 cikavaks (ToB) with <i>potions of diminution</i> in their beaks.
3	An eonic drifter (ToB), a rat or zoog familiar (CC), and an empty cloak (ToB).
4	1d6 animated instruments (ToB3) and 1 clockwork conductor (ToB3).
5	A phoenixborn sorcerer (ToB3) and its rock salamander familiar (ToB3).
6	2 kobold spellclerks (ToB2) and 1d4 giant bombardier beetles (ToB2).
7	A snake with a hundred mage hands (ToB2) and 1d4 poisonous snakes or 2 animated instruments (ToB3), a flute and a drum .
8	1d6 + 1 kalkes (ToB).
9	A lantern dragonette (ToB) and 1d6 + 1 living wicks (ToB).
10	A paper golem swarm (CC) and an inkling (CC).
11	2 dopplelixirs (ToB3) and 1 alchemical apprentice ooze (CC).
12	A battlemage (CC) and their stryx familiar (ToB).



MAGICAL ENCOUNTERS (PCS 5–9)

d12	Encounter
1	A kobold alchemist (ToB), a kobold trapsmith (ToB), and 1d4 + 1 kobolds.
2	1d6 acid ants (CC) and an arcanaphage (CC).
3	A warlock of the genie lord (ToB3) and 1d4 khamaseen (ToB3).
4	1 scroll mummy (ToB2) and 1d4 + 1 scorpion cultists (ToB).
5	A necromancer (CC) and 1d4 weirding scrolls (CC).
6	2 eldritch oozes (ToB2).
7	2 darakhul shadowmancers (CC) and 1d4 beggar ghouls (ToB).
8	1d3 mindshards (ToB3).
9	A gorgon and two stone-eater slimes (ToB3).
10	A gryllus swarm (ToB3) and an ink guardian (CC).
11	A shadow beast (ToB) astride a shadhavar (ToB).
12	1d6 + 1 initiates of the elder elementals (ToB2).



MAGICAL ENCOUNTERS (PCS 10+)

d12	Encounter
1	1d4 + 1 scheznyki (ToB).
2	A blood mage (CC) and 2 blood elementals (CC).
3	2 fext (ToB) and 4 noctiny (ToB).
4	A psychophant cultist (ToB3), 2 cult fanatics, and one cult congregation (use bar brawl statistics [CC] with the cult fanatic's <i>dark devotion</i> feature and actions).
5	A ravenfolk doomcroaker (ToB), 1d4 ravenfolk warriors (ToB), and a runeswarm (ToB2).
6	3 eonic savants (ToB2) and 1d6 + 1 eonic drifters (ToB).
7	1d4 + 1 fire elementals. A living soot (ToB3) appears immediately after two of the fire elementals are defeated.
8	A fulminar (CC) followed by 1d4 ion slimes (ToB3).
9	An alchemist archer elf (CC) and their 2 alchemical skunk pets (ToB2).
10	A herald of the void (ToB2) followed by a void speaker (CC) and 1d6 + 1 void cultists (CC).
11	2 gnomish knife cultists (CC), an apau perape demon (ToB), and 2 yek demons (CC).
12	1 archmage, a devilbound gnomish prince (ToB), and 1d4 + 1 dwarven ringmages (ToB).

POTION EFFECTS AND FAILURES

These tables contain unique effects that happen when a creature drinks a potion or uses an oil. The potion failures table represents such effects that come about from the botched or incomplete creation of a potion.

POTION EFFECTS

d10 Potion Effect	
1	Altered Appearance. <i>Uncommon.</i> When you drink this sour potion, your skin turns a different color, you develop spots or stripes, or your skin and bones become extra malleable. You have just 1 minute from the time you drink this potion to push and pull at your features, knead your skin into a different color or pattern, and apply cosmetic changes before the effects set and become semi-permanent. This potion can't add what isn't already there or take away a key feature such as an eye or ear. This altered appearance then lasts for up to 1d10 days or can be cured with a <i>regenerate</i> spell.
2	Drake's Nose. <i>Uncommon.</i> Drinking this smoky potion gives you Greed Sense up to 60 feet, allowing you to innately sense the existence of precious metals and rare gemstones. You know the general direction of such items and can determine their relative size, but you can't sense their precise location or exact worth. This effect lasts for 8 hours.
3	Mephit's Talent. <i>Uncommon.</i> Drinking this potion causes you to be immune to a random damage type. Roll a d6 to determine the type: 1 for acid, 2 for cold, 3 for fire, 4 for lightning, 5 for poison, and 6 for thunder. For 1 minute, at the start of each of your turns, you explode. Each creature within 10 feet of you must succeed on a DC 14 Dexterity saving throw or take 2d6 damage of the type to which you are made immune by this potion.
4	Hirsute. <i>Uncommon.</i> This potion has a fuzzy texture when you drink it. Drinking it instantly causes your hair to grow 1d6 inches, but it makes your breath smell particularly bad for 1d4 days.
5	Oil of Stickiness. <i>Uncommon.</i> For the next 8 hours, you stick to anything you touch. Whenever you grip, touch with your bare skin, or otherwise physically contact an object or creature, you must succeed on a DC 17 Strength check or become stuck to the surface. You can escape this effect by taking an action and succeeding on a Strength check. If your hands are stuck in this way, you might have difficulty casting spells with somatic or material components or using or activating objects, at the GM's discretion. Alternatively, this failed potion can be poured on the ground as an action, where it covers a 10-foot square and duplicates the effect of an <i>entangle</i> spell for 8 hours.
6	Instant Horns. <i>Uncommon.</i> Drinking this stinky potion causes you to immediately grow a pair of mammalian, reptilian, or insectile horns that remain for 24 hours. This process is painful, dealing 1d4 piercing damage to you, but the horns are natural melee weapons, which you can use to make unarmed strikes. When you hit with your horns, your horns deal piercing damage equal to 1d8 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike. When this effect ends, the horns fall off, and the cavities they leave behind take 1d10 days to scab over and heal. Alternatively, the cavities can be healed by a <i>regenerate</i> spell.
7	Renewal. <i>Rare.</i> When you imbibe this light, bubbly concoction, you immediately regain 1 expended use of a class feature of your choice as if you fulfilled the short or long rest requirement for doing so.
8	Deep Seeing. <i>Rare.</i> Drinking this slippery potion causes you to grow a third eye in the middle of your forehead. With this eye, you can see through stone, wood, and metal (but not lead) up to 10 inches thick. This effect lasts for 10 minutes, after which your new eye atrophies and falls out of your head. The cavity it leaves behind takes 1d10 days to scab over and heal. Alternatively, the cavity can be healed by a <i>regenerate</i> spell.
9	Distilled Hate. <i>Rare.</i> This viscous potion is brewed with extreme prejudice and reagents sourced from a reviled creature. When you drink it, you gain a favored enemy (as the ranger class feature) chosen at the time the potion is brewed. In addition, when you hit a favored enemy of yours with an attack, you deal extra damage to the target equal to your proficiency bonus. This effect lasts for 8 hours, after which you immediately suffer 1 level of exhaustion that can be cured only through a <i>lesser restoration</i> or <i>greater restoration</i> spell or by imbibing another <i>potion of distilled hate</i> .
10	Liquid Arcana. <i>Very Rare.</i> This bright blue beverage is prized by spellcasters everywhere. Drinking it allows you to regain 1d4 + 1 expended spell slots. You can regain a number of 1st-level spell slots equal to that amount, or the spell slots can have a combined level that is equal to or less than that amount. For example, if your result was a 3, you could regain one 3rd-level spell slot, or a 2nd-level spell slot and a 1st-level spell slot, or three 1st-level spell slots.

d10 Potion Failure Effect

- 1 **Spoiled.** Any numerical effects the potion causes when consumed are halved. In addition, you must succeed on a DC 14 Constitution saving throw or become poisoned for 1 hour.
- 2 **Stone Shake.** You begin to turn to stone over the course of 1d10 days, becoming petrified at the end of the duration unless you find a cure. While turning to stone, you have resistance to bludgeoning, slashing, and piercing damage from nonmagical weapons, your speed is halved, and you have disadvantage on Dexterity saving throws and ability checks.
- 3 **Kobold Strength.** You lose significant physical power as your muscles temporarily shrink. For 1 hour, your Strength score becomes the lesser of 7 (–2) or your normal Strength score.
- 4 **Bothersome Humors.** The potion causes uncontrollable bouncing, humming, vibrating, hiccupping, or some other physical repetition. You have disadvantage on Strength, Dexterity, and Charisma ability checks for the next 24 hours or until you are the target of a *lesser restoration* spell or similar magic.
- 5 **Accidental Infatuation.** When you drink this potion, in addition to its intended effects, you also are charmed by the next person you see. This condition persists for 1 hour and can be removed only with a *wish* spell.
- 6 **Oil of Dullness.** This failed potion ruins the edges of weapons. Applying it to one slashing or piercing weapon or up to 5 pieces of ammunition causes the coated item to have a –3 penalty to attack and damage rolls for 1 minute. Alternatively, if you let this oil touch your skin or you ingest it, it absorbs quickly and causes you to have disadvantage on Intelligence, Wisdom, and Charisma saving throws and ability checks for the next 24 hours or until you are the target of a *lesser restoration* spell or similar magic.
- 7 **Animal Animosity.** You give off a smell, posture, or aura that agitates nearby animals. For 1 hour, Beasts are drawn to you, going out of their way to harm or harry you with extreme hostility.
- 8 **Visibility.** You become hyper-visible as your skin takes on a neon, luminescent tint that catches and reflects light. For 10 minutes, you can't benefit from invisibility, you have disadvantage on Dexterity (Stealth) checks, and attacks against you are made with advantage, provided the attacker can see you.
- 9 **Truth Serum.** You are unable to lie for the next 24 hours. In addition, you become prone to uncontrollable outbursts, and periodically, you must succeed on a DC 14 Wisdom saving throw or loudly voice how you're feeling, what you're thinking, or otherwise have some other truthful outburst.
- 10 **Harmful Appearance.** Your skin erupts with colorful spots, stripes, welts, or pustules. For 1 hour, you have vulnerability to a type of damage related to the color of the blemish. Roll a d10 to determine the color and damage type: 1 chartreuse and acid, 2 blue and cold, 3 red and fire, 4 purple and force, 5 yellow and lightning, 6 black and necrotic, 7 green and poison, 8 pink and psychic, 9 orange and radiant, 10 gray and thunder.



REVERSE SUMMONING QUESTS

Need something a little different? Put your players at the business end of a summoning for a change, transporting your player's characters to a new area, enemy, or ally!

REVERSE SUMMONING QUEST PLOT HOOKS

d12	Plot Hook
1	You are transported into the lair of a terrific and uncharacteristically polite ancient copper dragon named Tyricratoryx. The dragon has grown bored of its hoard and tasks you with furnishing a new collection to liven up the space. The catch? The dragon desires one specimen of every known potion recipe.
2	Ellivia Wildecrow (she prefers Livi), daughter of Malyn Wildecrow the Anointed, reads from the Five Oathwrit Texts of Hedren to summon your presence. She needs you to retrieve her cat, Mr. Mittinz, from the lower branches of an ancient, magical tree connected to the fey realm.
3	You receive a courtly summons from the local realm's regent. They need you to swiftly clear out the east wing of their palace or estate so that it may be renovated in time for a grand ball at the end of the week. The catch? The previous arcane advisor failed to clean up their runic wards and golem experiments before their disappearance following a fey boundary dispute.
4	You are conjured by accident into the summoning circle of the arch lich Kayne Fellmarke. Hey, even great and all-powerful wizards have off days. Once the lich gets over the error, he agrees to let you go but not before you handle an errand for him. Bury his backup phylactery in a random place and return to him afterward to have your memory wiped. He then puts a <i>geas</i> on you to ensure your compliance.
5	Minor devils Kezrach and Axurgemen bind you to their infernal realm. You can leave once you help them by mediating their contract dispute. They wouldn't normally even consider mortal help in a matter like this, but it involves a mortal warlock who agreed to conflicting pact contracts with both devils.
6	By the will of Scaldris the Heated, fire elemental of the City of Brass and Torchbearer of the Scorching Ray, you are summoned and thusly commanded. Assist your new master in its quest to prove to the efreeti lords of the city that it is the hottest elemental this side of the Elemental Plane of Fire.
7	The angel Domiel interrupts your morning plans by summoning you to the gilded halls of the heavens. They have a task that requires a mortal's touch. Attempt a heist for Mathelzor's Twin Slumbering Scrolls to ensure the nearby angelic vault is both fiend and mortal-proof.
8	Naevyn Devilfriend the Branded brings you into her inner sanctum. She has a request and offers to return the favor with applied divinations. All you have to do is publicly discredit her rival, Iyrras Shadowhand, by exposing him for the necromancer he obviously is. Shortly thereafter, Iyrras summons you to his own inner sanctum and politely asks you to expose Naevyn for illegally consorting with fiends.
9	You are summoned by a desperate and clearly sleepless warlock who introduces himself as Aenor the Fiery. He begs for your aid in helping him look good on "just a little quest" to retrieve the Baleful Stone of Jerilyn. Aenor's infernal benefactor won't stop "hover-patroning," and the warlock really needs a win.
10	You are conjured before the steps of the Netherveil Library, a repository lost to time and civilization. The Sentient Codex of Caligan, a tome of forgotten lore, has summoned you for assistance. Please kindly replace the Codex on the proper shelf within the library. It's been ages since the tome was taken out and no one is left to mind the books.
11	Cornelia Brightbourne the Relentless has manifested your presence. She is free today and wants to know if you would like to go birdwatching with her. She has spare field guides for everyone and will offer a prize for whomever spots the most different species.
12	You appear within the dank kobold warren of Clan Pebblefang. They need last-minute babysitters for their 3d10 + 3 pups while the adults all go raiding on the neighboring goblin horde two caves over. Make sure all the pups practice their trap building, eat dinner without making a mess, take their baths, and go to bed on time, and you will be justly paid for your time and effort, including a share of the raid spoils. The kobold seer that summoned you promises to check in throughout the night via <i>message</i> .

TOME, NPC, AND LOCATION NAMING

Use these tables to quickly generate names for unique magical tomes, NPCs, and magical locations for your game.

TOME NAMING TABLE

d20	Author	Reputation	Tome Style
1	Falderan	Lost	Codex or Codices
2	Mathelzor	Scorched	Libram
3	Baba Yaga	Cursed	Compendium
4	Ninshuel	Planetouched	Manual
5	Caligan	Angel-sealed	Text
6	Ravin	Blistered or Rotten	Scroll
7	Melatheia	Bloodmarked	Crystal or Sphere
8	Galefnir	Baleful	Cartouche
9	Taramind	Haunted	Cypher
10	Sivvar	Gilded	Chronicle
11	Gordolay	Runic or Illuminated	Folio
12	Sir Mittinz	Dead or Necrotic	Tome
13	Kareef	Draconic	Journal
14	Jerilyn	Prime or Primordial	Slate or Stone
15	Carmello-Volta	Antediluvian	Index or Indices
16	Weiler	Unfinished	Encyclopedia
17	Hedren	Slumbering	Treatise
18	Althea	Awakened or Sentient	Ledger
19	Avronin	Seabound	Lexicon
20	Kavelin	Oathwrit	Tract

NPC NAMING TABLE

d20	Given Name	Surname Prefix	Surname Suffix	Title
1	Telzune	Gold	Glory	The Lesser
2	Aenor or Aenora	Thunder	Child	The Archmage
3	Elyon	Storm	Heart	The Butcher
4	Helmund or Helma	Silver	Sorrow	The Fiery
5	Malyn	Green	Staff	The Anointed
6	Thessan or Thessia	Bright	Stone	The Branded
7	Saszokel	Flame	Hawke	The Annealed
8	Braisidoc or Braisidora	Shadow	Brow	The Gifted
9	Iyrras	Winter	Spark	The Tower
10	Frudalf or Frudelfen	Amber	Lark	The Virtuous
11	Courtlain	Devil	Son or Dottir	The Unbowed
12	Abelard or Abelia	Wilde	Marke	The Evoker

13	Kayne	Fell	Crow	The Toad
14	Cornwallace or Cornelia	Hammer	Keeper	The Relentless
15	Naevyn	Spell	Hunt	The Blaggard
16	Morik or Morda	Lion	Hart	The Wall
17	Rhendran	Gray	Bourne	The Disillusioned
18	Zeerk or Zenia	Troll	Morne	The Martyr
19	Keryth	Hill	Hand	The Conjuror
20	Galen or Galienne	Black	Friend	The Greater

MAGICAL LOCATION NAMING TABLE

d20	First Descriptor	Second Descriptor	Type of Place
1	Astral	Haunt	Circle
2	Titans'	Clock	Aerie
3	Nether or Umbral	Roost	Grove
4	Augur's	Scar	Maze
5	Storm	Barrow or Tomb	Falls
6	Drakes'	Veil	Library
7	Smoldering	Drop or Plummet	Sepulcher
8	Giants'	Wrought	Haven
9	Ebon	Fall or Fell	Arcanum
10	Mystic's	Coven	Ruins
11	Starry or Celestial	Well	Spire
12	Griffon's	Path	Conservatory
13	Thunder	Cliff	Hollow
14	Crone's	Ward	Study
15	Black	Tor	Croft
16	Eagle's	Head	Tomb
17	Argent	Rook	Laboratory
18	Wraith's	Golem	Sanctum
19	Shiver	Breath	Ascent
20	Devil's or Demon's	Root	Henge

APPENDIX D: ARCANES ADVENTURE SITES

This section contains 16 adventure site descriptions suitable for placement in any wizard's tower, extraplanar dungeon, or other magical location. Each site includes artwork, a read-aloud description, and suggestions of encounters suitable for each area. Creature names that

appear in **bold** without a page or book reference can be found in the core rulebooks of the 5th edition of the world's first roleplaying game or in the *System Reference Document 5.1*.



Alchemist's Workshop Mixing Lab

ALCHEMIST'S WORKSHOP

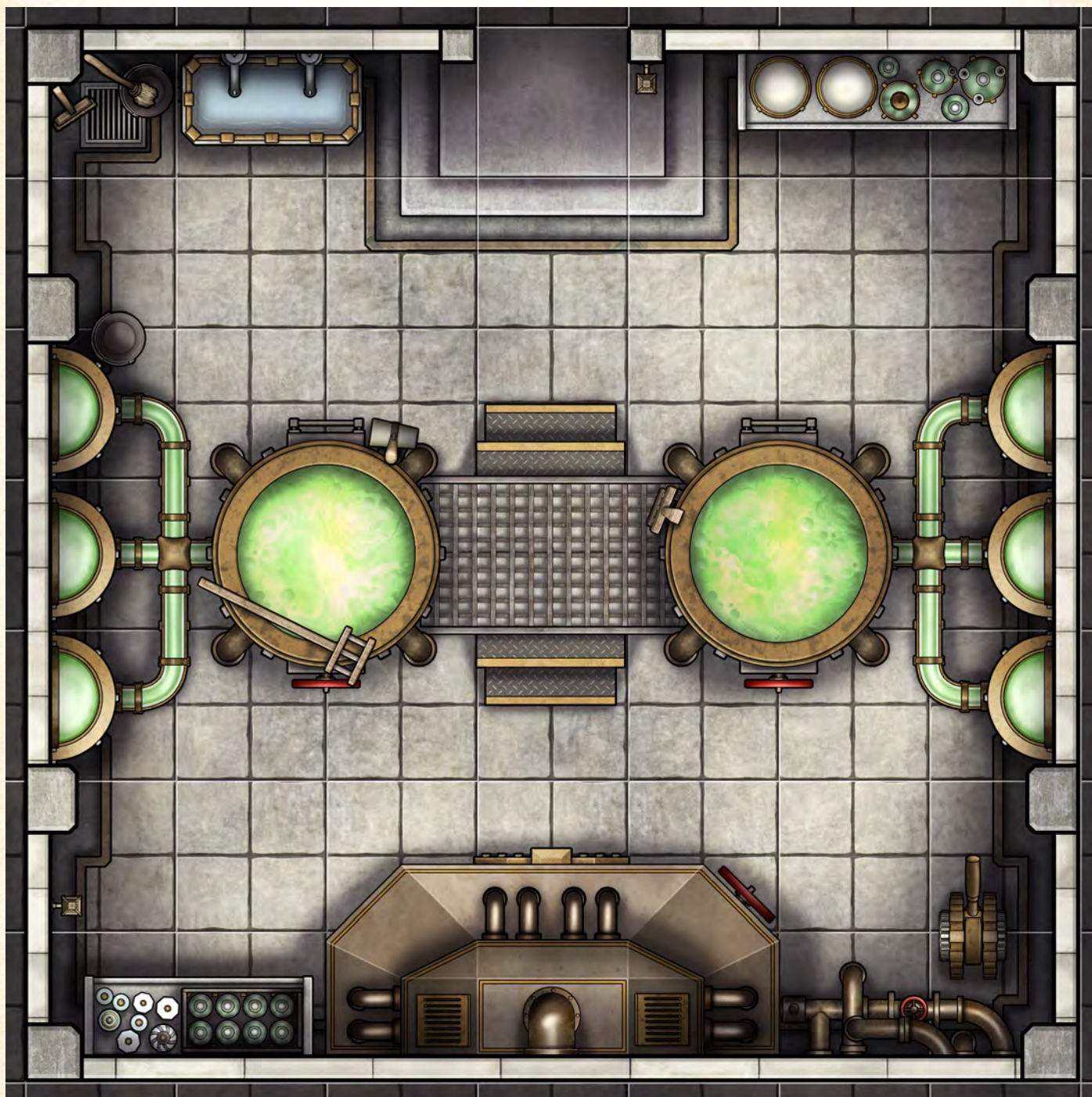
Bottles and stoppered vials filled with multicolored solutions line the walls of this well-organized workshop. Sounds of bubbling and the rhythmic clang of machines come from the room beyond.

Here are suggestions of encounters that might occur in this pair of rooms.

Combat. An ink guardian (see *Creature Codex*) explodes from one of the bottles to attack the intruders.

Social. A harried alchemist arrived at work only to find their master gone and all the brewing equipment left on. The PCs must help the alchemist figure out how to power down the devices before seeping gas causes the workshop to explode.

Exploration. The PCs discover a set of cryptic notes about how to brew an important potion, solution, or antidote. They must make a series of checks to find the ingredients they need amidst the room's storage cabinets, then puzzle out the logic of which ingredients are required—and the correct order to add them!



Alchemist's Workshop Chemical Vats

ARCANE CONSTRUCT WORKSHOP

Gears, levers, and all manner of curious machines cover the surfaces of this workshop, watched over by a headless construct chained to the back wall.

Here are suggestions of encounters that might occur in this room.

Combat. The chained construct is a **clockwork abomination** (see *Tome of Beasts*) that rips free from its chains to attack intruders.

Social. Several **clockwork watchmen** (see *Tome of Beasts*) scurry around the room, trying to finish the chained construct so it can track down their missing creator. If the PCs help the clockwork creatures complete their task, the lead watchman rewards the party with one of the magic devices hidden in the workshop.



Arcane Construct Workshop

ELEMENTAL NODE: AIR

Ferocious winds continuously swirl around the circular platform at the center of this room. Large blue crystals and several rocky islands drift through the surrounding clouds, held aloft by some invisible force.

Here are suggestions of encounters that might occur in this room.

Combat. One or more air elementals form from the clouds to attack anyone on the central platform.

Exploration. The key required to leave this room (or unlock something else of importance) rests on the highest floating rocks surrounding the central platform. To reach it, a PC must make checks to jump from platform to platform, a feat made all the more difficult by obscuring cloud cover and unpredictable gusts of wind.



Elemental Node: Air

ELEMENTAL NODE: EARTH

Potent aromas of sulfur and salt fill this rocky cavern. Bubbling pools of mud and amber crystal formations cover the cracked earthen floor.

Here are suggestions of encounters that might occur in this room.

Combat. One or more **earth elementals** emerge from the mud pools to attack intruders.

Social. Several of the crystal formations in this room are **crystallites** (see *Tome of Beasts* 3) that awaken when the PCs enter. The crystallites are struggling with the answer to their latest philosophical topic. They happily reward the PCs with information (or other treasures) if the PCs contribute an interesting perspective to their ongoing debate.



Elemental Node: Earth

ELEMENTAL NODE: FIRE

Waves of heat radiate from the molten lava sluggishly flowing through this cavern. A large black anvil dominates the central rocky island.

Here are suggestions of encounters that might occur in this room.

Combat. One or more **fire elementals** emerge from the lava pits to attack.

Exploration. The PCs discover a small pile of raw iron ore and a stone tablet covered in unique runes. The runes detail the process for creating fire-resistant scale mail to those who can read the script.

Social. An **azer** or **fire giant** uses the anvil to forge various weapons. If the PCs are willing to fetch a unique component or specific tool for the smith, they offer to gift the party one of the magic weapons they are forging.



Elemental Node: Fire

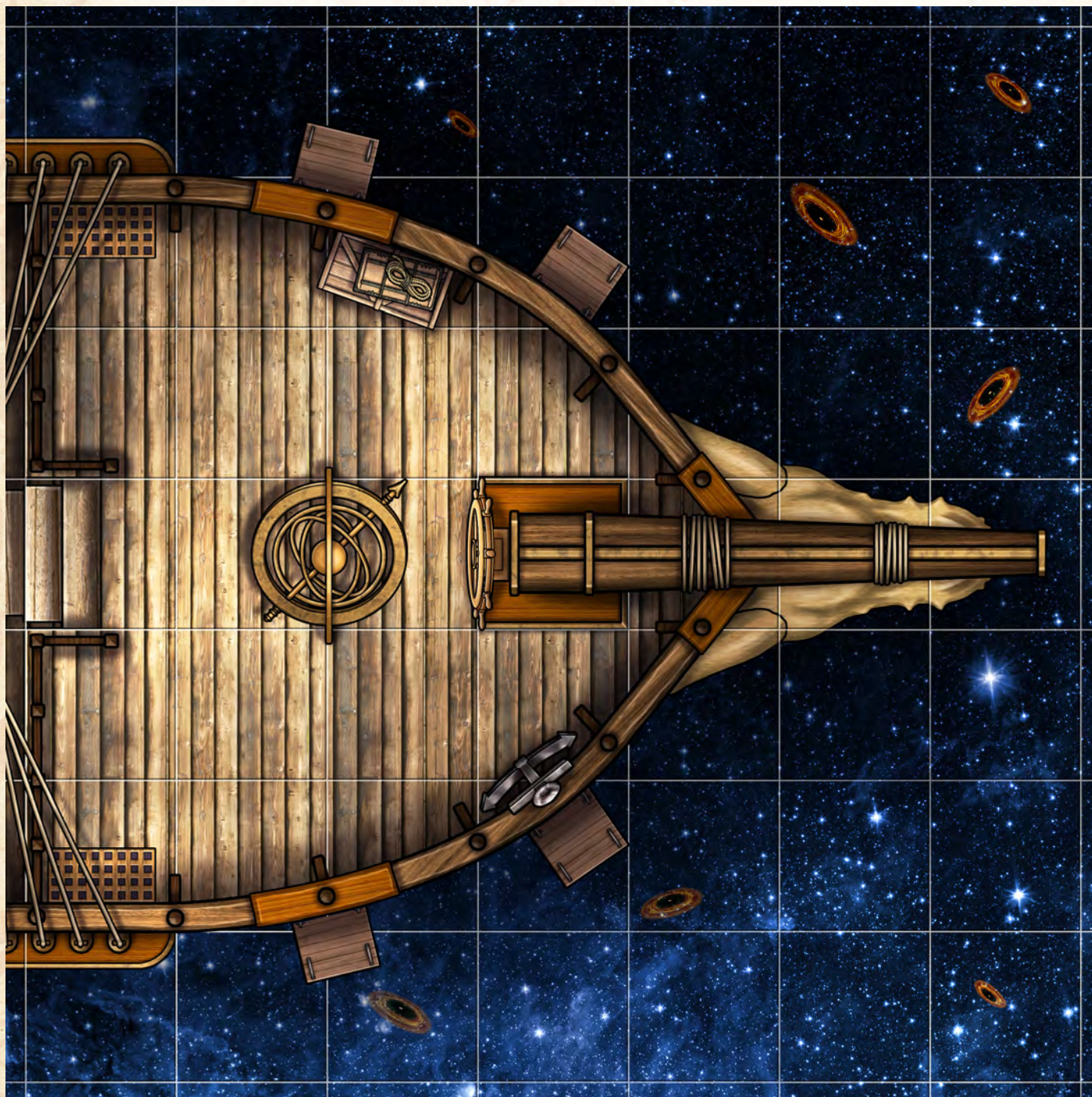
ELEMENTAL NODE: VOID

The entrance to this room leads you onto the wooden prow of a ship surrounded by an endless expanse of inky space. A golden astrolabe bolted to the deck subtly shifts and spins, reflecting the dizzying patterns of stars that punctuate the void beyond.

Here are suggestions of encounters that might occur in this room.

Combat. A void dragon wyrmling or young void dragon (see *Tome of Beasts*) is hiding in the hull of the ship (which is accessible only by climbing down and under the prow). The dragon waits for the right opportunity before launching an attack—in hopes of claiming the PCs' gear for its nest.

Exploration. PCs who examine the astrolabe notice it is out of alignment with the constellations visible in the void beyond. If the PCs figure out how to correctly realign the astrolabe, a secret panel opens, revealing a key or treasure.



Elemental Node: Void

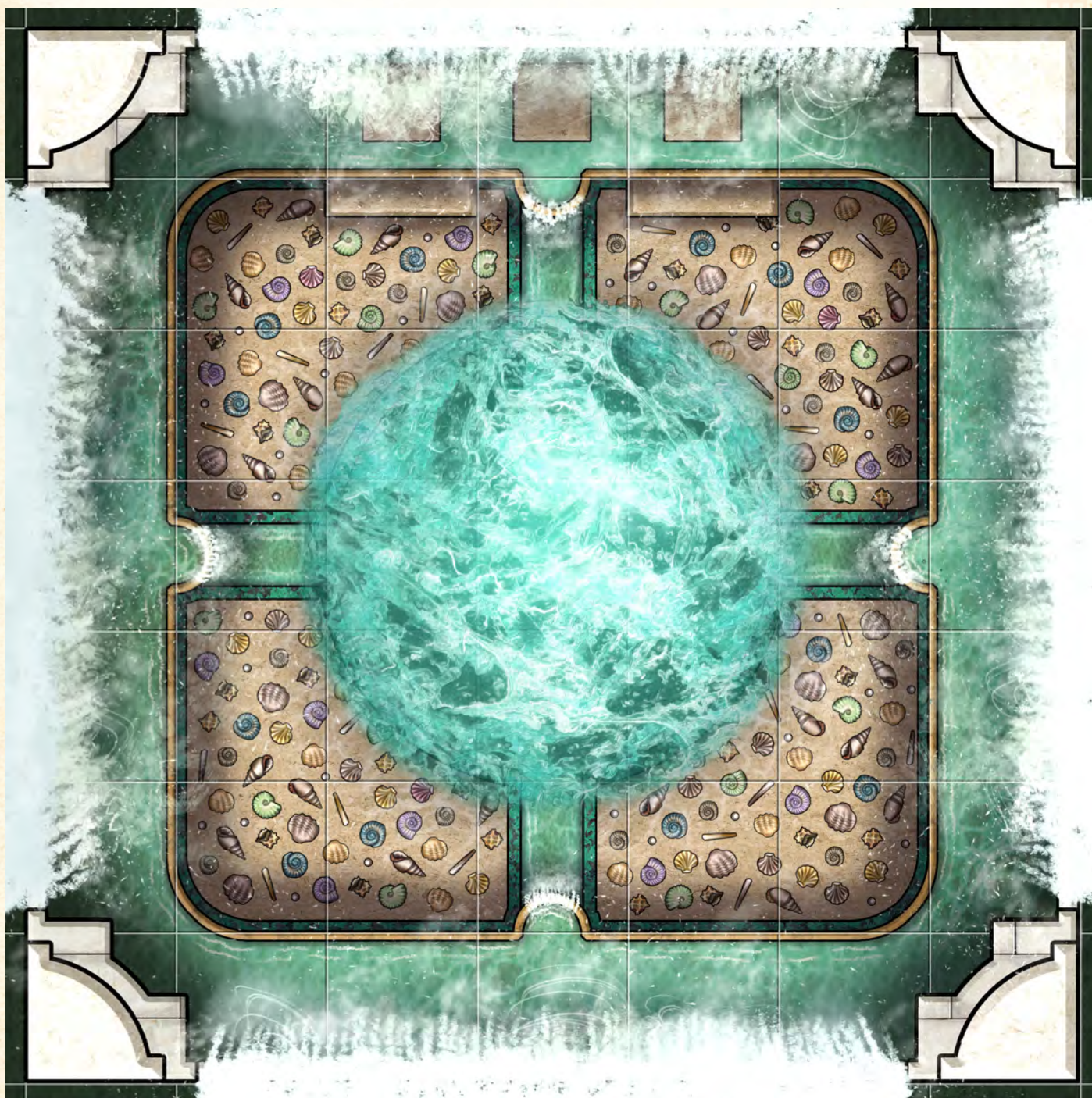
ELEMENTAL NODE: WATER

The sound of rushing water drowns out all other noise in this room. A sphere of water floats in the air, suspended above a sandy, shell-strewn floor.

Here are suggestions of encounters that might occur in this room.

Combat. One or more water elementals emerge from the water to attack.

Exploration. The PCs can see a treasure floating in the center of the water orb. Disrupting the surface of the orb triggers a trap. The room begins to fill with water, and the PCs must swim to the bottom of the fountain pools to reach the escape hatch.



Elemental Node: Water

HAUNTED STUDIO

Cobwebs and dust coat the antique furniture artfully arranged in this room. An eerie whistle sound from the chimney is the only noise that punctuates the oppressive silence.

Here are suggestions of encounters that might occur in this pair of rooms.

Combat. Several objects in the room animate to attack intruders. Use stat blocks like **animated armor**, **flying swords**, or **animated instruments** (see *Tome of Beasts 3*).

Combat. A vampire spawn, vampire patrician (see *Creature Codex*), or vampire resides in the structure where this studio exists and enjoys leisure time by the fireplace or in the salon. The creature attacks any intruders that dare disturb its rest.

Exploration. As the PCs enter the salon, the latent psychic energy in the room responds to their presence. Paint appears on the blank canvases sitting on easels in the room, depicting colors, images, and scenes related to the PCs and their backgrounds.



Haunted Studio Study

Exploration. When the PCs enter the room, a haunting melody comes from the piano. If the PCs successfully replicate the song (either on the piano or other instruments), a secret door opens in the fireplace.

Social. When a PC nears the mirror in the corner of the salon, a ghostly person appears instead of the PC's reflection. The ghost asks the PCs to bury its remains to allow it eternal rest. The remains are in the ashes in the study's fireplace.

Social. A disheveled human sits behind the desk in the study, scribbling frantically on paper. After a moment, the scribbling stops, then the paper is crumpled and tossed toward the fireplace. When the PCs enter, the writer perks up, hoping for new inspiration. If the PCs help the writer with writer's block, they are rewarded with a rare magic item.



Haunted Studio Salon

HIDDEN DRUID CIRCLE

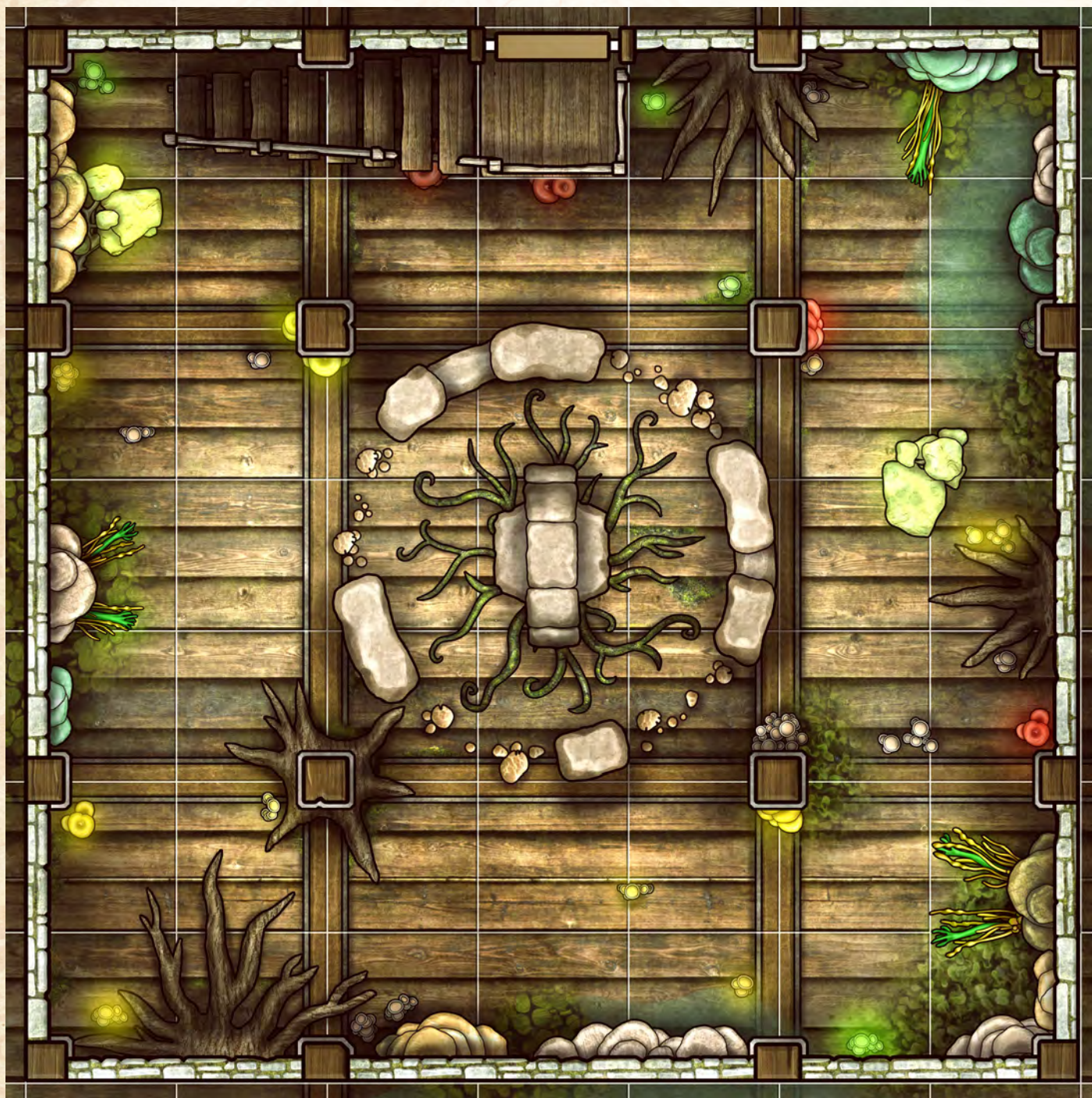
Creaking stairs lead into this hidden room that smells strongly of mildew. Patches of phosphorescent fungi light the room.

Here are suggestions of encounters that might occur in this room.

Combat. If the PCs touch or otherwise disturb the shrine, the vines in the room slither together to form an enraged shambling mound.

Exploration. Any effort to investigate the room reveals several wall inscriptions written in Druidic. If a PC who understands Druidic reads the words aloud, the shrine summons a friendly **sprite** who willingly serves that PC for the next hour.

Social. A junior druid sits at the foot of the shrine, trying to encourage a potted seed to sprout. If the PCs help the druid (such as with magic or gardening advice), the druid rewards the PCs with the potted plant. After 14 days, it grows into a miniature bush and produces two *goodberry* berries at dawn each day.



Hidden Druid Circle

LIBRARY

Floating lanterns cast a soft orange glow on the floor-to-ceiling bookshelves that line the walls of this carpeted room. Desks fill the connected scriptorium, where an ancient podium stands on a dais worn by centuries of footsteps.

Here are suggestions of encounters that might occur in this pair of rooms.

Combat. If any of the PCs touch or otherwise disturb the books in this room, one or more **paper golem swarms** (see *Creature Codex*) emerge from hiding and attack.

Combat. Summoned here by foolish students long ago, a barbed devil stalks the scriptorium. It is magically bound to the chamber and can't leave, but it attacks any who enter.

Exploration. If the PCs take time to search the shelves of the library, they find a treatise on a magical style (see Chapter 2). The treatise doesn't contain spells, but it contains descriptions of the style and plenty of guidance for a PC interested in adopting that style.



Library Stacks

Exploration. The scriptorium contains enough ink, quills, parchment, and other basic materials to create a set of calligrapher's supplies or a forgery kit.

Social. A group of acolytes or mage apprentices (see Appendix A) heatedly argue magical theory in the scriptorium, while their young mage professor frantically tries to get the students back on track and paying attention to the lecture. If the PCs help the professor calm the students, the professor awards them with a spell scroll of *fly*.

Social. When the PCs enter, they hear crying coming from behind the central desk. If they investigate, they find a devastated librarian who begs the party to retrieve several valuable tomes that were stolen by other denizens of the structure where this library exists.

Social. In the scriptorium, the PCs come across a young, unarmed goblin stuffing scrolls into its robes. The goblin has some magical talent and has been sneaking in and stealing scrolls to learn better control of magic. The goblin promises to return the scrolls if the PCs promise not to tell the owner of the scriptorium.



Library Scriptorium

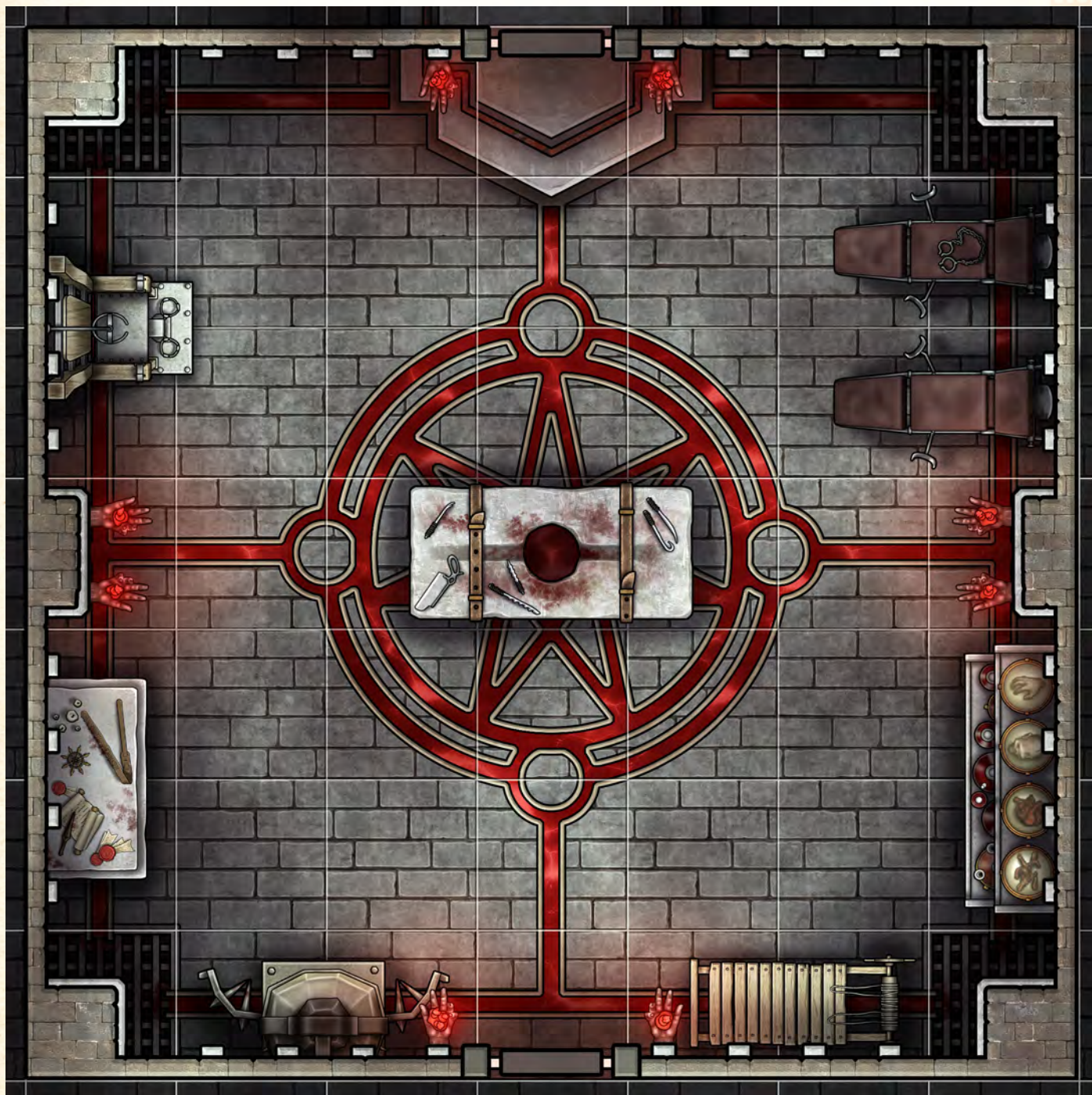
NECROMANCER'S LABORATORY

The stench of chemicals and the sickly smell of rot fill this disturbing set of rooms. Filled specimen jars, piles of fresh ash, and barrels of blood-crusted bones hint at the macabre events that transpire here.

Here are suggestions of encounters that might occur in this pair of rooms.

Combat. A mage or necromancer (see *Creature Codex*) lurks behind one of the room's worktables under the effects of a *greater invisibility* spell. If threatened, the spellcaster commands several **skeletons** or **zombies** hidden in the refuse barrels to spring forth and attack the party.

Combat. A dormant flesh golem lies on the table in the work room with a silver dagger sticking out from its leg. If the dagger is removed, a burst of lightning courses through the golem, causing it to arise and attack the intruders.



Necromancers Lab Work Room

Exploration. A severed hand in a bucket in the room wears a signet ring of a local noble. The hand once belonged to one of the noble's relatives who went missing weeks ago. The noble pays the PCs handsomely for the return of the ring and information regarding the fate of its owner.

Exploration. One of the cages in the subject cages room holds a trio of colorful birds. They are a rare breed of poultry touched by fey magic, making their

feathers prized as spell components. When used as a spell component to cast the *gentle repose* spell, the feather doubles the spell's duration.

Social. A distressed **ghost** haunts this room. The ghost is not interested in attacking anyone other than the necromancer responsible for its death, but it begs the PCs to find an important memento that is on its corpse—which the ghost senses is hidden somewhere in the lab.



Necromancers Lab Subject Cages

PORTAL ROOM

Low humming sounds come from the glowing blue crystals that line the walls of this room. A circular stone gateway carved with arcane symbols stands against the far wall.

Here are suggestions of encounters that might occur in this room.

Combat. A scouting party of **satarre destroyers** and **satarre mystics** (see *Tome of Beasts 2*) emerge from the

portal just as the PCs enter. The satarre demand total compliance with whatever they ask of the party and attack any who refuse their requests.

Exploration. PCs who investigate the crystals on the wall realize they change colors when touched. By activating the correct crystals with the correct colors, the party can cause the portal to open, allowing access to a previously inaccessible part of the structure where this portal exists or to some other key location.



Portal Room

RITUAL CHAMBER

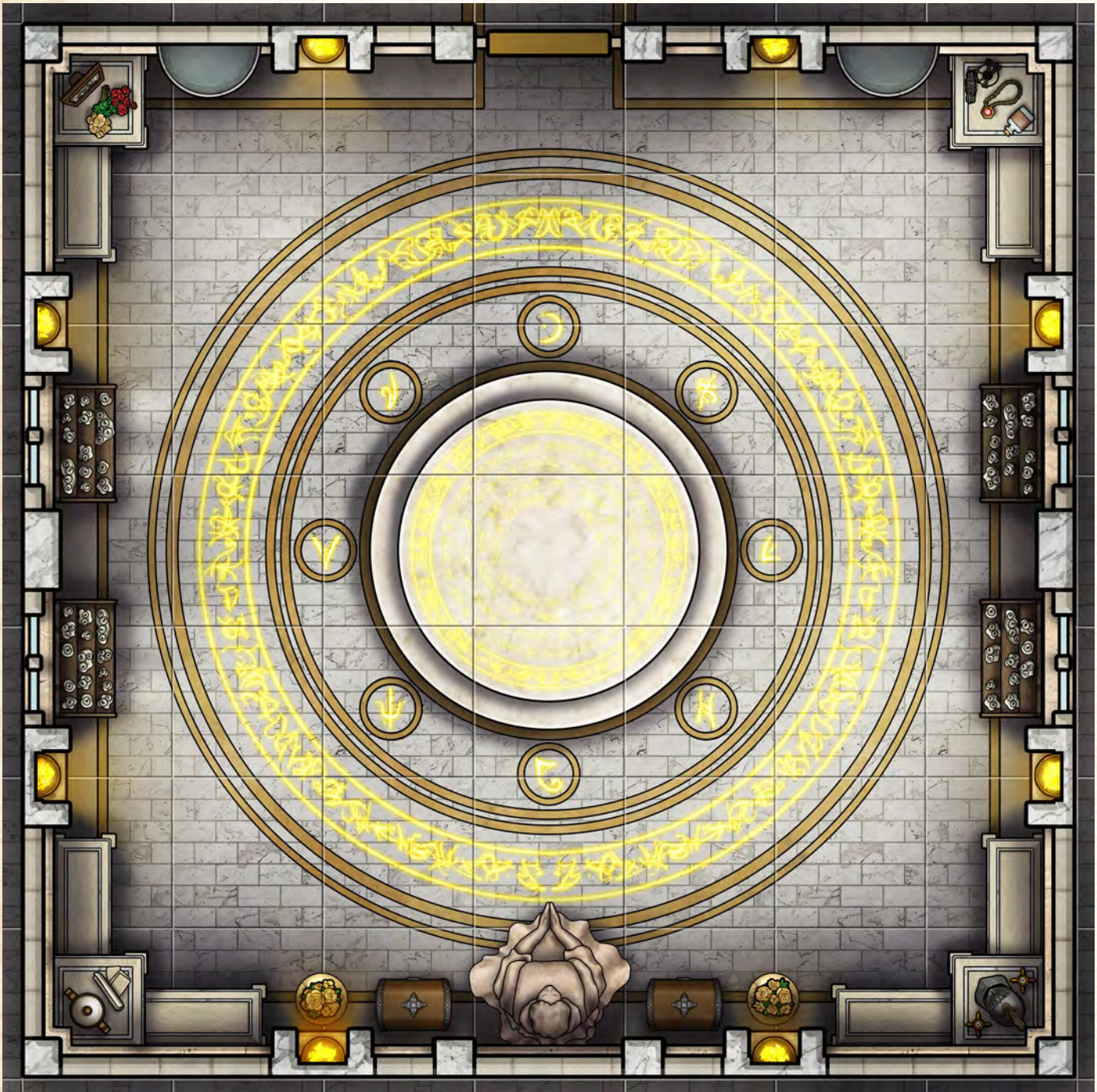
A series of concentric metal circles adorn the white marble floor of this room. Neat racks of scrolls stand against the walls.

Here are suggestions of encounters that might occur in this room.

Combat. The chamber is currently in use by a group of **cultists** and **cult fanatics**. Most of them move to attack the party, but a few continue their ritual. If these cultists aren't interrupted, a **bearded devil** or other fiend is summoned at the start of the second round of combat.

Exploration. Any PCs who step into the metal circles are immediately trapped by a *magic circle* spell and an audible alarm starts to ring. The rest of the party has 10 minutes to free the trapped PCs before the creature who set the trap arrives to deal with the intruders.

Social. A wounded deva, trapped in the form of a fox, sits in the center of the room's magic circle. It begs the PCs to disrupt the magic runes binding it. If they do, it heals them or grants them a minor divine blessing.



Ritual Chamber

THEURGIC SANCTUM

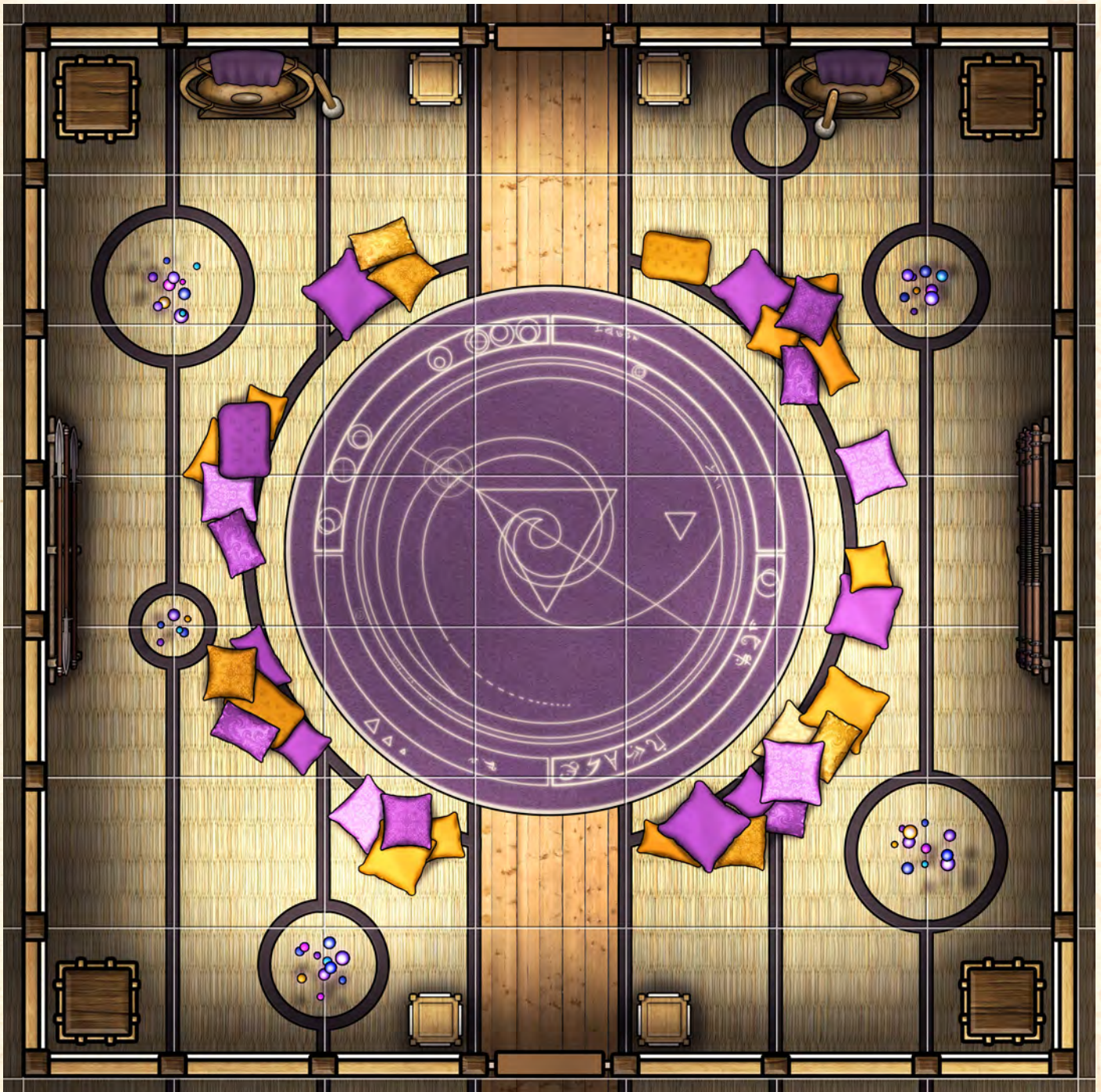
Soft tapestries and the smell of incense cast an aura of tranquility over this set of rooms. Curious objects patterned with swirling geometric symbols drift around the space.

Here are suggestions of encounters that might occur in this pair of rooms.

Social. The sanctum is occupied by a **theurge** (see Appendix A) who is willing to give the party shelter and information if any of the characters can beat them in a game of chess (or other suitable game with a gaming set).

Combat. A group of cultists sit on cushions, listening to their theurge (see Appendix A) leader, who speaks in the center of the room. The group attacks any intruders on their private meeting, determined to not let any knowledge of their clandestine meeting escape the room.

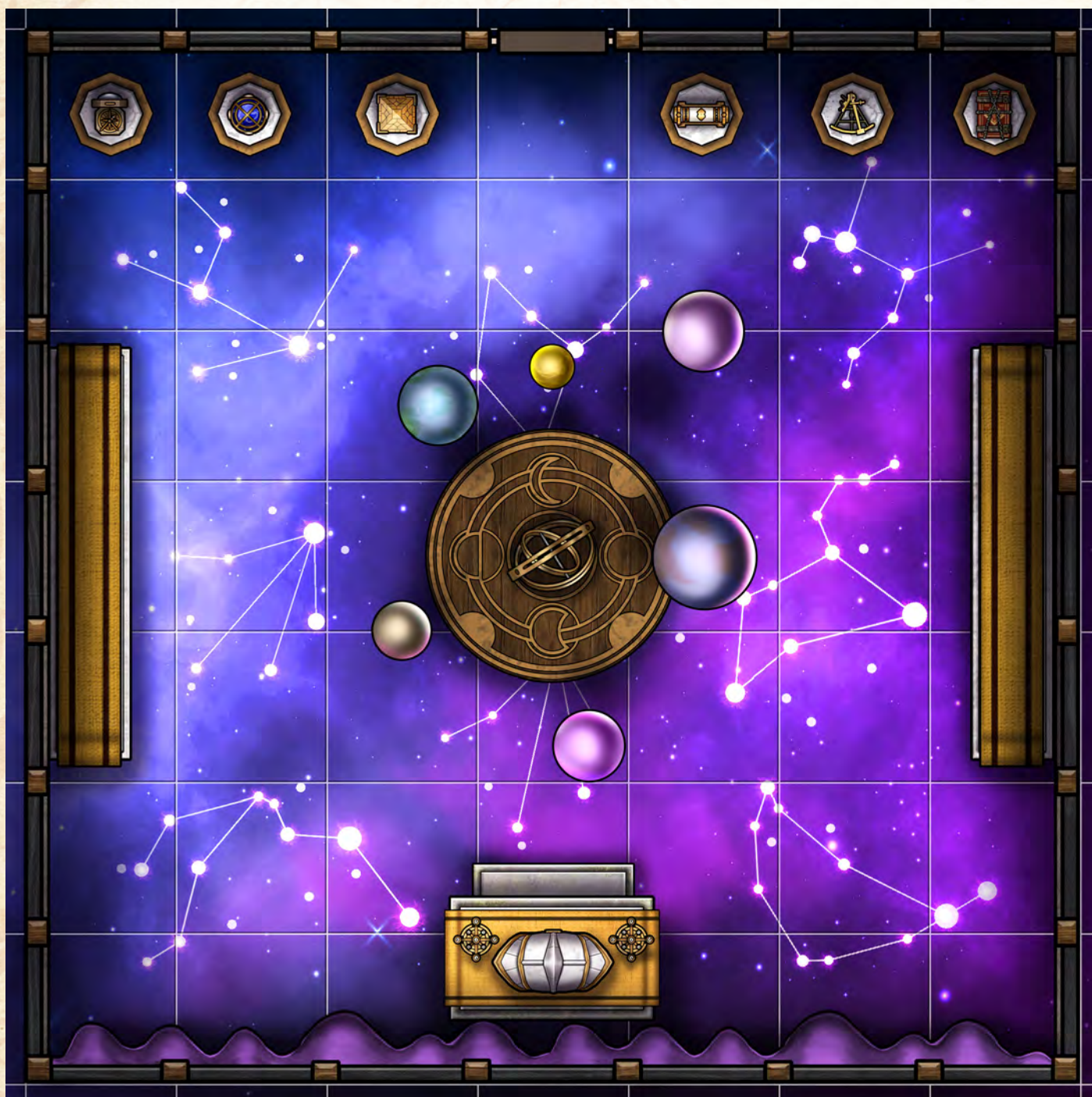
Combat. When the PCs enter the mithraeum, the orrery in the center of the room whirs and spins, creating a portal at its center. An animal-shaped creature made of starlight (use the statistics of a fire elemental, except the creature is immune to and deals radiant damage instead of fire damage) steps from the portal and attacks the intruders.



Theurgic Sanctum Meditation Room

Exploration. Although the stars that make up the constellations on the floor of the mithraeum all glow softly, one star in each constellation glows brighter than the others. If a PC touches each of the bright stars, the orrery in the center of the room springs to life, planets and moons spinning around the center. After a moment, the center device falls away, revealing a hidden passage, hidden treasure, or other secret.

Exploration. Examining the contents of the room reveals several magical orbs marked with constellations of various animals. A PC that activates an orb receives the magical benefit of the *enhance ability* spell associated with the orb's animal for the next hour (only one orb can be active on any one character at a time).



Theurgic Sanctum Mithraeum

WARLOCK LAIR

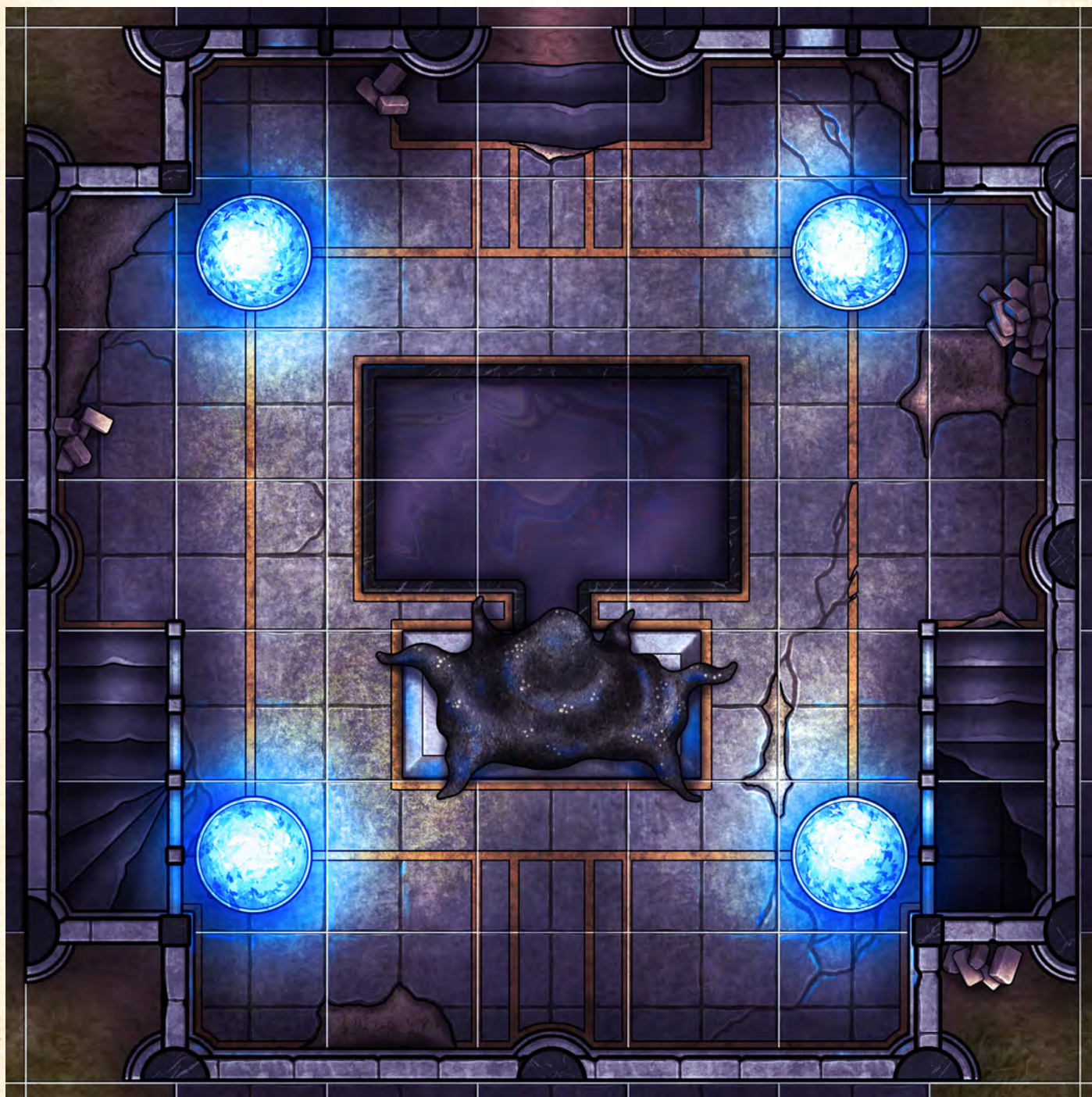
An eerie and formless statue stands over a churning pool of black sludge at the center of this room. Sounds of metallic rattling and scraping come from the chamber downstairs.

Here are suggestions of encounters that might occur in this pair of rooms.

Combat. One or more black puddings live in the sludge at the base of the altar and climb out to attack any intruders.

Combat. One or more **otyughs** smash through the gridded grate in the floor to attack the party—at your discretion, they may cease their attack if provided with a more suitable meal.

Exploration. The altar in this room was a hastily repurposed shrine to a benevolent deity, a fact made clear by old, worn inscriptions on the altar's base. If the PCs destroy the statue and spend 1 hour cleaning or purifying the pool of corrupted water, each participating PC is granted a divine boon appropriate to the deity.



Warlock Lair Dark Altar

Exploration. The sacrifice pit contains bioluminescent crystals growing from the remains of victims of the pit. The glow of each crystal pulses like a heartbeat, and the pulsing glow of a crystal changes to match the heartbeat of any creature holding it.

Social. A master alchemist (see Appendix A) sits in one of the cages near the sacrifice pit, asking to be released. The alchemist vengeance against the owner of the structure where this pit is located and aids the PCs, if their goals align.

Social. The eerie statue contains the trapped spirit of a **horned devil**. As soon as the PCs enter the room, the devil telepathically reaches out to them, urging them to free him by performing a blood sacrifice. In exchange, the devil reveals the location of a secret door in the structure where this room exists or hands over a rare magic item. Performing the ritual requires 1 hour and spilling all the blood in one Medium creature's body.



Warlock Lair Sacrifice Pit

WITCH'S DEN

A mélange of spicy scents waft from the bubbling cauldron at the center of this room. A gentle breeze from the adjacent garden stirs the leaves of the potted plants that line the walls.

Here are suggestions of encounters that might occur in this pair of rooms.

Combat. One or more of the potted plants are disguised razorleafs (see *Creature Codex*) that attack the intruders.

Combat. Several steam mephits lounge in the natural hot spring in the center of the divination grove. If the PCs enter the room not accompanied by the mephits' witch mistress, they attack the intruders.

Exploration. The witch's potion brewery contains enough tools to create a set of alchemist's supplies or an herbalism kit. If a PC that isn't injured takes these tools or kit out of the den, the witch that resides in the den discovers the theft later that day and seeks the return of the stolen goods.

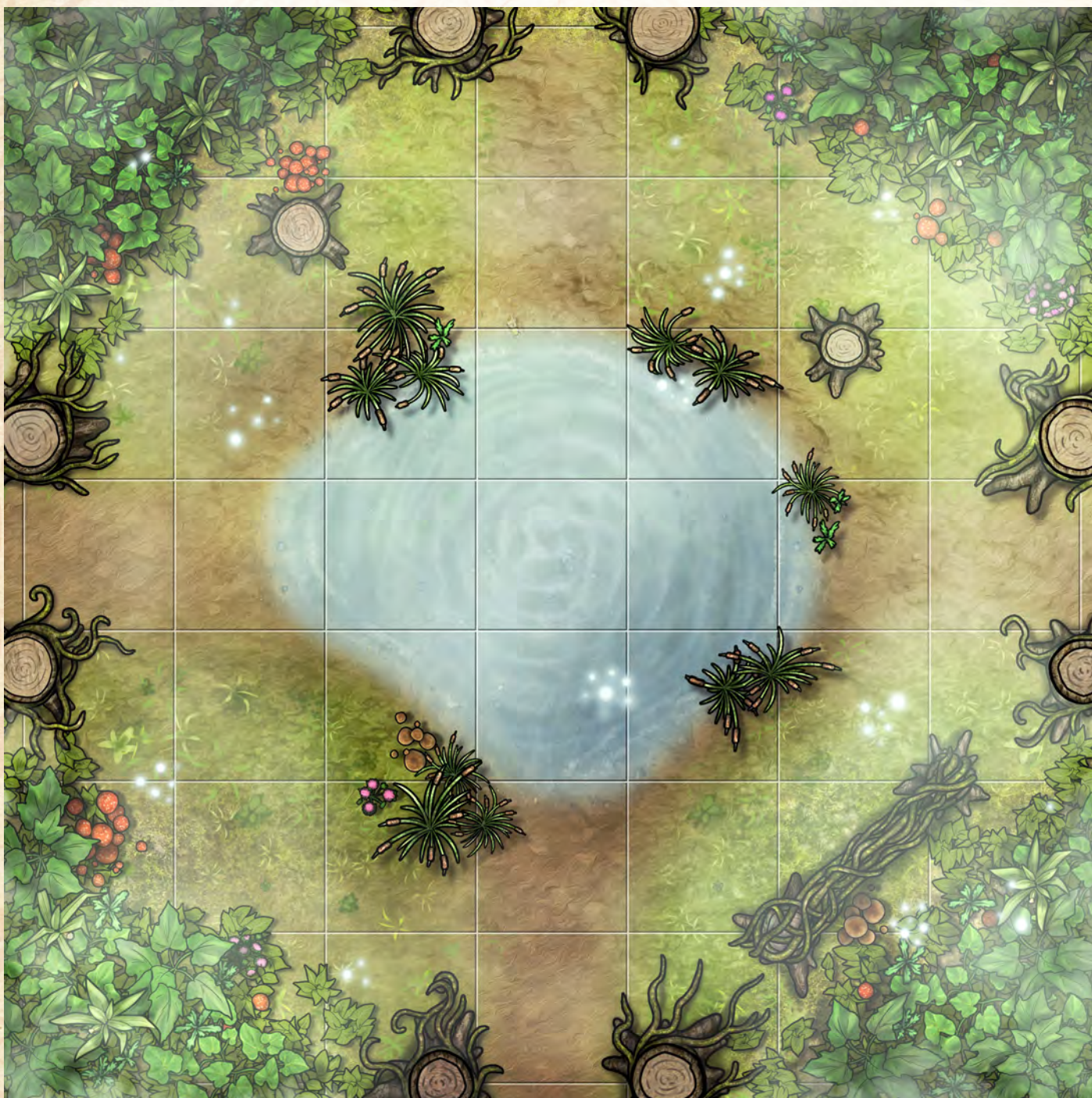


Witches Den Potion Brewery

Exploration. The warmth of the steam from the natural hot spring in the center of the divination grove and the sweet smell of the flowers make the PCs drowsy. PCs that complete a short rest in the area experience divinatory visions about their upcoming tasks, gaining advantage on one attack roll, ability check, or saving throw of their choice that occurs within the next hour.

Social. A dryad tends its bonded and ailing sapling in the divination grove. If the PCs appear amicable, the dryad asks them to retrieve a special flower in another part of the structure where this area is located. If the PCs do so, the dryad uses the flower to cure the ailing sapling then rewards the PCs with a rare magic item.

Social. The **witch** (see Appendix A) who dwells here has a variety of magic potions and salves available for purchase. The witch is happy to sell their wares, but the prices aren't set in coin.



Witches Den Divination Grove

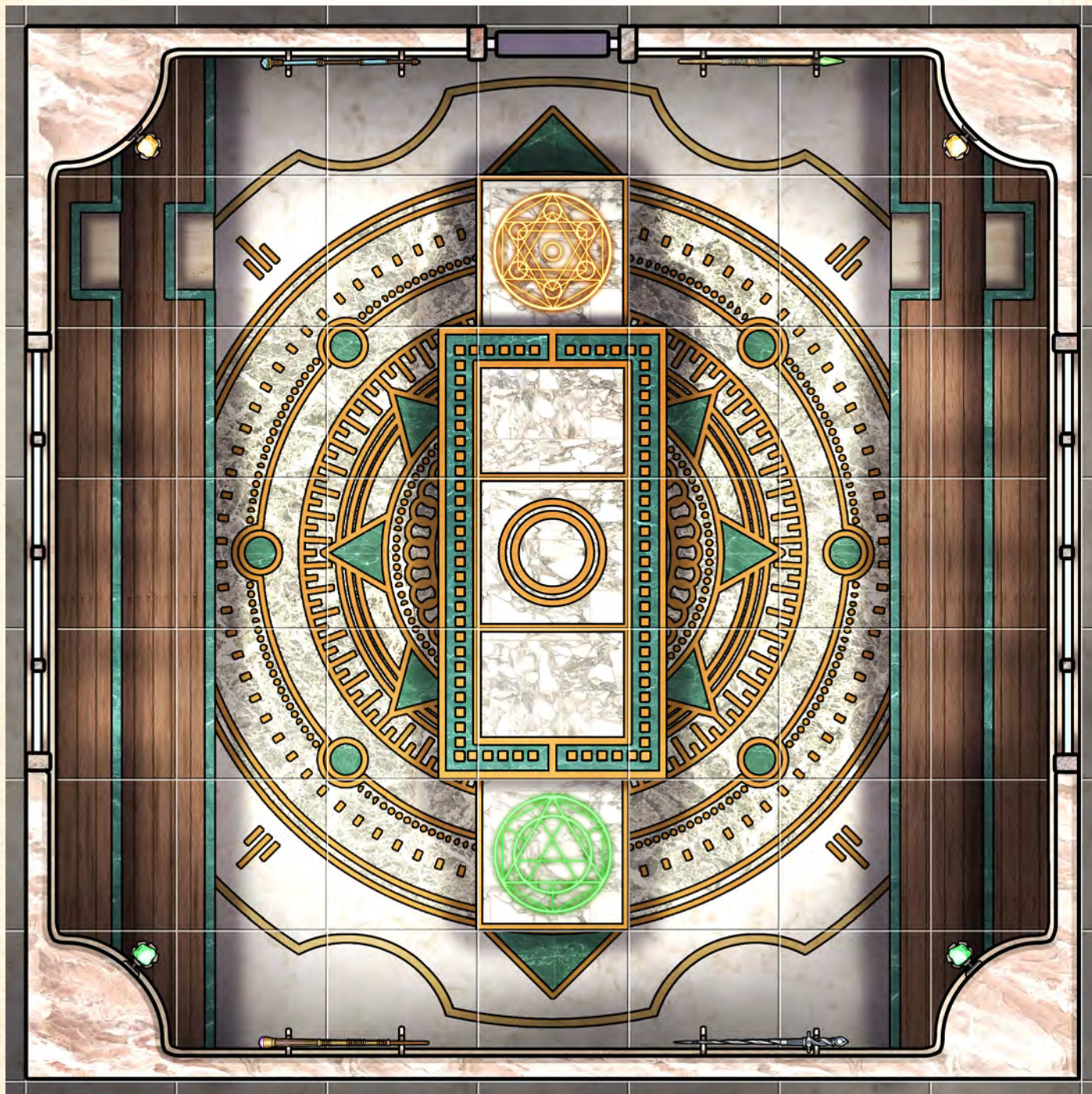
WIZARD'S DUELING ROOM

Tiered wooden benches sit against the parallel walls of this long hall, giving spectators a perfect view of the decorative rectangular strip that bisects the room.

Here are suggestions of encounters that might occur in this room.

Combat. An inactive shield guardian stands on the far edge of the dueling stage. If any PCs touch the stage or the guardian, it activates and challenges the PC with the highest Strength score to a one-on-one duel. If the PCs refuse, the shield guardian pursues the party relentlessly until it is slain, or someone agrees to fight it.

Social. Stepping into the room triggers a *programmed illusion* of a crowd of onlookers and a duelist. If the PCs “play along” and fight the illusory duelist (which can’t actually harm them), the crowd cheers wildly then disappears, leaving real gold coins in their place.



Wizard Duelling Room

COMMAND 600 NEW SPELLS AND CREATE LIMITLESS ADVENTURES!

DEEP MAGIC VOLUME 1

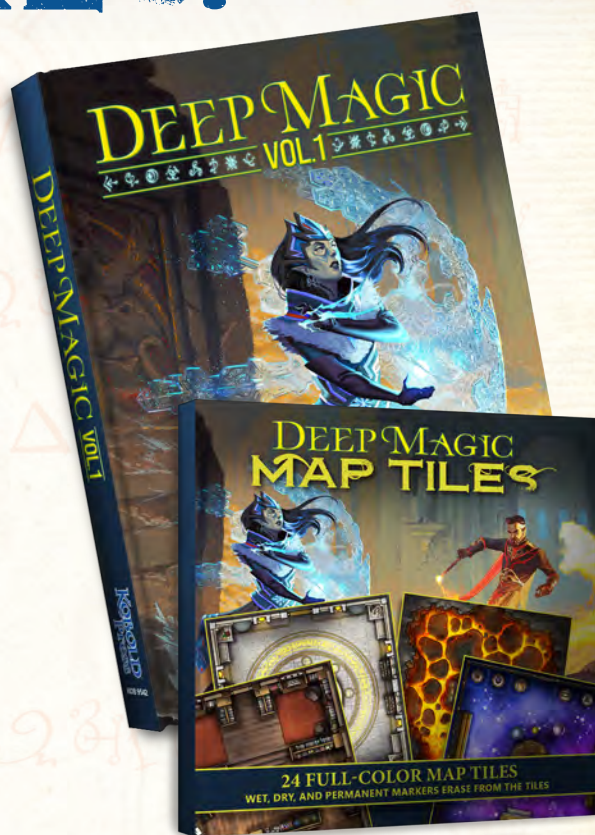
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