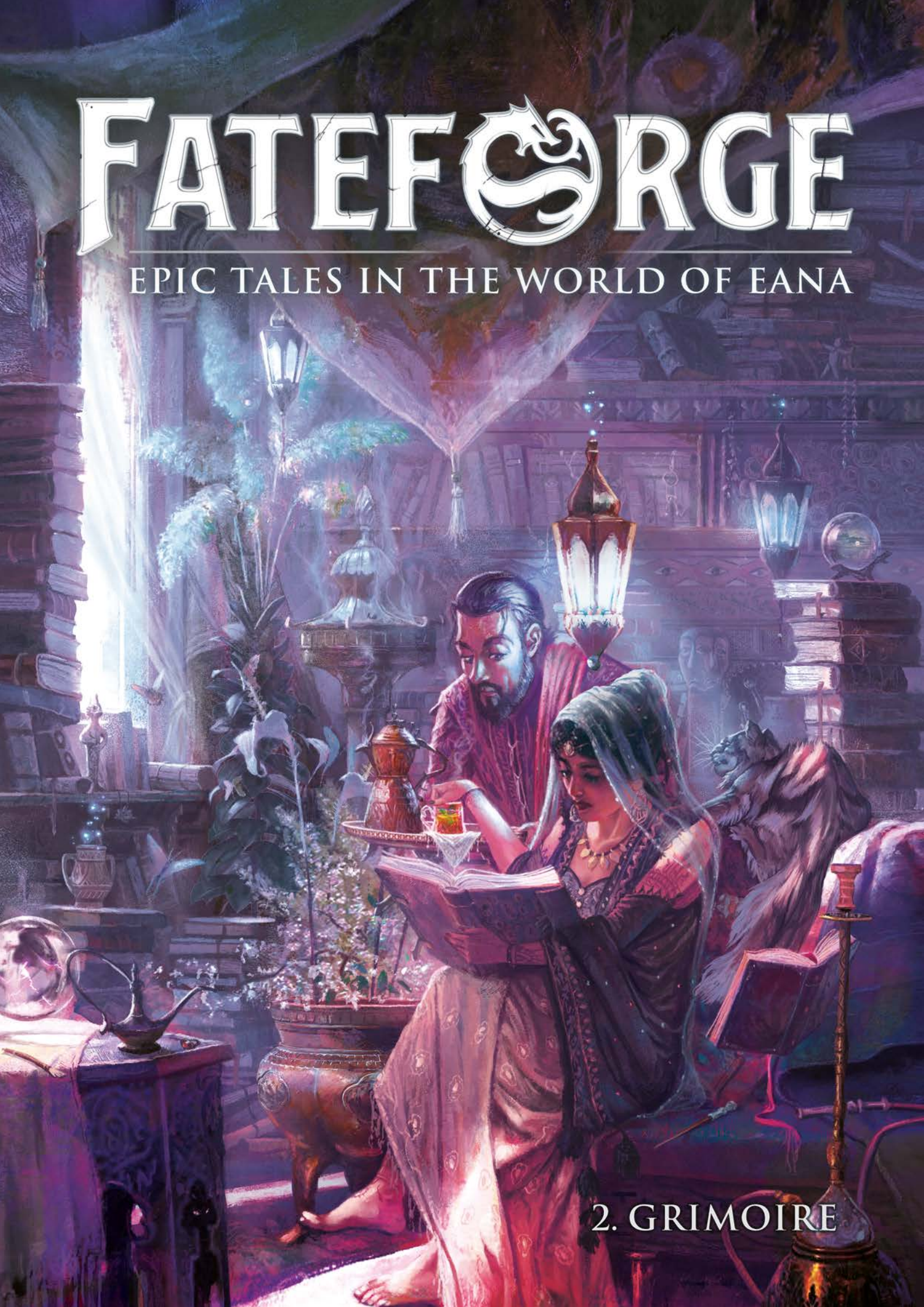
FATEFORGE

EPIC TALES IN THE WORLD OF EANA



2. GRIMOIRE

FATEFORGE

GRIMOIRE

Credits

Fateforge is a role-playing game designed by Studio Agate and based on the original ideas of Joëlle 'Iris' Deschamp and Nelyhann

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Foreword

Dear reader,

You hold in your hands the **Grimoire**, a book dedicated to magic, its laws, and its various manifestations. A must-have for any spellcaster, it is divided into three major sections:

- **Understanding magic.** This covers the essential rules regarding the in-game use of spells, as well as several options to diversify their usage. These options follow **Fateforge**'s modular system, which is described in **Adventurers** and concerning which a reminder is provided in the Appendices of this book. A game aid presents several possible ways to play the Awakening of characters with spellcasting features or any other supernaturally-inclined features (like monks or paladins). The rules governing madness are detailed, and will certainly be of interest to psychurge sorcerers in particular, given the vicissitudes they are exposed to! This book also introduces geomagical phenomena, which can alter the intensity of magic and produce extraordinary manifestations, giving leaders many ways to surprise their players and make their lives easier or harder. Magic has rules, but its energies can be unpredictable! Finally, the effects of corruption—the physical and mental degeneration caused by the influence of Canker—are presented, whether they may concern the minions of Canker or those who fight it.
- **Spells.** This section describes more than 360 spells in alphabetical order, including cantrips and highly dangerous corrupt spells. Many of them include options related to the modular system, offering a range of variants and complications that may be used to accentuate different possible atmospheres: low fantasy, dark fantasy, epic, etc.
- **Appendices.** This book's appendices comprise technical game aids and a magical lexicon. The latter gathers all the key notions related to magic (planes, types of creatures, rules, etc.) that an acolyte or apprentice may know about. Another appendix is dedicated to the modular system and associated rules, providing you with an overall vision of the available game options to let you conveniently pick among them. You will also find lists of spells sorted by class, by school of magic, and by corrupted nature. Spell scrolls are also covered, for the use of wizards in particular, but also of any other class, spellcasting or not.

We hope that you will enjoy discovering all the wonderful shapes magic can take,

Iris

The Modular System

Fateforge makes use of a modular system that lets each leader define the atmosphere they wish to create for their stories. Each of the symbols listed below indicates related optional rules. Before you apply them to your character, ask your leader if they intend to use them.



Action

This icon indicates all the rules that offer epic options and put the character's feats and achievements at the forefront.



Awakening

To be able to call upon their spells and magical abilities, a character must have experienced the Awakening. All powers and abilities related to the Awakening are preceded by this icon.



Corruption

The Corruption icon shows spells and features whose use causes corruption, or that can only be used by corrupt beings.



Dark

The optional rules indicated by this icon are all related to horror, madness, or corruption.



Dragon

This icon highlights particularly important information that should not be skipped. It also shows spells exclusive to Fateforge in the Spell Compendium.



Elusive Magic

If the leader makes use of this optional rule, the players will not get to handpick their spells during the creation and evolution of their characters. Learning new powers may require finding a mentor.



Gritty

Use these options if you want harsher and generally more realistic gameplay.



Intrigue

Optional rules bearing this icon focus on the interactions between the characters, on the schemes and plots between the factions, and on anything that accentuates the roles of the characters and encourages their interpretation.



Life Lock

Spells or spell modifications signaled by a Life Lock can heal grievous injuries and cure diseases in the blink of an eye. By restricting or even removing access to these healing spells or aids, this option makes the game more dangerous.



Magic Lock

Spells preceded with a Magic Lock require large quantities of magical energy. As a result, they are usually the first to become unusable in areas of weak magic. The leader determines which spells the Magic Lock applies to in their campaign.



Mind Lock

Spells indicated by the Mind Lock icon greatly facilitate access to information, thus making investigations much easier. If the leader wants the campaign to be focused on intrigue and mystery with no possible shortcuts, they can restrict or even remove access to these spells.



Mystery

This icon designates rules dealing with mysteries, supernatural elements, and anything related to secrets and arcana.



Part One
The Laws of Magic

Magic is one of the most puzzling and mysterious phenomena on Eana. Its very substance is a link between all that exists, both material and immaterial. It is the bond and the current that keeps in motion the cycle of souls and the creations of the mind. Magic allows spellcasters to hammer their will into a force that can defy the laws of nature. Being capable of shaping spells, even minor ones like cantrips, is no ordinary feat.

This chapter details the rules governing the use of spells. It also includes game aids on how to incorporate magic into your stories, whether as a plot element or as part of the development of Awakened characters.

The Request

After two hours of walking, he was away from the hustle and bustle of the port city of Yamkhad. He was now enveloped by the quietness of the venerable woods of fragrant cedars that covered the surrounding hills. His belongings loaded on his newly purchased mule, Sanwë was traveling to the home of an arcanist of renown: the sage Dioké-Onuahia. This woman, a scholar from the rich and mysterious lands of Mibu, was said to know much about the origin of magic as it was practiced today. As proud of their traditions as elves like Sanwë were, they couldn't but admit that they also made ample use of the theories of others. It was precisely to perfect his knowledge that the young wizard had left Ellerìna, the faraway western continent of his people.

Abruptly, the vegetation gave way to a rich house with a restrained, tasteful architecture, typical of the wizardess's adoptive region. It was surrounded by high walls, but thanks to his letter of recommendation, Sanwë was immediately welcomed. His mule was cared for while he was led through a court decorated with lush, sweet-smelling myrtles. The traveler gazed at the building in front of him. The mid-morning sun foretold a sweltering day, but he knew that within these walls, he would find a refuge of comfort and tranquility.

He entered through the front door. Despite his elven vision, it took a few seconds for his eyes to adjust to the low light. Following his guide, he felt like he was exploring a maze of stairs and corridors that wove itself about an inner courtyard. Finally, they reached an antechamber and he was ushered into the office of Dioké-Onuahia. Bowing respectfully, he handed her his references: a letter from his mentor back in Ellerìna, and another from a high magistrate of Yamkhad.

His hostess pointed him to a seat and read in silence. The northern light filtering through the mashrabiya dotted her robe and desk with golden spots. She bore herself with princely dignity, her long braided hair arranged in a crown-like shape that matched her royal airs.

After a long while, she raised her eyes toward Sanwë. With the hint of a smile, she merely answered: "I accept."

Using Magic

This chapter provides the rules for casting spells. Different character classes have distinctive ways of learning and preparing their spells, and monsters use spells in unique ways. Regardless of its source, a spell follows the rules here.

Characteristics of a Spell

Your class gives you access to a list of spells. Your class, as well as your level, your decisions, and the options chosen by your leader (in particular the Elusive Magic optional rule, to which the aside below refers) determine which spells you know from this list. A spell's description starts with a block of information that defines how and in which circumstances you can cast it.

Elusive Magic

If a leader implements this optional rule, players cannot choose their known spells themselves. Instead, they pick them at random using the list of spells included in this book's appendix (see **Appendix, Lists of Spells by Class**). Depending on the context and needs of the campaign, the leader may also choose one or several of the newly created character's spells. Additionally, whenever a character gains a level in a spellcasting class, they earn the corresponding spell slots, but not necessarily new spells. As such, they will have to discover them in the course of their adventures or find a mentor willing to teach them.

What Is a Spell?

Sanwë had been living under Dioké-Onuahia's roof for two days already. He had devoted this time to getting his bearings and recovering from his journey. From Varnaïrello, he had sailed to the Free City, then had taken another ship to Yamkhad. This respite was more than welcome before the months of learning and training that would come, surrounded by the cedar forests. The meetings between the young wizard and the sage from Mibu took place in the early morning or evening, while the warmest hours were dedicated to rest and meditation. The elf had decided to trance during the household's after-lunch nap, giving him ample time during the night to work, study, and explore.

During one of their first conversations, Dioké-Onuahia asked her guest: "What is a spell?" Sanwë took a few seconds to gather his thoughts and express them as neatly as possible:

"A spell is a discrete magical effect, a single shaping of the magical energies that suffuse Eana into a specific, limited expression. In casting a spell, an individual carefully plucks at the invisible strands of raw magic suffusing the world, pins them in place in a particular pattern, sets them vibrating in a specific way, and then releases them to unleash the desired effect—in most cases, all in the span of seconds. To perform such a feat, one must have Awakened to magic.

"Spells can be versatile tools, weapons, or protective wards. They can deal damage or undo it, impose or remove conditions, drain life energy away, and restore life to the dead.

"Uncounted thousands of spells have been created over the course of history, and many of them are long forgotten. Some might yet lie recorded in crumbling spellbooks hidden in ancient ruins or trapped in the minds of dead gods. Or they might someday be reinvented by someone who has amassed enough power and wisdom to do so."

Dioké-Onuahia nodded. She seemed to agree.

"Speaking of reinventing lost spells might lead one to believe that arcane science solely consists in mimicking the past. Certainly, the Travelers accomplished great wonders, and I am more than willing to admit how much we owe to our predecessors. However, I believe it is essential not to go forward with the assumption that the apex of magic lies in the past and that the best we can do is to pick up its pieces. We must have faith in ourselves and in our worth."



Spell Level

Every spell has a level from 0 to 9. A spell's level is a general indicator of how powerful it is, with the lowly (but still impressive) *magic missile* at 1st level and the earth-shaking *wish* at 9th. Cantrips—simple but powerful spells that characters can cast almost by rote—are level 0. The higher a spell's level, the higher level a spellcaster must be to use that spell.

Corrupt Spell

Corrupt spells are those whose essence is tied to Canker. Many enchantment, necromancy, and transmutation spells bear the descriptor "corrupt." Using them imperils both the body and soul of the caster. Certain class features let a character cast normally corrupt spells without suffering their corrupting effects. For this character only, the spell loses its "corrupt" tag. Below are the two most common cases for such an exception:

- Cleric domain spells are never corrupt.
- Spells from the expanded spell list of warlocks whose patron is not a corrupting entity are not corrupt. For example, a Primeval One's adept suffers no corruption from casting spells from the Primeval One expanded spell list.

Divine Spells Versus Profane Spells

Sanwë admired a few figurines stored in a display case, souvenirs of his hostess's many journeys. On some of the statuettes he noticed religious symbols.

"The boundaries between different forms of magic has always fascinated me," Dioké-Onuahia mentioned, as if she had somehow followed her apprentice's train of thought.

The elf smiled thoughtfully at this remark and replied:

"The distinction between divine magic and profane magic has always puzzled me to no end. At first glance, this separation seems obvious: divine magic is granted by a divine entity—that is a god or a natural power. However, a closer examination brings questions to mind concerning certain details. Why can't a wizard learn to cast a cure wounds *spell? Why can bards, and even certain warlocks, use both cleric and wizard spells? Does it indeed mean that divine magic is simply a matter of where the power comes from, or is there a more essential difference? And in that case, with their inspired music and their ability to learn spells of all origins, are bards actually closer to the fundamental nature of magic?"*

Debates of this kind were renewed every generation. Those who satisfied themselves with easy answers simply defined a divine spell as one granted by a divinity, but this was a flawed explanation. In fact, as Sanwë went on, Dioké-Onuahia watched him with a cryptic smile, as if she knew something he was missing. Noticing her expression, the apprentice stopped and watched her quizzically. In the ensuing silence, she stared at him for a moment, like she was reading his mind. Then she spoke:

"Have you ever heard of those who call themselves arcane specialists? By dint of great focus on a single school of magic, these wizards can transcend the usual limitations of their art. Thus, a healing word*, a* prayer of healing*, or even spells as powerful as* hallow *or* flame strike*, fall within the reach of a sufficiently dedicated evoker."*

The elenion was left agape. The revelation of the sage seemed to bring everything he knew into question, and he blamed himself bitterly for not having extended his field of research and learned about such an innovation sooner. Gathering his thoughts, he asked incredulously:

"But then, the difference between divine magic and profane magic is trifling? Artificial? Illusory?"

"That would be an overstatement," Dioké-Onuahia said, gently rebuking her student. "Arcane specialists are capable of overcoming these boundaries, not of eradicating them. Moreover, performing such a feat requires a life of study and practice, not to mention that any arcane specialist remains limited to his domain of choice. On that note, the schools of magic will be the subject of our next discussion..."

Known and Prepared Spells

Before a spellcaster can use a spell, they must have the spell firmly fixed in mind, or must have access to the spell in a magic item. Members of a few classes, including bards and sorcerers, have a limited list of spells they know that are always fixed in mind. The same thing is true of many magic-using monsters. Other spellcasters, such as clerics and wizards, undergo a process of preparing spells. This process varies for different classes, as detailed in their descriptions.
In every case, the number of spells a caster can have fixed in mind at any given time depends on the character's level.

Spell Slots

Regardless of how many spells a caster knows or prepares, they can cast only a limited number of spells before resting. Manipulating the fabric of magic and channeling its energy into even a simple spell is physically and mentally taxing, and higher- level spells are even more so.

Determining the Number of Spell Slots

Each spellcasting class's description (except that of the warlock) includes a table showing how many spell slots of each spell level a character can use at each character level.

For example, the 3rd-level wizard Aleksandr Novgorad has four 1st-level spell slots and two 2nd-level slots.

Expending a Spell Slot

When a character casts a spell, they expend a slot of that spell's level or higher, effectively "filling" a slot with the spell. You can think of a spell slot as a groove of a certain size—small for a 1st-level slot, larger for a spell of higher level. A 1st-level spell fits into a slot of any size, but a 9th-level spell fits only in a 9th-level slot.

When Aleksandr casts magic missile*, a 1st-level spell, he spends one of his four 1st-level slots and has three remaining.*

Regaining Spell Slots

Finishing a long rest restores any expended spell slots.
Some characters and monsters have special abilities that let them cast spells without using spell slots. In such cases, the number of spell uses per day is provided.

Casting a Spell at a Higher Level

When a spellcaster casts a spell using a slot that is of a higher level than the spell, the spell assumes the higher level for that casting. Some spells, such as *magic missile* and *cure wounds*, have more powerful effects when cast at a higher level, as detailed in a spell's description.

For instance, if Aleksandr casts magic missile *using one of his 2nd-level slots, that* magic missile *is 2nd level. Effectively, the spell expands to fill the slot it is put into.*

Cantrips

A cantrip is a spell that can be cast at will, without using a spell slot and without being prepared in advance. Repeated practice has fixed the spell in the caster's mind and infused the caster with the magic needed to produce the effect over and over. A cantrip's spell level is 0.

Cantrips require no material component. The power of certain cantrips grows as you reach certain levels: 5th, 11th, and 17th. The effects of this growth are detailed in the spell's description. Note that in this particular case, your total character level is used, not solely your level in the spellcasting class.

The very essence of a spellcaster can change under the influence of spells they make intensive use of. This applies to cantrips in particular (see **Living Magic: The Mark of Cantrips**).

Rituals

Certain spells have a special tag: ritual. Such a spell can be cast following the normal rules for spellcasting, or the spell can be cast as a ritual.

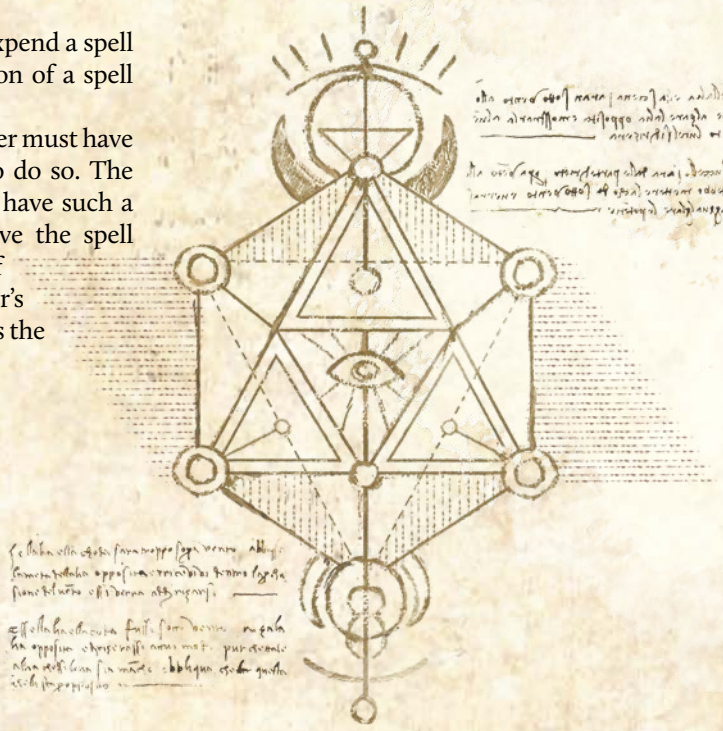
- The ritual version of a spell takes longer to cast than normal. The normal casting time of a spell is included in the spell's description. For example, a spell with the "ritual" tag and a casting time of 1 action will require 1 action to be cast with a spell slot, or 1 action + the duration of a ritual (10 minutes or 30, depending on the rule variant used, as described below) to be cast as a ritual.
- Casting a spell as a ritual doesn't expend a spell slot, which means the ritual version of a spell can't be cast at a higher level.
- To cast a spell as a ritual, a spellcaster must have a feature that grants the ability to do so. The cleric and the druid, for example, have such a feature. The caster must also have the spell prepared or on his or her list of spells known, unless the character's ritual feature specifies otherwise, as the wizard's does.

Simple Rituals

If you use this optional rule, the additional casting time for rituals is 10 minutes.

Complex Rituals

If you use this optional rule, the additional casting time for rituals is 30 minutes.





Casting a Spell

When a character casts any spell, the same basic rules are followed, regardless of the character's class or the spell's effects.

Each spell description begins with a block of information, including the spell's name, level, school of magic, casting time, range, components, and duration. The rest of a spell entry describes the spell's effect.

Casting in Armor

Because of the mental focus and precise gestures required for spellcasting, you must be proficient with the armor you are wearing to cast a spell. You are otherwise too distracted and physically hampered by your armor for spellcasting.

Casting Time

Most spells require a single action to cast, but some spells require a bonus action, a reaction, or much more time to cast.

Bonus Action

A spell cast with a bonus action is especially swift. You must use a bonus action on your turn to cast the spell, provided that you haven't already taken a bonus action this turn. You can't cast another spell during the same turn, except for a cantrip with a casting time of 1 action.

Reactions

Some spells can be cast as reactions. These spells take a fraction of a second to bring about and are cast in response to some event. If a spell can be cast as a reaction, the spell description tells you exactly when you can do so.

Longer Casting Times

Certain spells (including spells cast as rituals) require more time to cast: minutes or even hours. When you cast a spell with a casting time longer than a single action or reaction, you must spend your action each turn casting the spell, and you must maintain your concentration while you do so (see **Concentration** later in this chapter). If your concentration is broken, the spell fails, but you don't expend a spell slot. If you want to try casting the spell again, you must start over.

Range

The target of a spell must be within the spell's range. For a spell like *magic missile*, the target is a creature. For a spell like *fireball*, the target is the point in space where the ball of fire erupts.
Most spells have ranges expressed in feet. Some spells can target only a creature (including you) that you touch. Other spells, such as the *shield* spell, affect only you. These spells have a range of self.
Spells that create cones or lines of effect that originate from you also have a range of self, indicating that the origin point of the spell's effect must be you (see **Areas of Effect** later in this chapter).
Once a spell is cast, its effects aren't limited by its range, unless the spell's description says otherwise.

Components

A spell's components are the physical requirements you must meet in order to cast it. Each spell's description indicates whether it requires verbal (V), somatic (S), or material (M) components. If you can't provide one or more of a spell's components, you are unable to cast the spell.

Verbal (V)

Most spells require the chanting of mystic words. The words themselves aren't the source of the spell's power; rather, the particular combination of sounds, with specific pitch and resonance, sets the threads of magic in motion. Thus, a character who is gagged or in an area of silence, such as one created by the *silence* spell, can't cast a spell with a verbal component.

The Power of Words

Optional rules related to the Power of Words answer certain questions that may come up during play and open new possibilities to spellcasters and those who cross paths with them. The leader is free to decide which apply and which can possibly be combined, in accordance with the atmosphere of their game and the challenges they wish to set for the players.

Finishing a Sentence with a Spell

Certain spellcasters are capable of weaving a spell into their speech, for example speaking animatedly in Elvish then finishing their sentence with a spell, thus getting the drop on other people. In game terms, such a subterfuge is the social equivalent of an ambush, allowing the caster to surprise their opponents (see **Adventurers**, **Combat: The Order of Combat, Surprise**).
Instead of a Dexterity (Stealth) check contested by the passive Wisdom (Perception) score of observers, you must make a Charisma (Deception) check contested by their passive Wisdom (Insight) score. If the spell you are casting includes a somatic or material component, you have disadvantage on your check. Creatures whose passive Wisdom (Insight) score you have surpassed are surprised when you cast the spell.

Recognizing Spellcasting

In reasonably quiet conditions, someone casting a spell can be heard within 60 feet. Anyone who perceives the chanting and has already been witness to spellcasting will have no doubt that a spell is currently being cast.

Whispered Spellcasting

In many cases, spellcasters might want to minimize the verbal component of the spell they wish to cast, so as not to alarm their enemies or be caught in the act. If you use this optional rule, you can try to whisper your spell to avoid detection. This is subjected to the following conditions:

- Whispering a spell is more demanding than chanting it, meaning that you must focus entirely on what you are doing. On this turn, you must forsake your movement, you cannot take a bonus action, and you cannot use a reaction until the start of your next turn.
- You must make an Intelligence (Stealth) check contested by the passive Wisdom (Perception) score of creatures within 30 feet of you.

Loud and Clear

To cast a spell with a verbal component, once must be able to enunciate it distinctly. A spellcaster afflicted with severe tonsillitis might lose their voice or only be able to speak in choked or hoarse tones, thus rendering them unable to cast spells with verbal components, even by whispering them.

Somatic (S)

Spellcasting gestures might include a forceful gesticulation or an intricate set of gestures. If a spell requires a somatic component, the caster must have free use of at least one hand to perform these gestures.

Material (M)

Casting some spells requires particular objects, specified in parentheses in the component entry. A character can use a component pouch or a spellcasting focus (see **Adventurers**, **Equipment: Provisions, Apothecary**) in place of the components specified for a spell. But if a cost is indicated for a component, a character must have that specific component before they can cast the spell.

If a spell states that a material component is consumed by the spell, the caster must provide this component for each casting of the spell.

A spellcaster must have a hand free to access a spell's material components—or to hold a spellcasting focus—but it can be the same hand that they use to perform somatic components.



The Destruction of Material Components

All students in arcana have been faced with this question at least once: "What becomes of destroyed material components?" These objects seemingly disappear into thin air in a flash of light whose color depends on the nature of the spell. Corrupt spells, for example, destroy their components in a burst of soot-like blackness, leaving little doubt concerning the evil origin of the powers used.

The resulting energy then passes from the Material Plane into the Ethereal Plane where it is carried away by the winds that blow through it.

Duration

A spell's duration is the length of time the spell persists. A duration can be expressed in rounds, minutes, hours, or even years. Some spells specify that their effects last until the spells are dispelled or destroyed.

Instantaneous

Many spells are instantaneous. The spell harms, heals, creates, or alters a creature or an object in a way that can't be dispelled, because its magic exists only for an instant.

Concentration

Some spells require you to maintain concentration in order to keep their magic active. If you lose concentration, such a spell ends.

If a spell must be maintained with concentration, that fact appears in its Duration entry, and the spell specifies how long you can concentrate on it. You can end concentration at any time (no action required).

Normal activity, such as moving and attacking, doesn't interfere with concentration. The following factors can break concentration:

- **Casting another spell that requires concentration.** You lose concentration on a spell if you cast another spell that requires concentration. You can't concentrate on two spells at once.
- **Taking damage.** Whenever you take damage while you are concentrating on a spell, you must make a Constitution saving throw to maintain your concentration. The DC equals 10 or half the damage you take, whichever number is higher. If you take damage from multiple sources, such as an arrow and a dragon's breath, you make a separate saving throw for each source of damage.
- **Being incapacitated or killed.** You lose concentration on a spell if you are **incapacitated** or if you die.

The leader might also decide that certain environmental phenomena, such as a wave crashing over you while you're on a storm-tossed ship, require you to succeed on a DC 10 Constitution saving throw to maintain concentration on a spell.

Maintaining and Monitoring Spells

Depending on the atmosphere they wish to create for their game, the leader can use either of the following optional rules, or even both:

Magical Environmental Perturbations

Spells with area effects that last more than one round can result in perturbations for those in the area of effect. This applies in particular to spells that create difficult terrain or hinder perception (sight obstructed by flying dust, hearing impaired by a roaring din, etc.) To maintain concentration on a spell in such circumstances, a creature must succeed on a DC 10 Constitution saving throw.

Feeling the Duration of a Spell

Many spells extend over long durations, from one hour to more than an entire day. For the spellcaster and their allies, knowing when the spell will end might be of prime importance. For example, an adventurer under the effect of *spider climb* might be hesitant to start exploring a dark pit if the spell only has 2 minutes left. The spell's caster and its recipient can both determine when the spell will end, though on different conditions:

- The spell's caster retains a connection with their spell as long as they haven't regained the slot used to cast it. They intuitively know how much time is left before the normal end of the spell.
- The spell's recipient can know how much time is left before the normal end of the spell by succeeding on a DC 15 Intelligence (Arcana) check. They have disadvantage on this check if they have been unwillingly subjected to the spell. On a failure, the recipient must finish a long rest before they can attempt the check again.

Targets

A typical spell requires you to pick one or more targets to be affected by the spell's magic. A spell's description tells you whether the spell targets creatures, objects, or a point of origin for an area of effect (described further into this chapter). Unless a spell has a perceptible effect, a creature might not know it was targeted by a spell at all. An effect like crackling lightning is obvious, but a more subtle effect, such as an attempt to read a creature's thoughts, typically goes unnoticed, unless a spell says otherwise.

A Clear Path to the Target

To target something, you must have a clear path to it, so it can't be behind total cover.

If you place an area of effect at a point that you can't see and an obstruction, such as a wall, is between you and that point, the point of origin comes into being on the near side of that obstruction. This is the case even if you can see the targeted point but there is an obstacle that constitutes total cover (such as a large glass panel or a *wall of force*) between you and your target.

Targeting Yourself

If a spell targets a creature of your choice, you can choose yourself, unless the creature must be hostile or specifically a creature other than you. If you are in the area of effect of a spell you cast, you can target yourself.

Willingness and Reasonable Actions

The definition of certain spells or effects includes terms like "willing creature" or "reasonable course of action." In some, if not most cases, such stipulations will seem obvious, but in other situations, they may call for some thought.

Willingness

A creature needs no action to give consent: this happens in a purely reflexive, tacit manner, with no need for verbal confirmation. A creature can even claim to be willing to be the recipient of a spell, but then resist it when subjected to it. Moreover, being "willing" is not an absolute: a creature can be willing toward one effect and unwilling toward another, even if both effects are applied simultaneously or derive from the same source.

When is it determined whether a creature is willing? When the effects are being applied, the target becomes aware that something is happening to it and has a vague idea of what is occurring. For example, if you cast dimension door, the creature knows that it is going to be teleported, but it doesn't know where. Likewise, if you cast barkskin on it, it will feel its skin harden, but will not be instinctively aware of the spell's exact effects. It will have nothing to rely on but hunches of this sort, in addition to whatever information you may have preemptively provided it with.

If the creature is unwilling, it is unaffected by the spell and the associated spell slot is expended, unless otherwise specified. If the creature is willing, the spell's effects apply normally. Once the effects have been applied, the creature cannot change its mind and resist them.

Below, a few special cases:

- **Unconsciousness.** An unconscious creature cannot resist magical effects.
- **Charm.** A charmed creature won't necessarily be willing regarding everything the charmer suggests. The condition will certainly make it more inclined to accept the charmer's propositions, but that doesn't mean the charmer can lead it by the nose.
- **Enemies and allies.** An enemy can be willing to receive an effect if they consider it to be in their interest. Conversely, an ally can choose to be unwilling toward an effect of your doing, even if you act with the best intentions.
- **Enchantments.** Other types of effects, such as *suggestion* or *dominate person*, can influence a creature's behavior more strongly. Depending on the context, the creature may then be automatically willing.

A creature under the effect of suggestion *will be willing toward any effect that matches the course of action you suggested. A creature who is the victim of a* dominate person *spell will be willing to do anything you say.*

Reasonable Course of Action

Certain spells can influence the behavior of a creature, with a notion of "reasonable course of action" set as the limit. A charmed individual behaves as they normally would, with the only difference that they regard the charmer as a friend. Likewise, a *suggestion* spell cannot make a creature act against its convictions—unless it does so without being aware of it.

Can a suggestion *spell be used to fool a creature into diving in a pond swarming with piranhas? Yes, provided the circumstances are suitable. If you are currently on a quiet walk with your hapless victim, it will have no reason not to be influenced by your suggestion (provided it fails the associated saving throw, of course). However, if you are in the middle of combat, it would make no sense for your target to act on such an impulse. The same applies if the creature is wearing heavy armor, is busy with an emergency, is a notorious aquaphobe... or is simply aware of the pond's dangerousness! In addition, it goes without saying that even if the suggestion initially works, it will break as soon as the victim becomes aware of the local fauna. It will then logically seek to exit the pond as quickly as possible.*

In conclusion, keep in mind this notion of circumstances: what will appear reasonable within one context may seem absurd in another, thus invalidating a suggestion.

Areas of Effect

Spells such as *burning hands* and *cone of cold* cover an area, allowing them to affect multiple creatures at once.

A spell's description specifies its area of effect, which typically has one of five different shapes: cone, cube, cylinder, line, or sphere. Every area of effect has a point of origin, a location from which the spell's energy erupts. The rules for each shape specify how you position its point of origin. Typically, a point of origin is a point in space, but some spells have an area whose origin is a creature or an object.

A spell's effect expands in straight lines from the point of origin. If no unblocked straight line extends from the point of origin to a location within the area of effect, that location isn't included in the spell's area. To block one of these imaginary lines, an obstruction must provide total cover.

Cover and Areas of Effect

Certain effects, like a *fireball*'s explosion, are described as "spreading around corners," in which case the rule is slightly different. To know whether a location is included in such an area of effect, check whether a line connects it to the point of origin. Compared to the standard case, the difference is that the line can bend as long as it doesn't cut through obstacles or leave the area of effect.

Normally, half cover and three-quarters cover grant bonuses to Dexterity saving throws (see **Adventurers**, **Combat: Cover**). However, spells with area effects can be exceptions.

- When a spell's description specifies that its area of effect "spreads around corners," as is the case with *fireball*, half cover and three-quarters cover offer no bonus against the spell's effects.
- When a spell's area of effect only inflicts damage to creatures, as is the case with *lightning bolt*, creatures within the area of effect do not grant cover to each other. Indeed, the creatures present no obstacle to the spell, and therefore do not diminish its effects.

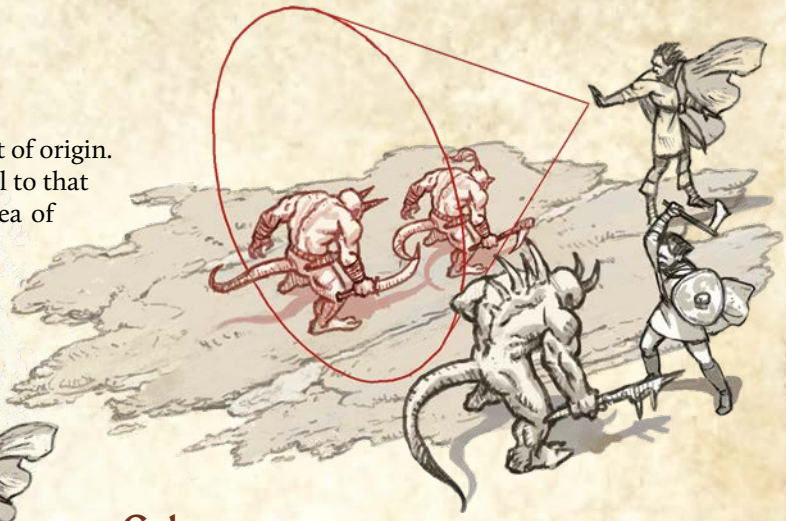
At the leader's discretion, these rules can apply to effects other than spells (a dragon's breath, certain traps, etc.)

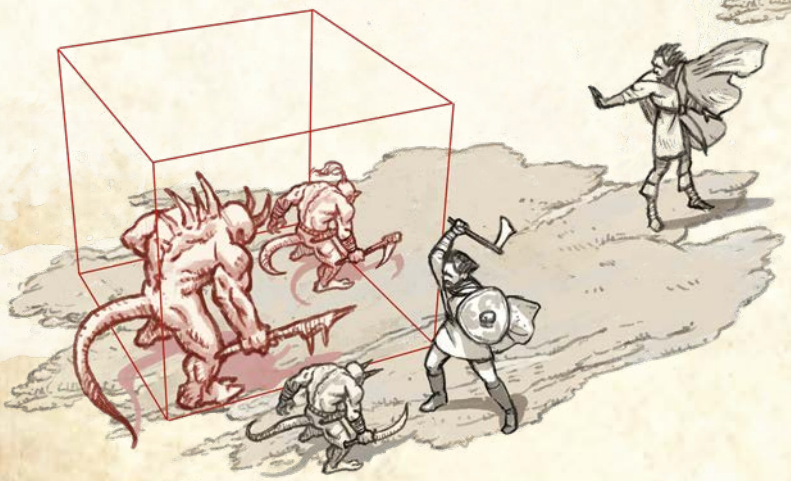


Types of Areas of Effect

Cone

A cone extends in a direction you choose from its point of origin. A cone's width at a given point along its length is equal to that point's distance from the point of origin. A cone's area of effect specifies its maximum length.
A cone's point of origin is not included in the cone's area of effect, unless you decide otherwise.



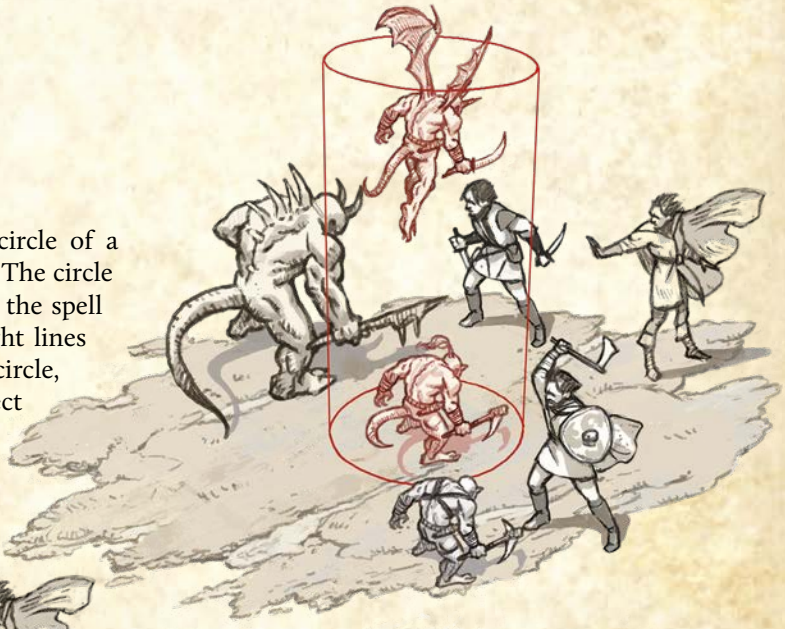


Cube

You select a cube's point of origin, which lies anywhere on a face of the cubic effect. The cube's size is expressed as the length of each side.
A cube's point of origin is not included in the cube's area of effect, unless you decide otherwise.

Cylinder

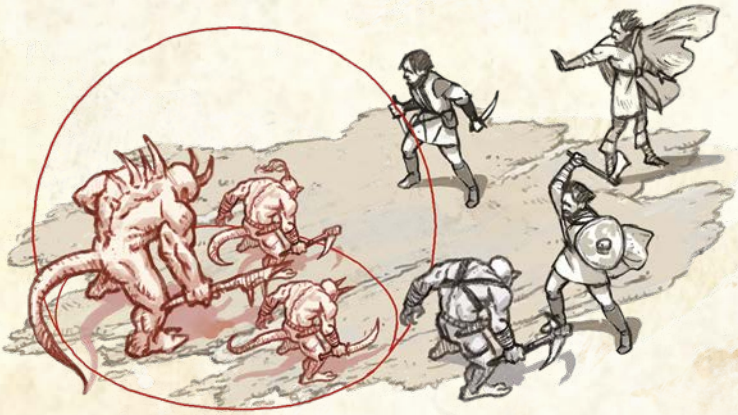
A cylinder's point of origin is the center of a circle of a particular radius, as given in the spell description. The circle must either be on the ground or at the height of the spell effect. The energy in a cylinder expands in straight lines from the point of origin to the perimeter of the circle, forming the base of the cylinder. The spell's effect then shoots up from the base or down from the top, to a distance equal to the height of the cylinder.
A cylinder's point of origin is included in the cylinder's area of effect.





Line

A line extends from its point of origin in a straight path up to its length and covers an area defined by its width.
A line's point of origin is not included in the line's area of effect, unless you decide otherwise.



Sphere

You select a sphere's point of origin, and the sphere extends outward from that point. The sphere's size is expressed as a radius in feet that extends from the point.
A sphere's point of origin is included in the sphere's area of effect.

The Effects of Magic on the Environment

Certain area-of-effect spells can affect the environment, particularly those whose duration is not instantaneous. In most cases, the resulting effects are easy to determine, even if they are not expressly detailed in the spell's description. For example, it goes without saying that an *incendiary cloud* will ignite any flammable objects in its path, or that a *wall of ice* will freeze most of the liquids present where it is conjured.

Balancing Spells

Be careful not to make the effects of instantaneous spells more powerful than they explicitly are. Keep in mind that most area effects only target creatures and not objects. A *fireball* spell, for example, is described as igniting "flammable objects in the area that aren't being worn or carried." A "flammable object" can be paper, oil, wood, etc. As for "aren't being worn or carried," it establishes that such objects cannot be part of a creature's equipment, such as a ranger's map, a wizard's grimoire, or an ogre's club. But does the explosion break fragile objects? Not according to the description, and this becomes even more evident if we compare *fireball* to a more powerful version, *delayed blast fireball*, which does specify that the fire "damages objects in the area" (note that the same mention is made for the *shatter* spell).
If you want to make it possible to add extra effects to spells, refer to the optional rule on **Modifying Spells** later in this chapter.

The Mark of Magic

Magic leaves a mark: a *fireball*'s explosion will scorch walls and an *acid arrow* will splash the ground with corrosive droplets. Such details can be important when describing a place where offensive spells have been cast in the past, for example, but also when the adventurers are investigating a location or, on the contrary, seeking to leave no trace of their presence. Arguably, casting *sleet storm* in an empty living room to snuff out all sources of light in the blink of an eye is not the best option if one wants to avoid attracting attention!

Area-of-effect spells will also leave marks that are undetectable to the naked eye, but very visible to anyone who knows how to look for them. The more powerful the spell, the more persistent the aura will be, in accordance with the following table:

Persistence of the Aura Based on the Spell Level

Spell Level	Duration of the Persistent Aura
Cantrip	1 minute
1st	10 minutes
2nd	1 hour
3rd	8 hours
4th	24 hours
5th	3 days
6th	1 week
7th	1 month
8th	3 months
9th	1 year

The most obvious way to look for such impressions is by making use of a *detect magic* spell. Once the spellcaster has detected a spell's persistent aura, they can attempt an Intelligence (Arcana) check to determine its school. The DC is equal to 10 + the level of the spell cast. If the character succeeds on the roll with a margin of 5 or more, they also identify the spell. Such a roll can only be attempted once per aura, even if the spellcaster casts *detect magic* again.

Saving Throws

Many spells specify that a target can make a saving throw to avoid some or all of a spell's effects. The spell specifies the ability that the target uses for the save and what happens on a success or failure.
The DC to resist one of your spells equals 8 + your spellcasting ability modifier + your proficiency bonus + any special modifiers.

Willingly Failing a Saving Throw

In certain exceptional cases, you may want to be affected by a spell that normally requires you to make a saving throw to escape part or all of its effects. In such a situation, if you are neither incapacitated nor under a domination effect (such as a *dominate person* or *dominate monster* spell), you can willingly fail the saving throw.

Attack Rolls

Some spells require the caster to make an attack roll to determine whether the spell effect hits the intended target. Your attack bonus with a spell attack equals your spellcasting ability modifier + your proficiency bonus.
Most spells that require attack rolls involve ranged attacks. Remember that you have disadvantage on a ranged attack roll if you are within 5 feet of a hostile creature that can see you and that isn't incapacitated.

Combining Magical Effects

The effects of different spells add together while the durations of those spells overlap. The effects of the same spell cast multiple times don't combine, however. Instead, the most potent effect—such as the highest bonus—from those castings applies while their durations overlap.
For example, if two clerics cast *bless* on the same target, that character gains the spell's benefit only once; they don't get to roll two bonus dice.

The Schools of Magic

The Origin of the Schools of Magic

The wizards were sitting cross-legged on either side of the low table. Dioké-Onuahia had her servants bring thick, dark coffee perfumed with cardamom, to which she proceeded to add a helping of rock sugar and warmed creamy milk. She had a look of intense concentration as she filled both cups with the drink.

Finally, the time had come to talk about the subject that interested Sanwë so greatly.

After a sip of sweet coffee, Dioké-Onuahia began her lecture:

"Scholars of the magical arts conventionally group spells into eight categories called schools of magic. Practitioners of magic apply these categories to all spells, believing that all magic functions in essentially the same way, whether it derives from rigorous study or is bestowed by a deity.

"These eight schools were defined by sages of the Eben-Chekwa culture, the first great civilization of the lands of Mibu. It rose soon after the fall of the Travelers and enjoyed a long period of prosperity over a vast territory. Today still, vestiges of this era can be found everywhere on the continent. During this period, the people of the Eben-Chekwa ardently sought to salvage as much of the Travelers' knowledge as possible.

"This, however, does not tell us how the eight schools came to be instituted. According to one theory, these schools had already been formalized at the time of the Travelers, and they were only rediscovered by the Eben-Chekwa. A second theory posits that the eight schools were but the product of a clumsy attempt to recreate a much more complex, preexisting model from scrounged-up knowledge. And a third theory claims that the eight schools have nothing to do with the magic of the Travelers' era.

"Each of these approaches influences one's perspective in studying vestiges from before the great catastrophe. If one holds our current system to be the same as the one previously used, then we could use it to decipher and transcribe ancient spells. Conversely, if the eight schools are solely a creation of the Eben-Chekwa people, then our understanding of the arcane arts may be of no use to learn spells the Travelers created."



The Lesson of Academies

The schools of magic help describe spells; they have no rules of their own, although some rules refer to the schools.



Abjuration

Abjuration spells produce effects that locally alter the weave of magic and disturb its flow. They create magical barriers, negate harmful effects, harm trespassers, or banish creatures to other planes of existence.



Conjuration

Conjuration spells involve the transportation of objects and creatures from one location to another. Some spells summon creatures or objects to the caster's side, whereas others allow the caster to teleport to another location. Some conjurations create objects or effects out of nothing. Conjuration spells are very dependent on the density of occult tides: they are particularly affected by areas of weak magic.



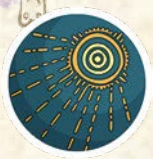
Divination

Divination spells are related to fate. Some can subtly alter fate for the benefit of the spellcaster, while others reveal information, whether in the form of secrets long forgotten, glimpses of the most likely future, the locations of hidden things, the truth behind illusions, or visions of distant people or places.



Enchantment

Enchantment spells affect the minds of others, influencing or controlling their behavior. Such spells can make enemies see the caster as a friend, force creatures to take a course of action, or even control another creature like a puppet. Enchantment is regarded with strong distrust by people, and its use may be strictly policed, or even forbidden altogether, as many spells of this school are corrupt.



Evocation

Evocation spells manipulate magical energy to produce a desired effect. Some call up blasts of fire or lightning. Others channel positive energy to heal wounds. Many believe that evocation was the first school of magic, since it manipulates forces in their rawest form.



Illusion

Illusion spells deceive the senses or minds of others. They cause people to see things that are not there, to miss things that are there, to hear phantom noises, or to remember things that never happened. Some illusions create phantom images that any creature can see, but the most insidious illusions plant an image directly in the mind of a creature. Depending on the region of Eana and the context in which it is practiced, reactions toward illusion can be quite varied. In the Free City, for example, street shows that include spectacular illusions are very popular, so that an illusionist can live off their art as an entertainer. However, away from stages, spells that can influence the mind and fool the senses have a very unsavory reputation. A crisis spiced with unfortunate suspicions can be enough for a popular bard to suddenly be maligned as a dangerous maleficient.



Necromancy

Necromancy spells manipulate the energies of life and death. Such spells can grant an extra reserve of life force, drain the life energy from another creature, create the undead, or even bring the dead back to life. Necromancy is very unfavorably perceived among most societies: the majority of this school's spells are forbidden, and necromancers are exposed to severe punishment. Many necromancy spells are corrupt, though there exist well-meaning, upstanding practitioners of this school, sometimes known under the name psychagogues.



Transmutation

Transmutation spells change the properties of a creature, object, or environment. They might turn an enemy into a harmless creature, bolster the strength of an ally, make an object move at the caster's command, or enhance a creature's innate healing abilities to rapidly recover from injury.

Interdisciplinary Spells

Sanwë nibbled on a gazelle horn as he reflected upon what the historian had just told him:
"In the course of my research, certain details concerning necromancy spells troubled me. The writings were rather obscure, but I was given to understand that there existed a cure wounds *spell of the school of necromancy, even though it is an evocation spell. I wondered whether I had misunderstood the text or if the mistake was the author's."*
"Neither, perhaps. Healing spells are a contentious point of the theory of magic schools. Nowadays, most scholars in arcana claim that a given spell can only belong to a single school, and that this connection is tied to the deep essence of the effect one wishes to enact. And yet, in all likelihood, there did exist healing spells related to conjuration and necromancy!"
"So a spell can simultaneously belong to several schools?"
"Not exactly. A given spell belongs to only one school, and a spellcaster can only call upon a single school when weaving a spell. However, several different schools can be employed to achieve the same effect..."
"But then, does the school categorization actually make sense?"
"One anomaly does not bring the whole system into question. I believe that the light of magic is an important clue to its inner workings."

Arcane Specialists

By using this optional rule, the leader will grant a bonus to arcane specialists when they are faced with questions related to their specialization school. An arcane specialist who has given up on a school of magic gets a +2 capped bonus (detailed later in this chapter) to Intelligence (Arcana) checks in certain circumstances. This bonus can also apply to other skill checks, as detailed below. An arcane specialist who has given up on two schools of magic gets a +4 capped bonus to these checks instead.

- **Abjuration.** You are particularly learned in the nature and fluctuations of the flow of magic. You have read much regarding the influence of dragons on magic and, incidentally, on their aptitudes. You are also familiar with the peculiarities of the Transitive Planes (Ethereal Plane and Astral Plane).

- **Conjuration.** You have advanced knowledge of planes of existence, portals, and the Transitive Planes (Ethereal Plane and Astral Plane).

- **Divination.** You know about prophecies (applicable to Intelligence (Religion) checks), legends related to diviners of renown, and many things regarding the moon Eternity and the fate of souls. You are also knowledgeable in astronomy (applicable to Intelligence (Nature) checks).

- **Enchantment.** You know where your school is ill-considered or banned (applicable to Intelligence (History) checks). You know the subtleties of the corruption of the soul, madness, and Nightmare. You are adept at spotting an individual manipulated or dominated with the use of magic (applicable to Wisdom (Insight) checks).

- **Evocation.** You have studied the resistance and immunity to elemental damage of many creatures, and are aware of potentially dangerous alterations of magic.

- **Illusion.** You possess scientific knowledge with a focus on optical illusions (applicable to Intelligence (Nature) checks), and can see through illusions more easily than others (applicable to Intelligence (Investigation) checks).

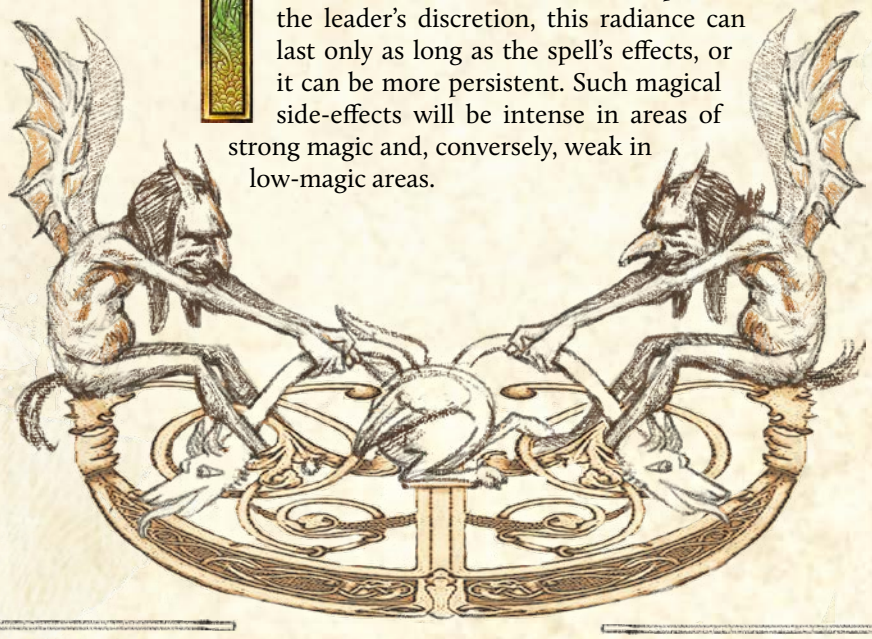
- **Necromancy.** You have in-depth knowledge concerning life and death, the undead and their abilities. You are familiar with the worship of Death (applicable to Intelligence (Religion) checks) and are particularly apt at examining and analyzing bodies (applicable to Intelligence (Investigation) and Wisdom (Medicine) checks).

- **Transmutation.** You can more easily recognize a corrupted creature (applicable to Intelligence (Investigation) and Wisdom (Perception) checks). You have also studied a variety of materials, their strengths, and their weaknesses. By making a DC 15 Intelligence (appropriate tool) check, you can determine the statistics of an object (see Adventurers, Equipment: Objects). If you get 20 or more on this check, you spot a weakness or a fault, making your next successful attack against the object a critical hit.



The Light of Magic

If you use this optional rule, magical energy will radiate when woven into a spell. At the leader's discretion, this radiance can last only as long as the spell's effects, or it can be more persistent. Such magical side-effects will be intense in areas of strong magic and, conversely, weak in low-magic areas.



Hues by School

Observers proficient in Arcana can determine the school of a spell by studying the color and aspect of the resulting magic radiance.

Spell's Aspect by School

School of Magic	Light Effects and Colors
Abjuration	Many abjuration spells have transparent effects, with slightly luminescent amethyst or aquamarine hues.
Conjuration	The light produced by conjuration spells is usually milky or iridescent, sometimes sparkling with silvery hues.
Divination	Divination spells usually give off clear, transparent, golden light.
Enchantment	Enchantment spells are the most unnoticeable, which adds to their users' reputation for deviousness. They emit no light. At most, to a wary observer, certain colors might look duller, as if a cloud were passing in front of the sun.
Evocation	Evocation spells are frequently accompanied with light and sensory effects evocative of their damage type or of the raw energy closest to their effects. For example, a *cure wounds* spell will have radiant, warm, pure hues.
Illusion	Illusion spells may have a misty, hazy aspect, or look like a mass of broken, crushed glass producing strange diffractions of light.
Necromancy	Instead of light, necromancy spells produce shadows that stretch and deepen. Sometimes, they even seem to take tangible, ooze-like substance. Amidst this darkness, one can sometimes catch glimpses of fleeting purple or emerald hues.
Transmutation	A transmutation spell itself seemingly emits no light. However, everything in its proximity takes on a mosaic clarity that highlights the components of an object or creature in reality-defying plays of shadow and light. For example, an armored warrior's skin might shine with a peculiar hue, while her chainmail would assume a different one, as would her boots, and so on.

The Theory of a Universal School

Dioké-Onuahia had mentioned the importance of the light of magic in understanding the essence of spells and establishing whether they belonged to one or several schools of magic. Sanwë pondered this a moment, his brow wrinkled in deep thought.
"Something eludes me. When a cleric casts a cure wounds *spell, the spell briefly gives off a soft dawn-like light. Contrastingly,* spare the dying*, as benevolent a spell as it may be, produces foreboding shadows. I always believed it was the result of the spell's deep nature expressing itself through the light of magic."*
"It may indeed be. It is, at least, the prevalent theory. My belief is that we are taking this problem in reverse, confusing causes and effects. The way I see it, schools of magic are ways of understanding magic, tools... or vehicles, if you prefer. I can go from one place to another by foot, by horse, by cart, or even by boat or by nefelytron. It all depends on the topography of my destination. With magic, things are rather similar. If we consider a cure wounds *spell as a destination, I can reach it through necromancy, conjuration, or evocation. This is where the metaphor reaches its limits, though: a peculiarity of spells is that one cannot reach one's destination through more than one path. Should I learn to cast* cure wounds *as an evocation spell, I will not be able to do it through another path—that is, another school."*
"Does that mean one could master all spells through a single school?"
"A universal school? I do not know. To my knowledge, certain spells can be cast through two or three schools, and some spells have a corrupted and an uncorrupted variant. There may indeed exist a more fundamental way of reaching all destinations, a form of primordial, absolute magic."

Light-Based Tactical Considerations

The light of magic may lead to circumstantial uses and complications:

- **Tracer spells.** In darkness, watchful enemies will very easily spot the location of a magic user when they cast a spell. Certain strategically-minded spellcasters actually use this to create diversions.
- **Improvised lighting.** As a bonus action, a spellcaster can grab hold of the spark that came with a spell's casting and make it as durable as the spell itself. Regarding the precise aspect of this light, see the **Hues by School table**. When used in such a fashion, the spell provides as much light as a candle: bright light in a 5-foot radius and dim light for an additional 5 feet. This effect can be used to provide momentary light or to visibly mark an opponent targeted by a spell. In the latter case, the target of the mark can prematurely get rid of it by using a reaction (or a bonus action on its turn) and succeeding on a DC 10 Intelligence (Arcana) check.

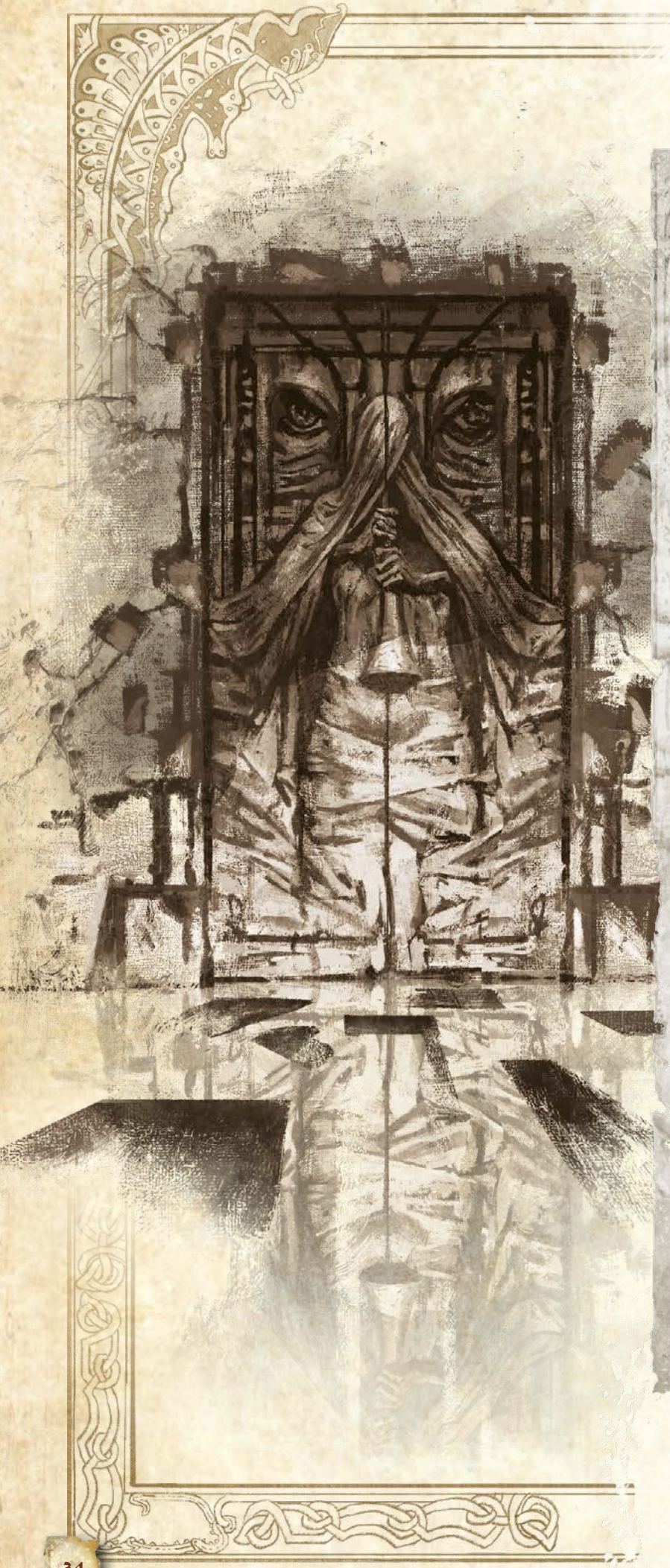
Subtle Spells and Psychurges

Psychurges, as well as sorcerers who use the Subtle Spell Metamagic option (see **Adventurers**, **Sorcerer**), never produce the light of magic when casting spells.
It is very hard to determine when these spellcasters are using magic, even face to face with them. The sorcerer makes a Charisma (Deception) check contested by the passive Wisdom (Insight) score of witnesses. Observers who fail this contest do not suspect that the sorcerer is currently casting a spell.

Senses

Magic is usually remembered for its visual effects, but this is not the only way it expresses itself. It can result in various sensations, which are all the more prominent in areas of strong magic.

- **Pressure.** Atmospheric pressure varies insensibly, for instance just like before a storm.
- **Sound.** Rumbling, hissing, crackling, crying, chanting, and echoes can briefly accompany the casting of a spell.
- **Smell.** The flowery perfume of druidic spells or the choking stench of corrupt spells are typical examples of the olfactory aspect of magic. Such smells are very frequent and can remain in the air long enough to provide a clue to trained investigators such as wizard slayer barbarians (see **Adventurers**, **Barbarian**).
- **Touch.** Creatures caught in the area of effect and those close to the spellcaster can feel the harsh tingling of static electricity on their skin, a rush of cold, a sudden warmth, the light touch of leaves, the repulsive sensation of having brushed past a corpse... and many other unpleasant, eerie, or invigorating feelings.



The Forbidden Room

The conversations between Dioké-Onuahia and Sanwë were not solely about the mysteries of the land of Mibu. Today, they were discussing the laws regulating the use of magic and the teaching restrictions of certain schools. Sanwë shared his experience in Ellerìna:

"The Varnaïrello academy of arcane arts is famed enough to draw students from the other side of the ocean. Some are already Awakened and aim to hone their skills, while others simply come as theoreticians. All of them assiduously visit the academy's majestic library. Under its white arches decorated with gold stand rows of shelves laden with millennia of knowledge. The most ancient manuscripts date back to the time when elves still lived in Cyfandir. In places, among the moldings and carvings, one can see fragments of enchantments that prevent any flame from burning in this building. Fire is forbidden, having been the cause of such ravages in other places... As a consequence, one must do with other sources of light. Most of it comes from the edifice's high windows. Visitors come and go in an atmosphere of cozy erudition that I always found most pleasant.

"Then there is this fence... this fence leading into a dark corridor at the end of which there is an unseen room devoid of windows.

"The most dangerous of subjects are written about in the books stored in this forbidden room. They deal with the darkest times of history, with unnameable rumors, with the horrors of the Netherworld, with the abominations of Melancholia, and with Furnace. Among the tales of demon-worshiping cults are also grimoires on the dark arts: enchantment, necromancy, and transmutation."

Living Magic

Learning magic also means studying its limitations and its most minute of variations. It may escape the caster's control, for better or for worse, resulting in exceptional effects. Making repeated use of it transforms and possibly taxes the spellcaster. The dangers are even greater in the case of spells that bring back the dead. Of course and fortunately, magic is not always hostile. It is a tool, a resource, and its users can learn to shape it to adapt it to their needs. The keener a spellcaster's knowledge is, the better prepared they will be to handle the risks of their trade.

The Experience of Magic

Jasmines grew everywhere in the inner courtyard, and in its center stood an orange and a lemon tree that cast a soft shadow over the fountain. Tables and cushions had been set for a banquet organized to celebrate an eclipse of the moon Melancholia. For the occasion, Dioké-Onuahia had invited a friend, the bard Aïsis, a musician deeply versed in the legends of the Sand Kingdoms. She came with her husband and children, the oldest of whom were already skilled in several instruments.

After an exchange of pleasantries and news, the conversation between the three Awakened transitioned to the diversity of magic. Each of them had been taught in ways very different from those of the other two. Aïsis sought inspiration in music and emotion, Sanwë had meticulously studied for years, and Dioké-Onuahia the sorcerer had been born with magic as a gift. Despite their differences, each of them knew how much of a living thing magic was.

Capped Bonus

The optional rule on capped bonuses can apply to spells as well as to class features or other types of features, and can even extend to the use of magic items.

When you have a capped bonus, you directly add said bonus to the result of the die rolled. However, the total of the two cannot exceed the maximum possible value of the die. For example, if you have a +4 capped bonus and roll 18 on a d20, the final number will cap at 20. In addition, the following restrictions apply:

- When the roll at hand fails automatically on a result of 1 on the die (which, barring the use of optional rules, only happens in the case of attack rolls), the capped bonus doesn't prevent the automatic failure.
- When the roll at hand succeeds automatically on a result of 20 on the die, or yields special results when the number rolled reaches a certain threshold (as is the case with critical hits), the capped bonus doesn't trigger the corresponding effects.

  You play a 3rd-level champion fighter, which means you roll a critical hit on a result of 19 or 20 on the attack roll. As per the rule above, having a +3 capped bonus does not mean that you trigger a critical hit on a result of 16, 17, or 18. You must still directly roll a 19 or a 20 for your attack to result in a critical hit.
- When the roll at hand requires you to roll several dice (as in the case of damage or rolls made with advantage or disadvantage), the capped bonus can only apply to the result of one of the dice.

  You make a Constitution saving throw with disadvantage and a +3 capped bonus. You roll a 7 and a 9. As per the disadvantage rules, you keep the 7, to which you add your capped bonus for a final result of 10.

Critical Magic

The optional rules on critical magic incorporate additional effects when rolling a critical failure or success on a saving throw (1 or 20 on the d20 respectively).

Critical Failures

You have been overwhelmed and dominated by the magic, which turned out much more powerful and dangerous than expected.

Critical Failure on a Saving Throw

Saving Throw	Effect on a Natural 1 on the d20
Strength	Your muscles lock. You are **paralyzed** for 1 round.
Dexterity	You lose your balance and fall **prone**.
Constitution	Your body suffered harshly from the shock. You feel light-headed and nauseous. You are **poisoned** for 1d4 rounds.
Intelligence	Your mind reels. You are **stunned** for 1 round.
Wisdom	You are confused, unnerved, and suggestible to your opponent's influence. The spell's caster dictates your next action, choosing among the following: **Dash**, **Disengage**, **Dodge**, **Help**, **Hide**, **Search**. The action can be objectively useless, but it cannot directly expose you to danger. For example, Dashing can expose you to opportunity attacks, but it cannot make you run off a cliff.
Charisma	You lose your confidence and are left feeling empty and ineffective. You are **frightened** for 1d4 rounds.

Critical Successes

You were able to resist or withstand the spell's effect with extraordinary skill and purpose.

Critical Success on a Saving Throw

Saving Throw	Effect on a Natural 20 on the d20
Strength	You are filled with boundless energy. On your next turn, you get an extra attack and your speed is doubled.
Dexterity	If succeeding the saving throw should have normally reduced the spell's damage by half, you take no damage. In addition, fueled by adrenaline, you can take the **Dash** or **Dodge** action as a bonus action on your next turn.
Constitution	You feel more energized than ever! You gain a number of temporary hit points equal to twice the level of the spell you have just resisted.
Intelligence	You gain a better understanding of your opponent's logic, grasping a precious piece of tactical information. You have advantage on your next saving throw against an effect produced by the caster within the following minute.
Wisdom	You become temporarily in tune with the battlefield. You can take the **Help** or **Ready** action as a bonus action on your next turn.
Charisma	Your poise and assurance impress those around you. You can take the **Help** or **Incite** action as a bonus action on your next turn.

The Mark of Cantrips

Cantrips can be cast at will and at a moment's notice. As such, many Awakened make ample use of these powers, which grow as the adventurer gains experience. Their cantrips become an extension of themselves, a part of their identity.
If you make use of this optional rule, this bond will subtly alter the character's essence, changing minor aspects of their appearance and environment.

Other Powers of Unlimited Use

By default, the Mark of Cantrips optional rule applies solely to cantrips, but it can extend to all spells of unlimited use.

- Certain species have an innate mastery of one or several spells that they can cast at will.
- Through their eldritch invocations, warlocks have access to higher-level unlimited-use spells. Ascendant Step, for example, lets the character cast *levitate* at will.

Insidious Changes

The changes brought by the intense use of cantrips can take many shapes. Gradually, their imprint influences the deep nature of the caster (their personality traits, ideals, etc.) Just like the Awakened brings forth something that yet had no existence, these unseen powers end up becoming apparent to the eyes of all. Up to 11th level, these alterations can only be spotted by attentive observers. Beyond this level, they become increasingly obvious.
If your leader decides to make use of this optional rule, you can pick one of the transformations from the table below for your character, or roll 1d8 to choose it at random:

Change to the Spellcaster's Aspect

d8	Effect	Description
1	**Reflection in mirrors**	The reflection has a different color, texture, or aspect. It can appear blurry or move out of synch with the character.
2	**Shadow**	The character's shadow takes on a different shape, shifts abnormally, or has an anomalous shade.
3	**Reaction to light**	The character's skin, hair, or eyes reflect light strangely. They may appear luminescent or, on the contrary, merge with the darkness.
4	**Voice**	The character's voice changes gradually, becoming higher or lower-pitched, distorted, or ringing with echoes.
5	**Colors**	The character's irises, hair, lips, skin, or nails take on uncommon, if not downright extravagant hues.
6	**Marks**	Signs and shapes appear on the spellcaster's skin, perhaps reminiscent of tattoos.
7	**Time**	When the Awakened remains in a place over an extended period (at least a week), time appears to flow differently in a radius depending on their power (about three times the character's level in feet). Cut flowers remain fresh longer or, on the contrary, wither more quickly. Dust gathers more slowly or rapidly. Glass dulls, or takes on a new sheen.
8	**Nature**	When the Awakened remains in a place over an extended period (at least a month), nature seems influenced by their aura in a radius depending on their power (about 300 feet per level).

Jasna, a cleric of Blacksmith, knows three cantrips: guidance, light, and sacred flame. Initially, she sported an unruly mane of disorderly red hair, but as she gains levels, her player describes a progressive change: Jasna's hair and even her eyes take on an ember-like aspect, while her shadow looks taller and bigger than her.

Caliobé the warlock, an adept of a Primeval One, wields many cantrips by virtue of her Book of Shadows: chill touch, eldritch blast, guidance, prestidigitation, *and* shillelagh. *In addition, she has mastered two eldritch invocations: Agonizing Blast and Fiendish Vigor. Character-wise, Caliobé is a sharp-tongued melessë cursed with a permanent madness who has taken the Ghastly Vigor feat. This makes for quite a list, so the leader and player take some time to define what changes Caliobé's talents could result in. After a few minutes trading ideas, they reach an agreement: the warlock's skin is abnormally smooth, as if covered with a slightly glowing sheen. In addition, colors within proximity of her are subtly altered, taking on a cold hue. As Caliobé gains levels, this distortion becomes more obvious: everything around her appears tinged with a color ranging from mauve to a copper oxide-like green.*

Hiding Transformations

Certain spellcasters may wish to hide their nature, whether to infiltrate an enemy, conceal a slow process of inexorable corruption, or simply live their life in peace. To that effect, they can expend a 1st-level spell slot to repress all their transformations for 24 hours.

Discerning Cantrips Through Transformations

When a spellcaster's appearance starts being altered by their use of cantrips, a trained observer can guess what these cantrips are from an analysis of the resulting anomalies. Of course, this can only be done if the transformations are actually discernible.
Someone proficient in Arcana can, after 10 minutes of observation, make a DC 15 Intelligence (Arcana) check to identify one of the target's known cantrips. After this, the observer can keep spying on the spellcaster to identify more of their known cantrips, with one check every 10 minutes. Every successful check identifies another cantrip.

Back from the Dead

Death is never to be taken lightly.
A creature who has been slain in battle or killed by any other means can be brought back to life, notably with the use of the following spells: *clone*, *raise dead*, *reincarnate*, *resurrection*, *revivify*, and *true resurrection*. However, such an operation is an extraordinary feat that must obey very restrictive conditions, in addition to the material components and limits detailed in the spell's description.
Below, you will find a few possible ways to portray the difficulties of bringing someone back to life. Some of these options are compatible.

Fateforge

If you use this option, only the chosen ones of the Fateforge may be brought back to life. A retired hero who is now enjoying a relaxed life of happiness can no longer be considered a Fate-chosen, no matter the exploits they performed in the past. However, dramatic events can take them back on the path of greatness. Likewise, a simple denizen of Eana who takes their fate into their hands can rise to the status of Fate-chosen.

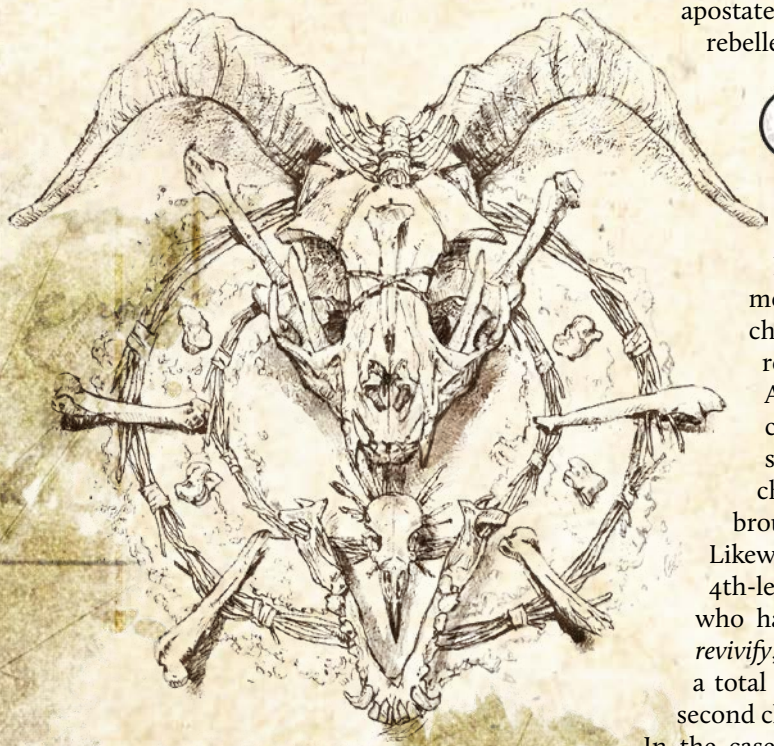
Geas

Following this optional rule, the cleric's divinity will only condescend to bring a character back to life in exchange for a service whose importance and duration will depend on the level of the spell used. The deceased character is free to refuse this arrangement, in which case they are not brought back to life, and neither the spell slot nor the material components are expended. However, the spellcaster must still have spent the required casting time.

If the deceased character accepts to be brought back to life following these conditions, they are considered to be under the effect of a *geas* spell, except that no magic can dissipate its effects and nothing can prevent the psychic damage resulting from misbehavior. The duration of the *geas* is 10 days for a 3rd or 4th-level spell (such as *revivify*), 30 days for a 5th or 6th-level spell (*raise dead* or *reincarnate*), 1 year for a 7th or 8th-level spell (*resurrection*), and permanent for a 9th-level spell (*true resurrection*).

Of course, the mission must be in line with the divinity's interests and make sense in regard to what it may expect from a servant of the resurrected character's level. If the god's precepts match those of the character, this may be bearable, but such a burden can quickly become crushing should moral conflicts arise.

Several approaches may be used to determine the details of the quest. The leader can directly impart the divine command to the player, the latter being free to accept or refuse. This can also take the form of a transaction between the character and the god (or one of its emissaries, depending on the spell's level). In such conditions, the character can even make counter-proposals, leading to negotiations that go on until an agreement has been reached or until it is concluded that no common ground can be found. Such a talk takes place when the creature is about to be brought back to life, that is at the end of the casting time.



Fooling the Gods

You can attempt to bring a person back to the land of the living without the approval of the gods. If you elect to do so, the spell's casting is corrupted, but doesn't result in a *geas*-like effect.

- If the beneficiary accepts coming back to life, it takes 1 temporary corruption point per level of the spell used, and must make a DC 15 Wisdom saving throw or suffer an indefinite madness.
- In addition, the spellcaster must make a DC 15 Intelligence (Arcana) check. A failure means that the angels of Death have noticed the perfidy and henceforth see you and the spell's beneficiary as felons to be brought down. Depending on how potentially dangerous you are, more or less powerful celestials may be missioned to take you down. In addition, you are likely to lose your magical abilities. However, as obvious as it may seem, this is surprisingly not always the case: there are historical examples of heretics or apostates who retained their powers even as they rebelled against their god.

End of the Line

One cannot be resurrected over and over. It is not known whether Death itself is responsible for this or if a more abstract, merciless divine entity is in charge, but a thoroughly exact account of resurrections is kept.

As far as resurrection is concerned, no creature can be the beneficiary of more spell levels than its own level. As such, characters with a level below 3 cannot be brought back to life under any conditions. Likewise, raise dead cannot be used on a 4th-level character, and a 20th-level character who has already been the beneficiary of one *revivify*, two *raise dead*, and one *resurrection* (for a total of 3 + 10 + 7 = 20 spell levels) is out of second chances.

In the case of a creature without class levels, its challenge rating is used instead.



Modifying Spells

The mystery and aura of wonder that surround magic are for the most part due to its unexpected effects. With this in mind, you can, as a leader, allow ad hoc spell modifications, and incorporate the discovery of rare variants of otherwise well-known effects.

Substituting or Adding Components

The components of a spell metaphorically represent one of its aspects. In the course of history, Awakened from different civilizations have grown accustomed to using different material components for their spells, resulting in habits that took root. It is usually feasible to replace a spell component with another, though changing a rote spell is neither easy nor quick.

Moreover, it is possible to add components (material or otherwise) to a spell to alter its effects. However, this approach can be risky and costly.

Spell Alterations

It may be that a spellcaster knows a spell almost perfectly suited to a problem, but of which certain factors (appearance, duration, range, or other) are useless, counterproductive, or insufficient. Changing a few details can then appear as the ideal solution, and adding extra components can be the means to such an end. Through this optional rule, spellcasters will be able to adapt to a great variety of situations, provided they dedicate enough time and effort to it.

Feat: Altered Magic

If you use this optional rule, only Awakened with the Altered Magic feat can alter spells.

Prerequisites: The ability to cast at least one spell, proficiency in the Arcana skill.

You have perfected your mastery of magic and your knowledge of spells to the point of being able to subtly modify them to fit your needs.

- You can use the rules on altering spells.
- If you have sorcery points, 1 sorcery point can be converted into 2 creation points.
- You learn 1 Metamagic option of your choice from those accessible to sorcerers (see **Adventurers**, **Classes**, **Sorcerer**). You can power this Metamagic option with either sorcery points (if you have any) or creation points.

Extra Components

Each extra component adds one or more **creation points**. Certain alterations are more expensive than others, as detailed below. Adding a component requires no extra action. Once the spell has been cast, the components are expended (destroyed in the case of material components and gems), and any leftover creation points are lost.

Four kinds of extra components are detailed below. Your leader is free to decide that any one of these components is not suited to the spirit of their campaign and veto its use.

Material Components

An extra material component brings 1 creation point. Only one component of this type can be added per spell cast.

Gems

The term "gems" encompasses all precious and semiprecious gemstones. To gain 1 creation point, the caster must expend 50 gp worth of gems per level of the spell cast.
If you are casting a 6th-level spell, you can expend 900 gp worth of gems to gain 3 creation points.



Hit Dice

Expending Hit Dice removes them from those you can expend to regain hit points during a short rest. These Hit Dice can be regained normally through long rests. You gain 1 creation point for every Hit Die expended.

Spell Slot

If you expend a spell slot whose level is higher than that required by the spell, you can convert all or part of these extra levels into creation points. You gain 1 creation point for every extra level. Levels converted in this fashion cannot be used toward the ***At Higher Levels*** option included in the description of certain spells (see the **Spellbook chapter**).
You expend a 3rd-level slot to cast a magic missile *spell. Since* magic missile *is a 1st-level spell, this means you have expended a spell slot 2 levels higher than required. You decide to expend 1 of these extra levels to gain 1 creation point. This leaves 1 extra level, which you use toward the* **At Higher Levels** *option. The final result is four magic darts and a minor alteration (for 1 creation point).*

List of Alterations

There are three types of spell alterations: metamagic, parameter reduction, and variations.

Metamagic

Metamagic options available to the sorcerer (see **Adventurers**, **Classes**, **Sorcerer**) are accessible through this option, following the same restrictions (only one option per spell). You can only make use of Metamagic options you know. Within this context, 2 creation points are equivalent to 1 sorcery point. When an option's description mentions "your Charisma modifier," use your spellcasting ability modifier instead.

Parameter Reduction

You can reduce a single numbered parameter of a spell (duration, range, number of Hit Dice, radius, etc.) by as much as you want, at the cost of 2 creation points. As such, the caster of a *fireball* might want to reduce the radius of the spell in order to avoid catching allies in the explosion. The leader is the final arbiter of which parameters can be reduced. For example, reducing the DC required to interrupt a spell with the use of *counterspell* cannot be considered a viable application of this alteration.

Variations

This includes all variations that are not covered by the previously listed alterations. How many creation points you must spend depends on how important the variation is, at the leader's discretion. A variation can be minor (1 creation point), significant (3 creation points), or major (5 points). The leader can use the examples below as a baseline to estimate the cost of a variation:

Examples of Spell Variations

Type of Variation	Cost	Examples
Minor variations	1 point	Your *magic missile* darts produce a whizzing noise. The target of your *hideous laughter* laughs noiselessly. The weapon targeted by your *magic weapon* emits a weak blue glow. The *acid arrow* you cast is neither shimmering nor green, looking every bit like an ordinary arrow. Your *fireball* also destroys fragile objects that aren't being worn or carried.
Significant variations	3 points	Your *lightning bolt* does not ignite flammable objects in its area of effect. Your *mage armor* has the appearance of mithral chainmail. Your *fireball* leaves no trace (no visible scorching marks and no persistent aura). In addition to targeting creatures in its area of effect, your *thunderwave* automatically inflicts its damage to objects. Creatures killed by your *cone of cold* do not thaw naturally.
Major variations	5 points	Your *telepathic bond* extends to other planes of existence. You alter your *fireball* into a *frostball* dealing cold damage. When your *charm person* ends, the creature is not aware that it was charmed. The blinding effect of your *holy aura* affects one additional type of creature of your choice. A humanoid killed by your *finger of death* rises as a **ghoul** instead of a **zombie**.

On the Proper Use of Spell Alterations

The options offered via the Spell Alterations optional rule are meant to encourage narrative liberty and dramatic tension. Take care that they are not exploited to create blatant unbalances.

In particular, certain variations should not be authorized, no matter the creation points invested, because they would lead to overpowered or aberrant results. For example, it should never be possible to circumvent the protective effects of a *mind blank* in this fashion, or to overcome divine edicts (like Death's Ban—see the **Geomagic chapter**) through the mere expenditure of a few creation points. In any case, the leader remains the final arbiter of whether a variation is acceptable or not, whatever its nature or effects may be.

Adapting a Spell into a Ritual

The power of rituals lies in making it possible to cast a spell without expending a spell slot. Adding the "ritual" tag to a spell that doesn't have it will deeply alter its nature and the use spellcasters will make of it.
Implementing this optional rule does not mean that all spells can now be cast as rituals, or even that certain spells are now available as rituals to all spellcasters. What it does allow is for some Awakened to cast certain spells as rituals in specific conditions, for the sake of the story (see **Dramatic Conditions** below).

- If you use the **complex rituals** variant, the addition of 30 minutes to the casting time will considerably reduce the advantage presented by the non-expenditure of spell slots. In such conditions, allowing the adaptation of spells into rituals should not significantly unbalance the game.
- Conversely, if you use the **simple rituals** variant, allowing new rituals will go toward a more epic and unrestrained atmosphere, and will obviously increase the capabilities of spellcasters.

Characteristics of a Spell Adapted into a Ritual

In accordance with the normal rules on rituals, a spell adapted into a ritual cannot be cast at a higher level. In addition, only spells up to the 5th level can be adapted into rituals.
Aleksandr gets his hands on a rare variant of magic weapon*, allowing him to cast this spell as a ritual.* Magic weapon *is a 2nd-level spell, meaning that it can only be cast as a ritual as a 2nd-level spell, even if Aleksandr is able to cast spells of 3rd level or more.*

Dramatic Conditions

Being able to adapt a spell into a ritual is subject to a dramatic condition. When this condition is resolved (such as when the **temporary blessing** ends or the **sanctuary** is destroyed), the spell can no longer be cast as a ritual. Whether the discovery of a new ritual is a momentary or permanent boon, it provides material for new and memorable situations. Here are a few examples of dramatic conditions for the adaptation of a spell into a ritual:

- **Temporary blessing.** For the duration of a quest or mission, the party of adventurers benefits from the supernatural patronage of a power who grants them easier access to magic. During this period, all members of the group can cast one or several spells as rituals.
- **Sanctuary.** In certain places, magic is denser, stronger, purer. Such sites make it possible to cast one or several spells as rituals. These spells should match the nature of the location. For example, a temple hallowed by dark powers might allow necromancy spells as rituals, but not healing spells, and vice versa in a sacred druidic grove.
- **Rare spell.** A wizard has discovered a rare and precious variant of a spell, and thanks to this finding, they can now cast said spell as a ritual. Or a cleric is granted the ability to cast one of their domain spells as a ritual by an emissary of their divinity.
- **Magic item.** An object of arcane power or a sacred relic lets its wielder cast certain spells as rituals.



New Reactions Related to Magic

This optional rule adds new uses for reactions. These reactions can be used when a character notices another chanting, making arcane gestures, or manipulating a material component. If a spellcaster is not using any component, these reactions cannot be used. The spell can then only be identified on the next turn, as an action.

Identifying a Spell

You can attempt to identify a spell by using a reaction when it is being cast, or by using an action if it has already been cast and its effects are ongoing.

- **During spellcasting.** When a spell is being cast, you can attempt to identify it. This requires proficiency in Arcana. You must use your reaction and make an Intelligence (Arcana) check with a DC of 10 + the spell's level. If you succeed on the check, you can immediately shout a warning to everyone around you. Any creature that can hear you can immediately use its reaction to add its proficiency bonus to any saving throw associated with the spell that occurs before the end of your next turn (a creature who is already proficient in the saving throw gains no benefit). You automatically receive this benefit.
- **Ongoing effects.** If you can observe the effects of a spell that has already been cast, you can attempt to identify it as an action, with the same check as previously described.

Whether you made the Arcana check as part of a reaction or action, if you fail, you cannot attempt it again toward the same effect until you finish a short or long rest.
When you identify a spell, if it is among your known spells, you can remember it in full detail and can even spot the variations it may have been subjected to. If it is not, you know only the name of the spell and its general effects (your leader can give you a brief description), unless you achieved a margin of success of 5 or more on the Intelligence (Arcana) check, in which case you know the spell in full detail (which the leader can provide).

Human Shield

If you have **grappled** a creature (see **Adventurers**, **Combat**, **Melee Attacks: Grappling**), when a spell or power with an area of effect (*fireball*, dragon's breath, etc.) is about to hit you, you can use your reaction to shield yourself with the creature or, on the contrary, shield it with your body, in which case you act as the human shield.

- **Conditions.** You cannot use this reaction if your speed is 0. Moreover, a creature cannot shield or be used to shield a creature of greater size.
- **Protector.** A character who has chosen the Protection Fighting Style can use their reaction to act as a human shield for a creature of their choice within 5 feet, provided the conditions above are fulfilled. They do not need to grapple the protected creature.
- **Effects.** A creature protected by a human shield gains the benefits of three-quarters cover, for a +5 bonus to AC and Dexterity saving throws (see **Adventurers**, **Combat**, **Cover**) against the effect. This is an exception to the rule on Cover and Areas of Effect (see **Casting a Spell**, **Areas of Effect**). Meanwhile, the human shield takes a -5 penalty to AC and Dexterity saving throws against the effect.

Heroic Rescue

Following this optional rule, a creature willingly acting as a human shield can choose to take any damage the protected creature should have suffered, as long as this doesn't bring its hit points below 0.

Awakening



As a game rule and narrative device, the Awakening is meant to make magic all the more mysterious, fragile, and elusive. It is a mystical phenomenon that only a minority of people experience, and through which one is granted the ability to use magic. There are no certainties as to its origin and causes. Some believe that magic is a divine blessing granted by supernatural entities, others that it is a form of psychological epiphany, and others still that it is the realization of a proper alchemy between a being and the supernatural nature of its environment.

This chapter describes several ways you can depict and play out an Awakening. Ask your leader which option they plan to use and discuss it with them.

Paths to the Awakening

At creation, a character can be either **Awakened** or **Dormant**. Dormant characters cannot use magical abilities, even if they have levels in the appropriate class. Such characters may know about arcane theory, protocols, rites, and gestures, but they will lack the connection with the weave of magic, the required spark to unleash profane or divine effects. Awakening is the moment when everything comes together and they can accomplish their fate. A character close to Awakening is guaranteed to Awaken in the course of their first adventures, between levels 1 and 3. Other Dormant characters have no way of knowing whether they have a long and bumpy road ahead of them or if the end of the tunnel is near. Several paths can lead to Awakening, but the tried and tested method—though it is by no means entirely reliable—is adventuring. By escaping the comfort of their home, school, or temple, facing danger, overcoming their limits, and fighting their fears, some find the impetus they lacked. Adventurers are often said to take up such a life to satisfy their greed, serve their ideals, or run away from their past, but many actually do so to find their calling.

Ways of Awakening

Certain locations, events, encounters, phenomena, and mishaps can set your character on the right track to reach the Awakening. Your leader is in control of these aspects and will let you know when such an evolution takes place.

Below are several types of events that may bring your character closer to the Awakening:

- **Dramatic scene.** Your character may Awaken in the middle of battling a fearsome enemy or attempting to save a companion.
- **Following one's convictions or faith.** Undertaking an uncertain, brave, or desperate endeavor in the name of your character's ideals can trigger their Awakening. Many tales focus on such occurrences, which some witnesses describe as veritable miracles.
- **Gaining a level.** A character's Awakening may take place spontaneously as they gain a level.
- **At death's door.** There are reports of Awakenings triggered by near-death experiences. During such a close brush with the afterlife, your character may catch glimpses of things that others have no idea of and Awaken in the process.

Even a character with no Awakened class or species features may experience the Awakening. This will grant them no benefit, except the guarantee of having access to all of their Awakened features should they take levels in a class with such abilities.

In Time of Greatest Need

Levko the rogue ended up on the front line of combat. He rose to the challenge and fought bravely, wielding his rapier with deadly efficacy, but at the cost of considerable risks. As the last of their opponents fell, so did he.
His companions rushed to his side. Panicked, Ludmilla took him into her arms, desperately imploring the gods and fate to help them. Meanwhile, more of their opponents were approaching, drawn by the sounds of battle that carried far throughout the valley. The group had to leave now if they wanted to have a chance of escaping. Their previous encounter left them on their last legs, and another fight would surely spell their doom.
Levko was in no condition to walk, and his wounds were so dire that even carrying him might be too much... Should they abandon him, then? None of them could accept it. But they all knew staying here would mean certain death.
Though overcome with distress and grief, Ludmilla refused to lose hope. There had to be something she could do. There had to be a solution! For the briefest of moments, she saw and felt a warm light, and she knew what to do. She had heard about this even prior to taking her vows as a paladin, but had never been able to channel the radiant healing energy. Now, she could feel it flow through her, pouring into Levko's open wounds.

The Hard Way

Most of the spellcasting classes detailed in **Adventurers** rely heavily on magic to pull their weight. A wizard, sorcerer, warlock, etc. deprived of their spells will be very vulnerable compared to a fighter or rogue teammate. Having such a character be Dormant without any form of compensation (see the **Under Fate's Aegis option** below) is considered a Gritty game option.
Such an option will set up spellcasters for long-term benefits, increasing the mortality of characters dependent on magic and thus making Awakenings all the rarer. Magic users who have managed to survive their Dormancy until their mighty powers revealed themselves will thus be all the more famed and will inspire all the more respect, fascination, or fear.

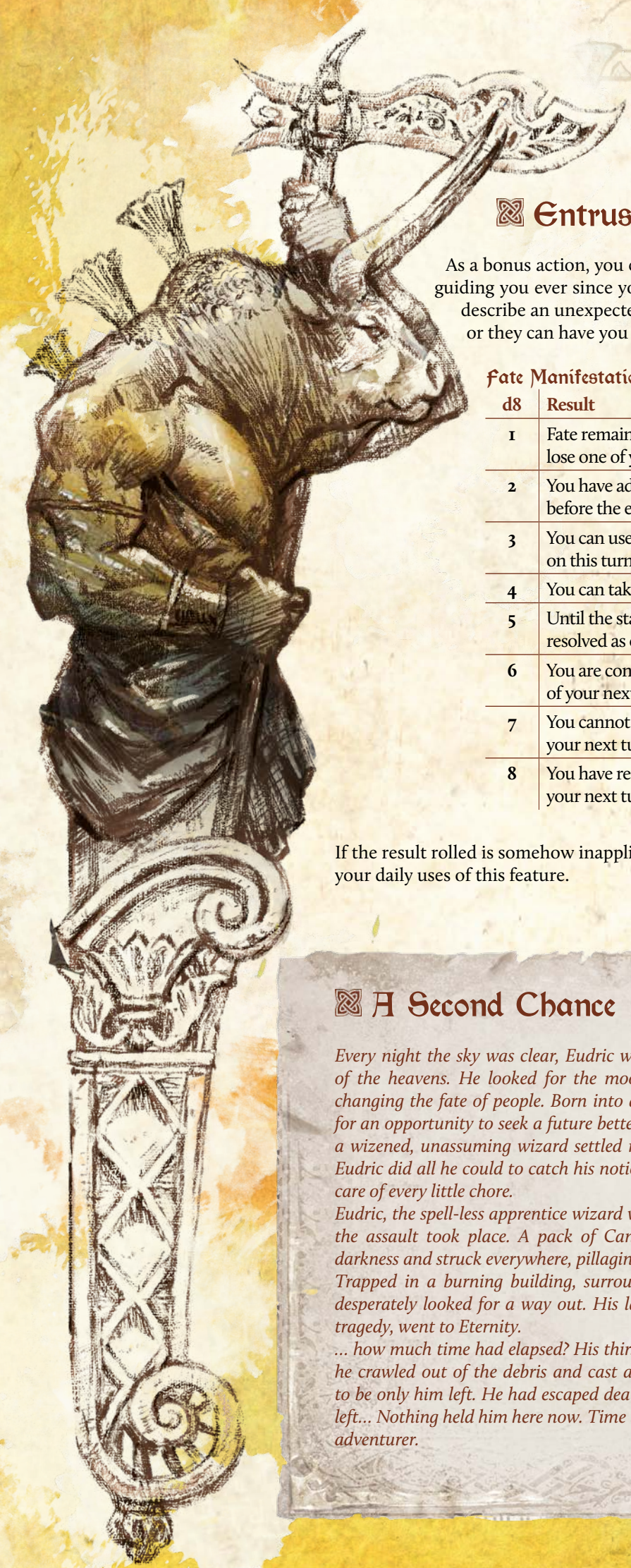
Under Fate's Aegis

With this option, Dormant characters are granted special advantages, which they receive from the Fateforge, a powerful magical entity located on the moon Eternity, said to watch over creatures that it deems destined to Awaken. What the Fateforge's motives are, and whether it is even sentient, is a matter of debate, but its influence is unquestionable. As long as they have not realized their Awakened potential, these rare beings are granted its protection, resulting in the benefits detailed on the table below:

Effect of Fate's Aegis

Feature Barred by Dormancy	Compensation
1. Awakened class or species feature	You can **entrust yourself to fate** (see below) a number of times equal to your proficiency bonus. You regain all expended uses when you finish a long rest.
2. Cantrips (whether from your class or species)	Whenever you drop to 0 hit points, you automatically become stable
3. Spells of 1st level or higher	When you suffer damage, you can use your reaction to gain resistance against this damage. You can use this feature a number of times equal to your number of spell slots. You regain all expended uses when you finish a long rest.

If you are a Dormant 3rd-level wizard, you fulfill conditions 1, 2, and 3. As such, you can entrust yourself to fate twice between long rests, you automatically become stable if you drop to 0 hit points, and you can use your reaction to gain resistance against incoming damage.
If you are a Dormant 2nd-level ranger, you fulfill conditions 1 and 3. As such, you can entrust yourself to fate twice between long rests and you can use your reaction to gain resistance against incoming damage.



Entrusting Oneself to Fate

As a bonus action, you can call upon the unseen powers that have been guiding you ever since you became an adventurer. The leader can either describe an unexpected event that protects you or drives you onward, or they can have you roll on the Fate Manifestations table below:

Fate Manifestations

d8	Result
1	Fate remains deaf to your call. Nothing happens, but you still lose one of your daily uses of this feature.
2	You have advantage on a roll of your choice that you make before the end of your next turn.
3	You can use the Dash, Disengage, or Dodge action at no cost on this turn.
4	You can take an additional action on your next turn.
5	Until the start of your next turn, all your successful attacks are resolved as critical hits.
6	You are considered to have three-quarters cover until the start of your next turn.
7	You cannot be targeted by hostile actions until the start of your next turn.
8	You have resistance to all types of damage until the start of your next turn.

If the result rolled is somehow inapplicable, nothing happens, but you still lose one of your daily uses of this feature.

A Second Chance

Every night the sky was clear, Eudric went out and lost himself in the contemplation of the heavens. He looked for the moon Eternity, which was said to be capable of changing the fate of people. Born into a destitute family of peasants, he kept wishing for an opportunity to seek a future better than the one his birth destined him to. When a wizened, unassuming wizard settled near the village to spend the winter of his life, Eudric did all he could to catch his notice and enter his service, even if it meant taking care of every little chore.

Eudric, the spell-less apprentice wizard who dreamed of greater things, was there when the assault took place. A pack of Cankerous hyenas—gnolls—had leaped from the darkness and struck everywhere, pillaging with abandon and setting fire to the houses. Trapped in a burning building, surrounded by crumbling timber, he coughed as he desperately looked for a way out. His last thought, full of regret in the middle of the tragedy, went to Eternity.

... how much time had elapsed? His thirst hurt almost as much as his wounds. Weakly, he crawled out of the debris and cast a haggard look on the slaughter. There seemed to be only him left. He had escaped death, but lost everyone he knew and had nothing left... Nothing held him here now. Time to become what he had always wished to be: an adventurer.

Degree of Awakening

You can use this optional rule to portray a character's gradual Awakening. The lowest possible degree is 0, corresponding to a **Dormant**. In accordance with the atmosphere of the campaign, and possibly with your class, your leader decides at which degree your character is considered to be fully Awakened—that is, in full possession of all their Awakened features, including the ability to cast spells. This degree will generally be 2 or 3. Each increase leading up to it should take place during appropriately dramatic moments, as previously described in **Ways of Awakening**.

As long as your degree is between 0 and the target degree, you are considered to be **Emergent**, possessed of only part of your Awakened features. Your leader determines which of your features you have access to. The table below details an example:

Ludmilla is a fighter who found meaning to her existence when she took the path of a paladin. The leader has planned to have her progress through her Awakening over three levels. Among his notes, he includes the following table, which begins with intuitive or passive features and ends with spells. As for the remaining paladin features, he categorizes them by default as making up the 2nd degree.

Degree of Awakening	*Ludmilla's Paladin Features*
1	*Divine Sense (1st level), Divine Health (3rd level)*
2	*Lay on Hands (1st level), Divine Smite (2nd level), Sacred Oath: Channel Divinity (3rd level)*
3	*Spells (every level starting from 2nd)*

If your degree of Awakening means that you no longer fulfill one of the conditions of being **Under Fate's Aegis**, you lose the corresponding benefits.

As a 3rd-level paladin, Ludmilla has taken steps toward her Awakening following strange or dramatic experiences. Her degree of Awakening has reached 2. She is still unable to use spells, but since she has access to all of her other class features, she can no longer entrust herself to fate.

Starting with a Class Without Awakened Features

A different, though compatible solution to portray a character's quest toward the Awakening is for the player to take their first levels in a class entirely devoid of Awakened features. In other words, the player plans to multiclass from one such class to another one with Awakened features. The character's Awakening then takes place from one class level to another, with the character gaining their first druid, warlock, wizard, etc. level. With such an approach, the future spellcaster will have their Awakening set up for them and won't lag behind until the moment comes.

Note that if the wait extends beyond 3rd level, the character will not have access to the highest spell levels of their class, since these are obtained at 17th level. In that regard, all the classes detailed below reach their respective archetypes at 3rd level. As such, this level appears to be the best moment to transition into your Awakening-related class, though you can obviously have this occur sooner if you and your leader so wish.

Four classes are entirely (or almost entirely) independent from the Awakening: barbarian, fighter, rogue, and scholar. However, it may be that they have an archetype with Awakened features, in which case these features will be obtained at the same moment as when your character reaches their first level in the Awakening-related class of their choice, on the occasion of their Awakening. Below are some suggestions and thoughts concerning how these classes without Awakened features can be paired with Awakening-related classes, both from a technical and thematic standpoint:

Barbarian

Though the idea of a spellcasting barbarian may seem odd due to the incompatibility of raging and spellcasting, multiclassing into a barbarian / druid definitely makes sense. Both of these classes can be given shamanistic roots, resulting in a spiritual warrior capable of calling upon the power of spirits, whether to summon the magic of Eana or to unleash their might in battle. Additionally, the barbarian's Unarmored Defense feature can be perfectly suited to a druid, as this class must make do with very restrictive limitations regarding its choice of armor.

The wizard slayer archetype can blend very well with the Favored Enemy feature of the ranger, for a fearsome, merciless hunter, peerless in their ability to chase after and strike down magical creatures and magic users.

In a less orthodox fashion, and provided your character has enough Charisma at creation, one can easily picture a barbarian / bard as a warrior-poet, a barbarian / sorcerer as the wielder of raw, indomitable magic, a barbarian / warlock who swore a pact with a Primeval One to bring themselves closer to their primitive nature... or perhaps even a barbarian / wizard, as a traveling sage whose spellbook consists in a motley collection of writings gathered in the course of their journeys? Such options may not be the most efficient, but they can be fascinating roles to assume.

Fighter

The "all-purpose" nature of the fighter makes it very suited to multiclassing. The Fighting Style, Second Wind, and Action Surge features can be useful to any class. In addition, the fighter's proficiency with all weapons and armor will allow a spellcaster to use them without penalties. A fighter / wizard can then act as a war mage without having to take the archetype of the same name, and a fighter / cleric can enjoy superior martial abilities.

Perhaps unexpectedly, the thug archetype, whose features are dependent on Charisma, mixes wonderfully with Awakening-related classes who make use of this ability: bard, sorcerer, warlock... and why not paladin as well, to portray a redeemed ruffian who still has a few nasty tricks up their righteous sleeve? With spells and cheap shots at their disposal, a spellcasting ruffian can be a real battlefield bully.

Rogue

The rogue's many skills, in addition to its Expertise and Cunning Action features, will give many resources to your character, no matter what multiclassing options you go for. However, where the combination shines in particular is with regard to Dexterity: this ability, which is the core of the rogue, will be a good fit for most Awakening-related classes (bard, druid, monk, sorcerer, warlock, and wizard), which are only proficient with light armor at best. This way, you can make the most of your Armor Class.

A rogue / monk is an unexpected pairing, and yet, both classes are centered on Dexterity and mobility, and as such, will benefit from each other's strengths without holding each other back. Combine the rogue's Cunning Action with the monk's Unarmored Movement, and you get a skilled combatant capable of safely moving wherever they want, making the battlefield their playground.

Thematically speaking, a rogue / bard is a no-brainer, but what about a rogue / cleric of aberrance or enigma, shrewd and unpredictable? Or a supremely versatile rogue / ranger, equally at ease in town and in the wild? Or even a rogue / warlock who stuck their nose where they shouldn't have, awakening powers they must now live with?

Scholar

Due to its knowledge-driven nature, the scholar can very easily be paired with a spellcasting class. Thus, it is easy to imagine a scholar fascinated with magic, chasing after the Awakening and finally reaching it, the reward of years of efforts. Obviously, the most efficient multiclassing for a scholar is the wizard: the features of both classes call upon Intelligence, and the two have in common a consummate love of academic pursuits. A scholar's tricks will be another arrow in a wizard's quiver, diversifying their potential without hurting their class-specific aptitudes.

Generally speaking, due to how malleable the scholar is, this class can grant any other one a boost in versatility, and will allow you to customize your character to a much higher degree, though at the expense of raw power.

Losing One's Awakening

Dark tales make mention of evil rituals through which one's Awakening can be taken. The sinister drow, dwellers of the Netherworld, are rumored to be the inventors of this complex technique. They are said to kidnap Awakened people from the surface in order to transfer their magical abilities to their nobles, fighters, and assassins.

Losing one's Awakening is traumatic, and some go insane when subjected to such torture. However, some of these unfortunate souls manage to recover their powers, though only by dint of great effort.

Technically speaking, if their Awakening is stolen, your character goes back to the oth degree of Awakening and becomes Dormant. In addition, they take 3 levels of **exhaustion**. Just like in the case of a Dormant character seeking to Awaken, there is no infallible way of getting back one's lost Awakening. This may occur as an epiphany during an intense scene or particular event, depending on what the leader has planned.

Here are several examples of ways through which your character may regain their lost Awakening:

- **Emotional intensity.** Whether during a heroic or tragic scene, a moment of intense emotion can re-Awaken you.
- **Self-discovery.** Traveling, reflecting upon yourself, and gaining a new outlook on the world can lead to a new Awakening. Suitable places for such a journey may include a natural sanctuary infused with magical energies, an ateak portal, or a sanctuary.
- **Exceptional quest.** Finding your lost Awakening may involve the accomplishment of an extraordinary quest related to your convictions or to the event that led to the loss of your Awakening.

Fate's Punishment

If you use this optional rule, the particular status of those who have lost their Awakening bars them from being Under Fate's Aegis.

Put to Dormancy

Lost in the Netherworld, Caliobé had been captured by drow slavers. In the middle of the fight, she had made the mistake of attempting to defend herself with her magic, betraying her Awakened nature. It was then that her fate had been sealed. She had been taken to a complex located close to an underground city she didn't know the name of... or, for that matter, the existence of until then. There, she had been sold to the family of a teenager unable to use magic.

Now taken to an isolated room, Caliobé was stripped and, once more, every inch of her body was examined. All her possessions were taken from her, including her focus that she was instructed to leave in a basin. She suspected that the young drow she had seen the other day—whose parents had been invited to wait outside the ritual chamber—was currently going through the same procedure.

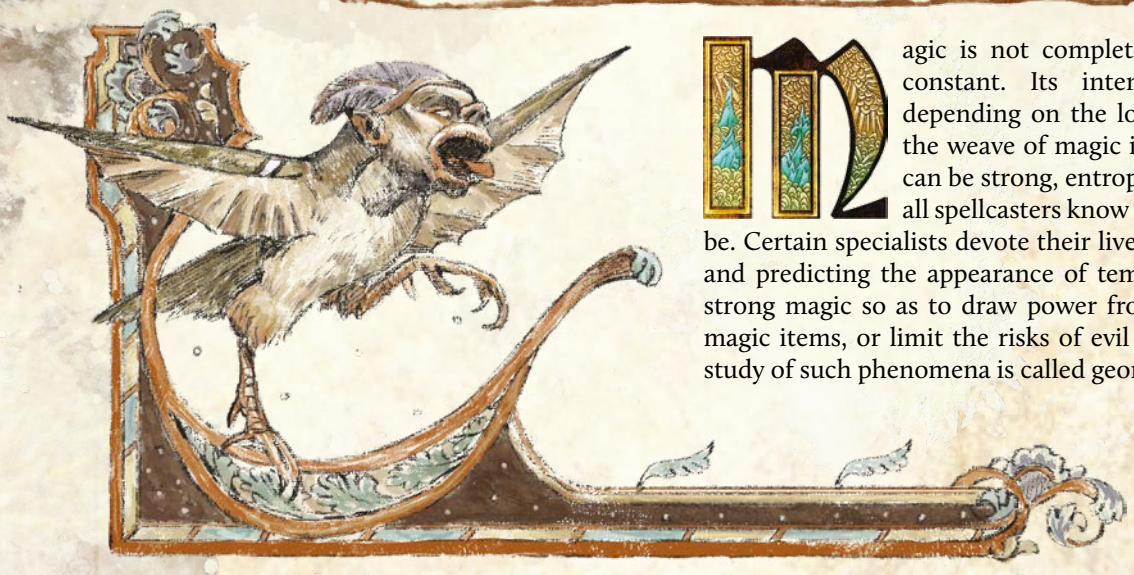
The decor was baroque, with rich, intricate furnishings everywhere. It was hard to tell the ornamental apart from the utilitarian. Marble pillars, copper-colored chains, curtains, and heavy drapes. The floor was engraved with symbols. At the center of a large circle rose a high column, at the base of which stood elaborate armchair-like devices that faced away from each other and could be closed like shells.

The drow girl entered. She and Caliobé were given to drink from a chalice filled with a thick, pearlescent liquid. Smooth and heady, it tasted like sweet liquor. Caliobé quickly felt groggy, as if floating on a cloud. Her thoughts growing more muddled by the second, she was settled into one of the chairs. She barely felt the straps, and only confusedly registered the shell closing around her.

There was the feeling of hanging from a rope above a great void. The threads snapped one after the other, screaming. It was like her skin was being sliced, and at the same time, she felt no pain. She was bound, held, and the breaking continued. She was going to fall, but she had decided not to be afraid. She had found within herself a burning faith that went beyond even her wish to join the fey. She was plunging downward, sinking into the night like a plant burrowing under the earth during the cold season. One day, she knew, she would regain the powers that were currently being ripped out of her and given to this talentless child.

Despite her best efforts, she lost consciousness. When she woke up, she had no idea how much time had elapsed. Her flesh felt heavy and numb, her limbs unresponsive. She was being carried. More light. Less light. Even less light. She was laid on... a cart? Some sort of fabric was thrown over her. Parcels, goods. Unceremoniously, she was pushed into a corner to make more room. Voices. Comments. She did not understand, but the sensation of loss was getting sharper and more intense. It was like her hand had been cut off, except the feeling came from within her.

Geomagic



Magic is not completely reliable and constant. Its intensity can vary depending on the location or when the weave of magic is altered. Magic can be strong, entropic, or weak, and all spellcasters know how fickle it can be. Certain specialists devote their lives to researching and predicting the appearance of temporary areas of strong magic so as to draw power from them, create magic items, or limit the risks of evil tampering. The study of such phenomena is called geomagic.

Magical Intensity and Geomagical Phenomena

Geomancers have classified levels of magical intensity into three categories: **weak magic** where the intensity of magic is reduced, **strong magic** where it is dense and abundant, and **neutral magic** when it is in a balance between the two. **Entropic regions** are a particular case: in such areas, the strength of the weave fluctuates, sometimes abruptly, from one day to the next.

Another field of geomantic theory deals with **geomagical phenomena**. Such alterations in the expression of magic typically appear in areas of weak or strong magic.

By default, **neutral magic** is the state in which the rules of the Using Magic chapter and the effects of spells as described apply normally, with no adjustment. It is the norm to which variations are compared.

Perceiving Magical Fluctuations

A creature proficient in Arcana can automatically sense when they are in a location with an anomalous magical intensity. Nature or Religion can be used instead, but with a +5 increase to the DC of the checks described below.

- **Feeling the change.** Whenever a magic wielder enters an area where the rules of magic change (or touches an object or creature with such an effect), they instinctively become aware of the shift. To ascertain its exact nature and understand the local variations on the weave of magic, a DC 15 Intelligence (Arcana) check must be made.
- **Predicting a change.** One can forecast a change in the weave of magic. This is actually one of the main activities of geomancers. To forecast magical changes in an area, one must be able to study it, whether by being present at the location or by having detailed information at one's disposal, notably concerning its geography and history. The further into the future a geomancer's attempts at forecasting the fluctuations of magic go, the longer they need to perform the necessary calculations. Once they have spent the time required in the table below, they must make an Intelligence (Arcana) check with a DC depending on the complexity of the study they have undertaken.

Forecasting the Fluctuations of Magic

How Long in Advance	Studying Time	DC of the Intelligence (Arcana) Check
Up to a day	1 hour	10
Up to a week	1 half-day	15
Up to a season	1 day	20
Up to a year	1 week	25
Beyond	1 month	30

The Geomancers of Hatsor

Driven by the muddled visions of a dead god, they had traveled through the Sand Kingdoms, up to ancient Hatsor. This merchant city has been declining for decades, but remains proud. Here, the merchants who still take this route hurry to the caravanserais of the lower town for fresh water and food.

As for scholars searching for truth, they carry on to the upper town, over which towers a millennia-old palace. Built following a geometric plan, in a style now archaic, it houses in its depths a vast underground library. The oldest writings are carved upon clay tablets. Total eclipses, passing comets, exceptional droughts, volcanic eruptions, and the birth of incarnated demons are but a few examples of the events recorded here.

For those seeking to understand some ancient, supernatural configuration of an exceptional nature, the details compiled in these chronicles are of crucial importance. The Library of Hatsor is one of the few places where one can find archives whose study provides reliable insight into extreme and supremely rare phenomena such as the appearance of uncommon geomagics, a large-scale alteration of the weave of magic, or the emergence of other similarly alarming signs. For a geomancer, any seemingly incomprehensible event can find at least the beginning of an explanation here.

The Flow of Magic on Eana

Geomancers have theorized the presence of magical currents that flow through the world of Eana. Similarly to ocean currents, they are constant, so that in general, the level of intensity of magic in a region remains stable. However, outside events may alter the magical intensity of an area, with a scope ranging from a clearing to an entire city. In other locations, which geomancers call **entropic regions**, the intensity of magic fluctuates much more frequently, sometimes from one day to another. There is no all-encompassing answer to how and why such phenomena occur. Some have to do with the fluctuating nature of magic, while others find their source in the history of a region, in the aura of a powerful creature, or in the presence of some work of wonder built using a mixture of architecture and magic.

Geomagical mapmaking is a prized art, and the resulting documents are in high demand among spellcasters. Certain civilizations are almost entirely located in a single type of area—such as weak magic for Lothrienne or strong magic for the Eolian Isles—while others have more diverse geomagics. For example, a territory's magic can be largely neutral, with small pockets of weak and strong magic.

Defining the Density of Magic and Geomagical Phenomena

The leader is free to decide the density of magic in a region at any point, as suits the story they wish to tell. They can also leave this to chance, be it for momentary fluctuations or to set the situation more durably. Below is a list of factors to keep in mind:

- The rise or extinction of most geomagical phenomena is conditioned by a presence or event. As long as the cause remains, the effect cannot disappear entirely. At most, its area of effect may be temporarily reduced.
- Certain regions, like Lothrienne, are known to be located in areas of persistent weak magic, while others, like the Eolian Isles, are known for their strong magic. If the party is journeying to such territories, apply the rules related to the appropriate type of geomagical environment.
- Certain geomagical phenomena can occur in both strong and weak magic areas.
- An area that has neither weak magic nor strong magic is by default considered to be one of neutral magic.

- If two geomagical phenomena that are supposed to affect the same area turn out to be incompatible, the leader can give priority to one of them or spread them across the area. For example, an area of weak magic can be largely dominated by a dampening effect (which will weaken spells), but also include islets of dead magic (which will prevent magic altogether).
- The border region between two conflicting geomagical areas will generally be one of neutral magic. It can also create an ethereal border (described later in this chapter). Such borders aren't necessarily static: they can fluctuate or move back and forth.

Entropic Region

A region is usually crossed by a single type of magic current: neutral, strong, or weak. Outside of exceptional disruptions, the geomagical atmosphere of a region has no reason to change abruptly. However, there exist areas where magical currents are turbulent and capricious, possibly changing from one day to the next. Such places are called entropic regions by geomancers. They can stretch over hundreds of miles, or be localized inside a stable region. Typically, entropic regions take shape as border areas between two currents of different intensity.
The leader is free to determine how prevalent entropic regions are in accordance with the needs of their campaign. Knowing where they are, what they are, and what their effects are will be of great importance for spellcasters.
In such changeable regions, it is impossible to predict how magic will behave.

Geomagical Situation at Dawn

d20	If the Area was Magically Neutral	If the Area was Magically Weak	If the Area was Magically Strong
1-2	Magic becomes weak. Roll the effect on the **Weak Magic Geomagics table**.	The area of the active effect grows.	The area of the active strong magical effect is reduced, or the effect stops.
3-18	No change.		
19-20	Magic becomes strong. Roll the effect on the **Strong Magic Geomagics table**.	The area of the active weak magical effect is reduced, or the effect stops.	The area of the active effect grows.

Weak Magic

Magical currents are faint and the use of magic is complicated by a loss of power or by the addition of undesirable effects. The region is under one of the following effects, which the leader can either choose as they see fit or roll randomly on the table below:

Weak Magic Geomagics

d8	Effect
1	*Dampening*
2	*Arcane Aridity*
3	*Endosmosis*
4	*Dead Magic (+ Xonim's Glyph)*
5	*Arcane Deficiency*
6	*Psychic Wall*
7	*Ethereal Border (+ Death's Ban)*
8	*Burning Sap*

Strong Magic

The magical currents are dense and the use of magic is made easier as far as raw power is concerned. However, this can also result in troublesome side effects. The region is under one of the following effects, which the leader can either choose as they see fit or roll randomly on the table below:

Strong Magic Geomagics

d8	Effect
1	*Melancholian Chaos*
2	*Arcane Sanctification*
3	*Thaumaturgic Halo*
4	*Maelossa*
5	*Arcane Abundance*
6	*Gateway of the Dead*
7	*Temporal Distortion*
8	*Gigantism*

Catalog of Geomagical Phenomena

Geomagical phenomena have a deep influence on the life of the region they affect. They are usually stable and seemingly unmovable, but in certain cases—entropic regions being the prime example—they can manifest briefly and unexpectedly. Geomagical phenomena may repel magical creatures or, on the contrary, make certain monsters abnormally common. Adventurers, being more inclined to travel than most people, are frequently exposed to such situations, finding themselves deprived of the use of their spells or, conversely, gifted with greater arcane power. Whether the geomagical manifestations are serendipitous or unfortunate, keep in mind that the PCs' enemies will obviously be exposed to them as well.

Each geomagical phenomenon is preceded with one of the modular system's icons, in order to help the leader choose which phenomena they wish to include in their campaign, and how prevalent they want to make them.

A creature can make an Intelligence (Arcana) check to know of the local geomagics (see the **Perceiving Magical Fluctuations section** earlier in this chapter).

Describing Geomagical Effects

The second part of this chapter goes over the most common geomagical effects, but rarer and more dangerous ones may exist.

Designing Your Own Geomagics

The leader can create new geomagics tailor-made for their campaign. This process goes through the following steps:

- **Influence.** What is the influence of the geomagical effect? To define this, the leader can use the modular system as a basis. Does it make it harder to find information (Mystery)? Does it make magic more eerie and dangerous for one's body and soul (Dark)? Does it make the game more intense and action-driven (Action)? Does it raise the stakes between opposing factions or encourage interactions between characters (Intrigue)? Does it make magic weaker in general, forcing its users to employ it all the more sparingly (Gritty)?
- **Weak magic or strong magic.** Does the effect make magic more powerful or less powerful?
- **Source.** What brought about the existence of the geomagical effect? This may be a divine intervention, the presence of an ateak planar portal, the influence of a local legendary creature, or many other possible things. The cause of the phenomenon may be easy to find and solve, or lie at the heart of a mystery in which magical anomalies are but a symptom, serving as the starting point of an investigation into an even bigger problem.
- **Effects.** Stable magical areas may attract adventurers or monsters due to particular virtues. They may also be shunned due to the deleterious or unpleasant nature of their effects. At any rate, defining clear rules in terms of game mechanics is advisable.

Example: Creation of an Emotional Magical Area

Let us imagine that the leader wants to create an exotic civilization in which magic is common, but subject to the unusual rule of being strongly connected to the caster's emotions. In-game, the result would be that the players would be required to describe their characters' feelings and to be consistent with them. As such, it would be an area of strong magic related to Intrigue.

Since this geomagic would be highly rare, the root of its existence could lie in local peculiarities. This would call for a legendary origin charged with strong emotions, for example the story of a balor and a planetar who vied for a mortal's soul: as the mighty creatures dueled, the mortal was constantly torn between despair and hope, hate and love, and the region was deeply marked.

Now that the source and nature of the phenomenon have been defined in broad strokes, it is time to focus on the technicalities. In this geomagical area, every spell speaks volumes regarding the caster's character and emotions. The consequences could be as follows:

- One can only cast healing or protective spells on loved ones, and destructive or malevolent spells on hated ones.
- The nature of the spells a caster is capable of wielding reflects their personality. As a result, someone skilled in illusion would be a trickster at best and a deceiver at worst, while only someone profoundly generous could learn healing spells. A spellcaster PC must write down a character trait that describes them next to every spell they are capable of casting. Whenever they cast this spell, they must display this facet of their personality to do so successfully. Emotion thus becomes a required spell component.
- The intensity of the emotion the caster feels determines the spell slot level they can expend. Spells of 2nd level or less may require a faint emotion, spells between 3rd and 5th level may require a significant emotion, and spells between 6th and 9th level may require an extreme emotion.

Spell Slot Levels and Innate Spells

Certain species, such as tieflings, or certain monsters like dryads or rakshasas, can innately make use of spells. Regarding geomagic-related rules, innate spells are considered to be cast with a spell slot of the lowest possible level, unless otherwise specified.

When a 5th-level tiefling uses their Dark Legacy feature to cast a darkness *spell, they are considered to cast it with a 2nd-level spell slot.*
Once per day, a dryad can cast the barkskin, pass without trace, *and* shillelagh *spells. These spells are considered to be cast with a 2nd, 1st, and 0th-level spell slot respectively.*

Arcane Abundance

The dwarven warrior hadn't believed the elven wizardess when she told him that he was about to learn magic. It had been so absurd that all he could do was scoff in front of what he believed to be an awkward joke. But now, there was no mistake: he had just conjured a mage hand! He stared at his fist in puzzlement. Such an odd sensation!

Source

Arcane abundance is a direct consequence of the density of magical currents. This type of strong magic is rather common in the Eolian Isles and in feylands. Its origins seem to be from some resilient vital force, as if Eana had reacted to a wound, fighting to recover from it with an overabundance of energy.

Effects

Spells can be cast with a spell slot one level below what is normally required. 1st-level spells are considered to be cantrips and can therefore be cast at will, without expending a spell slot. In addition, all Awakened creatures can cast cantrips, even if they are not ordinarily capable of doing so. Such creatures temporarily know a number of cantrips equal to their proficiency bonus. Known cantrips are determined by rolling on the following table (roll again in case of duplicates):

Cantrips Known in Areas of Arcane Abundance

d12	Spell
1	*dancing lights*
2	*druidcraft*
3	*fire bolt*
4	*light*
5	*mage hand*
6	*message*
7	*minor illusion*
8	*poison spray*
9	*prestidigitation*
10	*ray of frost*
11	*shocking grasp*
12	*thaumaturgy*

Arcane Aridity

The battle had been grueling. Everyone had been forced to draw from their innermost resources to prevail. And even then, it was only a temporary victory, for they were now chased by enemy reinforcements. Rest was a luxury, and this hit the company's spellcasters the hardest, as they found it very hard to return to their full potential. Some were talking of splitting the troops to let a detachment of spellcasters leave the region and recover in a location unaffected by the phenomenon. But what would happen if they were ambushed on their way, without an armed escort to speak of?

Source

Arcane aridity is such a well-known phenomenon in Lothrienne that this land has become the archetypal example of a weak magic area. Many simply regard this as a direct consequence of the low density of the local currents. However, considering the scale of the area, some wonder if it could not be the result of a protective ritual against evil forces, as this geomagic keeps many extraordinary creatures at bay.

Effects

Arcane aridity hinders the recovery of spell slots, making it necessary to take several long rests in a row to replenish higher-level slots. One long rest replenishes 1st-level spell slots, a second one replenishes 2nd-level slots, and so on.

For this slow recovery to be effective, you must not expend any spell slots between your long rests. Otherwise, your spell slot recovery starts from 1st level again on your next long rest.

Aleksandr is a 5th-level wizard. As such, he has two 3rd-level spell slots, three 2nd-level spell slots, and four 1st-level spell slots. If he casts a fireball *spell, he will need three consecutive long rests without expending any spell slot to recover the one he has just expended. However, after two long rests, he is forced to expend a 1st-level spell slot to cast a* magic missile *spell, meaning that he must start over, only regaining his 3rd-level spell slots after three additional days, for a total of 2 + 3 = 5 long rests after casting* fireball.

Arcane Deficiency

Usually, the melessë warlock could clean her equipment with a snap of her fingers, magicking away all the dust, mud, and blood. But ever since they set foot in this wretched region, she had to borrow a brush and soap from her companions. The chore was a pain, but it was nothing compared to the huge handicap that arcane deficiency posed in battle.

Source

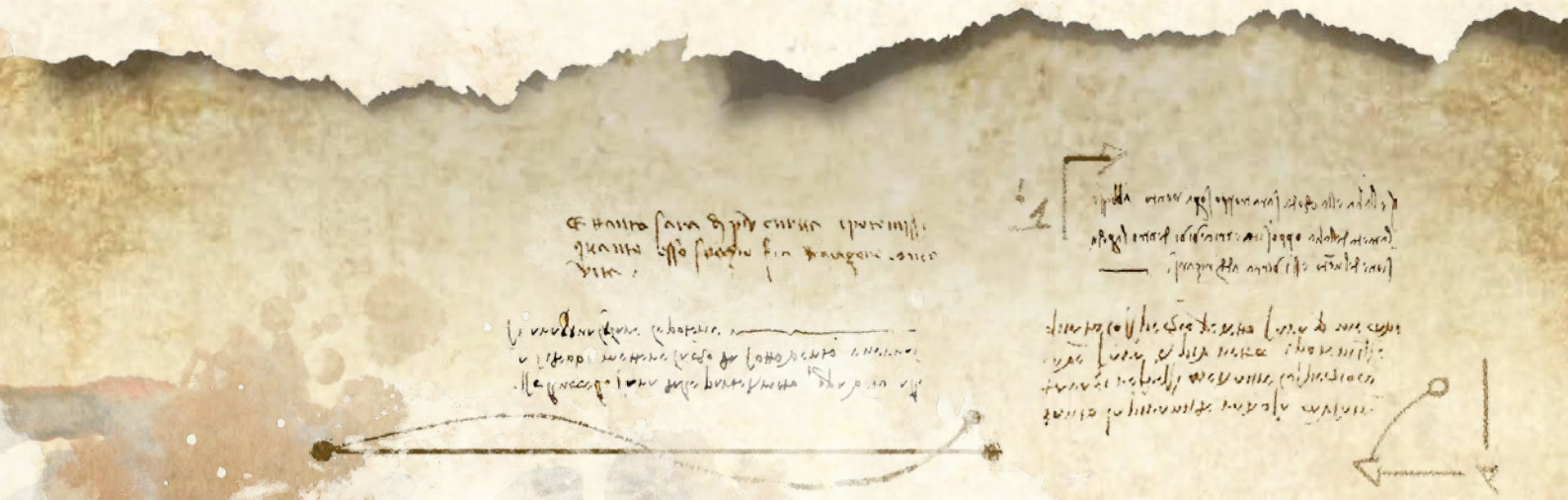
In this region, magic feels fragile, brittle. It is difficult to establish and maintain a connection with geomagical currents, which are abnormally elusive and fickle, requiring inordinate expenditures of energy to reach the desired result. Weak magical currents are generally the cause of arcane deficiency, but it may also be due to the presence of a powerful artifact or the prison of a mighty creature, as these objects drain their surroundings' magical energy.

Effects

Spells must be cast with a spell slot 1 level higher than normal: cantrips have to be cast with a 1st-level spell slot, 2nd-level spells require a 3rd-level slot, etc. This extra spell level cannot be used toward the ***At Higher Levels*** option. For example, a *fireball* spell will require a 4th-level spell slot but will inflict 8d6 damage, as if it had been cast with a 3rd-level slot.

In addition, as long as you are in this area:

- 1st-level spell slots expended to cast a cantrip are regained with a short rest.
- As a bonus action, you can expend two 1st-level spell slots to regain one 2nd-level spell slot.



Arcane Sanctification

Source

In the monastery of Sayfyshem, only those who adhered to the order's tenets from the bottom of their soul were capable of calling upon supernatural powers. As such, in this sanctuary, being capable of magic was perceived as the hallmark of spiritual purity. All Awakened who wielded supernatural powers were heeded with equal respect, every one of them being considered to bear an inkling of deep truth, even when their ideas seemed to diverge.

Faith may sometimes influence magical currents and produce an effect that geomancers call "arcane sanctification." For the communities who benefit from it, such a boon is generally perceived as the proof of a great devotion and regarded as a gift from the gods. Though genuine faith and unity are two recurring factors among communities blessed with arcane sanctification, the exact reasons for the appearance and disappearance of this phenomenon are unclear. However, geomancers have noted that it occurs almost systematically within strong magic areas and among communities of at least ten individuals.

If rifts develop among the community and the group's unity is compromised (due to a dogmatic schism or to a maleficient hunt, for example), the effect decreases. Size is the first affected factor: instead of covering the whole of a monastery's grounds, the sanctification shrinks. In case of major crisis, the geomagical phenomenon may become restricted to the main building(s), then lose its additional effects (see the **Additional Effects of Arcane Sanctification table**), and finally disappear entirely.

Effects

Even if there has never been a cleric to cast it, the location is under an effect similar to a *hallow* spell, which covers the area circumscribed by the place's main building, walls, or ramparts. By virtue of their fervor, the locals unwittingly contribute to spreading and maintaining the effect. Celestials, elementals, fey, fiends, and undead can't enter the area, nor can such creatures charm, frighten, or possess creatures within it. Any creature charmed, frightened, or possessed by such a creature is no longer charmed, frightened, or possessed upon entering the area. This restriction doesn't apply to creatures revered by the faithful, such as devas in the service of the worshiped divinity.

In addition to this basic effect, additional ones may manifest. In this case, roll one or several times on the table below and apply the effect described. When a creature that would be affected enters the sanctified area for the first time on a turn or starts its turn there, it can make a Charisma saving throw. On a success, the creature ignores the extra effect until it leaves the area. The DC of this saving throw depends on how long the community has existed for and how many adepts are present in it: DC 10 for a small or very recent community; DC 15 in most cases; DC 20 for an old, powerful community.

Additional Effects of Arcane Sanctification

d6	Effect	Description
1	**Nondetection**	Nothing within the area can be the target of a divination spell or detected by methods of magical scrying.
2	**Courage**	Creatures who share the local congregation's beliefs can't be frightened while in the area.
3	**Healing**	Affected creatures have advantage on Constitution saving throws made against poisons and diseases, as well as to heal Wounds. In addition, finishing a long rest in the area removes two levels of exhaustion instead of one.
4	**Everlasting Rest**	Dead bodies interred in the area can't be turned into undead.
5	**Purified Food and Drink**	Apply the effects of a *purify food and drink* spell. All food and drink in the area can be kept indefinitely and remains both healthy and tasty.
6	**Dogmatic Dormancy**	Any creature hostile to the dogma at the origin of the arcane sanctification loses all Awakening-related features as long as it remains within the area.

Burning Sap

What happened here? The party looked around. The buildings were recognizable, but the previously prosperous farm was now nothing more than a wretched heath. There was no water left, and all the vegetation was dead. The merosi druid tried to perform a divination he knew, only to realize that he could not call the magic to him. The gnome wizardess made an attempt as well, but with no more success. As they explored the area, she tried several of her cantrips and eventually succeeded, only to realize the moment after that the process had consumed a stunted tuft of grass at her feet.



Source

This phenomenon can occur completely at random, but some claim that it may be the result of grim curses inflicted by fey creatures, dragons, or forgotten divinities.
In such regions, the bond between life and magic is tighter than elsewhere, to the point that sap becomes an indispensable component for every spell. Magic consumes vegetal life, earning the Awakened the hostility of the locals. Depending on the power balance, spellcasters may become life-devouring tyrants or, at the opposite end of the spectrum, lead precarious lives as pariahs.

Effects

Burning sap influences how magic works by adding an extra material component to all spells.

Vegetal Life as a Material Component

Casting a spell consumes a number of square feet of vegetation equal to ten times the spell slot used.
A cantrip destroys the equivalent of a tuft of grass.
The consumed vegetation must be within 300 feet of the spellcaster. Consumed vegetation is destroyed in a circle radiating from the spellcaster.

Using One's Own Blood

Certain druids and rangers have developed a method that imperils their own lives but spares the environment, drawing from the vital energy of their own blood as an alternative material component.
Casting a cantrip inflicts 1 force damage.
Spells from 1st to 9th level require more vital energy, inflicting 1d4 force damage per spell level. For example, casting a 5th-level spell inflicts 5d4 force damage.
Force damage taken through using one's own blood cannot be reduced in any way, but it can be healed normally.

Magic Blight

The deleterious phenomenon that affects nature is not limited to the flora only: it also makes it impossible to cast spells whose effect is to summon plants (*entangle*, *plant kingdom*) or to affect them (*plant growth*, the blossoming effect of *druidcraft*).
At the leader's option, such spells may still be available in a Burning Sap area, but be considered corrupt when cast in such a region. The plants conjured or modified in such a fashion are misshapen and sickly, betraying their blasphemous origin.

Dampening

Harrying and taunting the adventurers, the goblins had driven them into a dead end. A trap! The cleric and sorcerer wielded destructive spells that would ordinarily have been more than sufficient to rain destruction upon their opponents, but right here and now, such expedients couldn't be relied upon. There was nothing for it now but to defend their lives tooth and nail.

Source

Dampening is a weak magic effect commonly interpreted as the result of a dilution of geomagical currents. It is said to be caused by astronomical phenomena. The lunar phases of Melancholia and the presence of tunnels descending deep into the Netherworld are often credited with this manifestation.

Effects

All spells with a variable (damage, duration, etc.) always function as if the lowest possible result had been rolled.

When Aleksandr the wizard casts a fireball *spell that normally deals 8d6 fire damage, dampening automatically reduces this damage to 8.*

Dead Magic

Source

An extreme form of weak magic, dead magic occurs rarely, and usually for a limited time. In elven legends, it is associated with the idea of "supreme death," an extinction of both bodies and souls, a loathsome oblivion, an omen of times of strife.
In the course of history, prison builders have studied this geomagic and found artificial ways to keep it static and active.

Taken to the prison of Ximiè-Long, the captives knew that their lives weren't their own anymore. This fortress of Shi-huang had been erected in the desolate heights of the mountains. It rose as a tall, square tower, anarchically adorned with pieces of roofing, stairs, and open-air galleries. However, this building was only the tip of the iceberg, for the prison extended underground as well. It was an impregnable, inescapable place, owing to its architecture, traps, ruthless discipline, and the way it had been designed to take advantage of the dead magic that dominated most of its space.

The Exploitation of Dead Magic

Builders' guilds know techniques that stabilize dead magic so that it permeates certain buildings, or even certain rooms only. Such methods are commonly employed in prisons and thus reduce the need of Xonim's bonds—enchanted chains that prevent their victims from using magic—for jailers.
According to certain historians, these prisons and chains so feared by spellcasters are actually a boon. Before their invention, dangerous spellcasters used to be swiftly executed to keep them from using their powers. Now that Dormants have the means to neutralize them, such ruthless methods are no longer the sole recourse.

Effects

The effects of dead magic are almost entirely identical to those of an *antimagic field*, meaning that no spell can remain active in such an area, whether it was cast inside or from the outside.
Still, there are a few differences:

- The area is unsettling to creatures of the following types: celestials, constructs, dragons, elementals, fey, fiends, monstrosities, plants, undead. At the end of every day spent in an area of dead magic, they must make a DC 10 Constitution saving throw or take a level of **exhaustion** and be unnerved for the day (equivalent to the **poisoned** condition).
- As long as they remain in the area, magic items lose all their properties, with the exception of charms (the least powerful kind of magic items). At the leader's prerogative, magic items left in an area of dead magic for more than a month may require a few days or weeks to recover their properties, or even be permanently purged of their powers in the case of years, or even centuries of exposure to dead magic. As long as a magic item remains in an area of dead magic, it cannot be detected as such, since its magic is suppressed. Additionally, where magic items would normally not suffer from the flow of time, things are different in a dead magic area: they may grow dull, corroded, worn if left in such a location for extended periods. Their true nature only becomes apparent once they are taken out of the area: damaged magic items gradually recover their sheen and integrity, as if slowly coming back to life. Once they have completely reverted to their original appearance, they regain their powers. As such, adventurers might unexpectedly come upon an ancient magic item of great power hidden inside an area of dead magic, where it had been left deliberately or by accident.
- No feature that requires being Awakened can be used.

Xonim's Glyph

Certain architects and artisans, members of builders' guilds, have learned to put Xonim's glyph on the walls of their works, just like some of them know how to mark their constructions with Death's Ban. However, such an art is the sole purview of the highest-ranking masters. Indeed, it requires not only great architectural knowledge, but also to be initiated into the secrets of Xonim, which her adepts only share sparingly and under the promise of the utmost secrecy. When properly carved, this glyph generates an area of dead magic with precise boundaries such as:

- A city's walls and the surrounding 15 feet.
- A single room or cell.
- The entire length of a sewage pipe.

Physically destroying the glyph removes the dead magic area. For the next 1d10 days, it is replaced with another weak magic effect. Once this period has ended, the area's geomagical currents return to normal.

Endosmosis

The dwarf had lured them into his native mine. The place was now deserted, but he knew he would find a force that would benefit him and only him. It consisted of the latent energy left behind by the accursed minions of the aboleths who had slaughtered his own. He had survived and, in the process, acquired his strange gift.
The cultists would not be deterred by some gloomy ruin, but they didn't know what they were in for. The deadly arcane backlash of this location would give the psychurge a considerable edge in the magical battle to come.

Source

In regions under an endosmosis effect, there is a difference in magical pressure between the caster's body and the environment. When a creature casts a spell, a sort of violent magical decompression occurs, causing damage. This dangerous phenomenon has led to the death of many careless spellcasters.

Effects

Whenever you cast a spell, make a saving throw with your spellcasting ability. The DC is equal to 8 + the level of the spell slot used (cantrips are considered to be 0th-level spells). On a failure, you take force damage equal to 1d4 + 1d6 per spell level.
Due to their magic being purely mind-based, psychurge sorcerers are less susceptible to endosmosis. They have advantage on the previously described saving throws.

Ethereal Border

The adventurers exchanged looks, then moved up to the window. For days, they had passed by that old shack. They had called upon every divination spell they knew to find this man, and only now did they realize that their thief had probably been in there all along, right under their noses, protected by an ethereal border.

Death's Ban

Death's Ban is a rather common bulwark against divination. Almost every temple and the houses of many notables are protected in this fashion. Placing Death's Ban on a building requires it to be built with special materials and adorned with glyphs engraved on precise locations during specific astronomical phases. Builders' guilds, many thieves' and assassins' guilds, as well as the adepts of Death are capable of applying glyphs of Death to ward a place, an object, or a person.

When the Ban Affects a Person

An individual who bears Death's Ban can enter the Ethereal Plane, but denizens of this plane cannot move through them. For example, a ghost cannot pass through someone carrying Death's Ban. However, this does not protect the person against the ghost's attacks and powers.

In addition, any divination spell that targets a creature protected by Death's Ban fails automatically.

Source

An ethereal border is an invisible wall that blocks certain forms of magic. It can surround a location, protecting it or keeping certain creatures inside. It can appear spontaneously, whether on a wall (even a ruined one) or along a rivulet, through a sudden change of geomagical features, for example between an area of strong magic and another of neutral (or even weak) magic. However, most ethereal borders are artificial, resulting from an application of Death's Ban.

Effects

An ethereal border bars a location against the following forms of magic.

- No divination spell can see beyond an ethereal border.
- An ethereal border constitutes an impassable wall in the Ethereal Plane. As such, it cannot be crossed with the use of the *etherealness* or *misty step* spells.
- Likewise, ghosts and other creatures that move through the Ethereal Plane cannot cross an ethereal border.
- However, crossing an ethereal border in the Astral Plane or with the use of the *teleportation* or *teleportation circle* spells is possible.

Gateway of the Dead

The rest of the party intently stared at the cleric and wizardess. They all agreed on the necessity of using arcane magic, but hoped that this time, the holy man would be able to react in time to repel the horrors that threatened to pour out of the Ethereal Plane... unlike last time. Carefully, the spellcaster started chanting. Everyone held their breath. They looked around, on edge, but it seemed like they had been lucky this time.

Source

The gateway of the dead occurs in haunted places, but can also take place when a spellcaster uses powerful spells related to death or corruption. The border with the Ethereal Plane becomes permeable, allowing creatures such as specters to freely pass into the Material Plane. Casting spells further weakens the boundary between the planes and may attract the monsters.

The effect generally stops once the location has been purified. If nothing is done, it can last indefinitely.

Effects

Whenever a creature casts a spell, it must roll a d8. If the result is equal to or below the level of the spell cast, the gateway opens. Roll on the table on the next page. All the creatures mentioned in the table are described in the **Bestiary**, most of them in the **Ethereal Wanderers chapter**. The leader can tailor the challenge rating of the encounters to your party. Barring exceptional circumstances, specters freed by this effect are unable to move beyond the confines of the region affected by this geomagic.

Gateway of the Dead Effects

d8	Effect
1	**Souls of the departed** appear as the translucent shapes of beings who have recently died in the area. Depending on their personality, they may (choose or roll a d6): (1) beg to be saved; (2) ask to help a loved one; (3) impart serene, supportive last words; (4) lie and mislead the adventurers out of sheer malevolence; (5) warn the adventurers of a threat they have been the victim of; (6) request the adventurers to right a wrong that they committed.
2	A **wraith** appears, possibly accompanied by **specter** cohorts.
3	A **phase spider** has set its sights on the adventurers or their mounts.
4	Fresh bodies (humanoids, giants, or beasts) who have been denied Death's blessing rise as undead. They may animate some distance away from the adventurers and roam the region as **zombies**.
5	An ancient or recent **ghost** manifests.
6	The adventurers' shadows animate and attack them as **shadows**.
7	A **vrock** leaps out of the gateway, looking for souls.
8	A portal to the Ethereal Plane opens very noticeably next to the spellcaster.



Gigantism

Giant trees, that was one thing, but mushrooms? Flowers? And of course, that wasp swarm! Immediately, no one among the group wasted one more breath discussing the phenomenon. As one, they bolted for the river to escape the squadron of monstrous insects... unaware of the danger posed by the ravenous appetite of giant pikes!

Source

Gigantism is a geomagical phenomenon that occurs in regions of strong magic. When short-lived, it only affects the growth of fast-growing life forms, like fungi, arthropods, and amphibians. However, some regions can experience more prolonged exposure to gigantism, sometimes for centuries, to the point that everything there becomes huge. Seemingly, this geomagic occurs more frequently in regions long populated by giants.

Effects

Gigantism affects both magic and the biology of the local life forms.

Gigantic Beasts and Plants

Gigantism applies to all living beings, be they mammals, insects, or plants. After one month in a gigantism area, any creature of normal size is considered to be under an *enlarge* spell, with the exception that everything it is wearing and carrying doesn't change size with it. The effects fade gradually upon leaving the affected area, and a creature goes back to its initial size after a duration equal to the time spent in the gigantism area.

Effect on Spells

The range and area of effect of all spells are doubled.

Maelossa

Lithe and quick, the surefoot druidess moved through the tropical forest of Acoatl. It looked like the grass, branches, and leaves were parting of their own accord to welcome her. When she entered the maelossa, she had taken the time to commune with nature and to explain the purpose of her visit before guiding her companions through these lands. They had a mission to accomplish, which they felt was accepted by the maelossa, but that didn't mean they knew where to go.
A blue and yellow-feathered ara landed right in front of her. The druidess had never seen it before, but from its deliberate behavior, she understood that it was to act as their guide, and instructed her companions to follow it.



Source

Maelossas are usually related to feylands. Their nature is hard to define, because they are at the same time places and an aspect of Eana's conscience, all the while being capable of momentarily acting as singular entities by assuming the shape of powerful fey. Though geomancers categorize them among geomagical phenomena, maelossas are regarded as sacred by many cultures.
Maelossas have a direct connection with Eana's essence in the Astral Plane. The heart of a maelossa is a birthplace of fey creatures, as well as of new varieties of plants, fungi, and animals, which then spread to the surrounding regions.
As long as a maelossa exists, the effects originating from it will persist.

Effects

A maelossa has a form of primitive, primeval consciousness that can influence nature around it. It understands and speaks Sylvan and Primordial, and can communicate through its constituents (wind, leaves, dirt, animals, etc.) Its objectives are to protect itself against harmful intrusions, but it may also seek to help druids.

Beseeching a Maelossa

Some druids and rangers learn to pray to the maelossa to ask for its protection and guidance. For this purpose, the person must be able to speak Sylvan or Primordial. The leader may require the character to present their arguments and decide the maelossa's reaction accordingly, or ask the player for a DC 15 Intelligence (Nature or Religion) check. If the check is successful, the maelossa heeds the plea and the party is granted the following benefits:

- The local terrain is never considered difficult for the party.
- The party's speed is doubled. This applies to all types of speed.
- Party members have advantage on saving throws against poison, disease, and corruption.
- The party's guide (the one who sent the prayer) can use certain spells (see **The Magic of the Maelossa**), even if they haven't Awakened. This is a gift from the Maelossa.
- The Maelossa can send signs and communicate through symbols or objects left by animals. The leader can thus provide clues in the form of rebuses or puzzles.

The Magic of the Maelossa

The Maelossa can grant magical abilities to her protégés. The guide chooses one spell from each of the categories below, or two if they rolled a total of 20 or more on the Intelligence (Nature or Religion) check to beseech the Maelossa. The power of acquired cantrips is based on the guide's character level, while the other spells are considered to be cast with a 3rd-level slot. Wisdom is the spellcasting ability for these spells. The guide retains these spells until they leave the Maelossa's area.

- **At will**: *animal friendship, darkvision, druidcraft, guidance, pass without trace, resistance.*
- **3/day each**: *entangle, fog cloud, longstrider, speak with animals, spider climb, water breathing.*
- **1/day each**: *animal messenger, goodberry, lesser restoration, locate animals or plants, plant growth, sleep.*

Melancholian Chaos

Source

The valley was cursed. No one knew why, but this had been the case for more than a century already. Most people had fled: who would have been willing to live in such a forsaken land? Demons roamed this place, only sparing whoever bowed to their fiendish lord.

Melancholian chaos can occur during certain phases of the cycle of the moon Melancholia, particularly when it is full and very close to Eana. The presence of Melancholian meteorites or sects of worshipers of demon princes increases the risks of such a dark event coming to pass.
Sometimes, Melancholian chaos can open a portal from which a demon emerges. When this phenomenon is related to the worship of a demon prince, freed demons are all vassals of the powerful fiend. Usually, demons unleashed upon Eana by the effect of Melancholian chaos cannot leave the afflicted region.

Effects

Whenever a spell is cast, there is a risk that the magic unleashed produces an unpredictable and dangerous effect. Roll a d20: if the result is below or equal to the level of the spell cast, Melancholian chaos occurs instead of the spell. In this case, roll on the table below. Refer to Bestiary for the statistics of the creatures in bold.

Melancholian Chaos Effects

d10	Effect
1	A planar portal opens and a **hezrou** steps out, glad for the opportunity to lay waste upon the Material Plane.
2	A planar portal opens and a **vrock** flies out, eager to reap souls.
3	A planar portal opens and an **incubus** or a **succubus** comes out. Roll a die to determine the gender of the demon: an even number means a succubus, an odd one an incubus. The demon appears out of the spellcaster's sight, so that it can change shape before approaching them.
4	An **elemental** appears. Roll a d4 to determine its nature: 1 = earth, 2 = water, 3 = fire, 4 = air. The leader can also choose the elemental's nature based on the characteristics of the environment. Confused about its situation, the elemental will tentatively explore its new environment. By default, it will seek to increase its might and the presence of its element.
5	A number of **mephits** appear equal to three times the proficiency bonus of the spell's caster. Their nature depends on the prominent characteristics of the environment. The mephits are focused on playing tricks and on being a nuisance in general. They will primarily seek to have fun and break things rather than attack.
6	All creatures within 60 feet of the spell's caster must make a Wisdom saving throw against the caster's spell save DC. On a failure, they are under the effects of a *fear* spell and take a long-term madness. The subject of the targets' fear is a creature currently present, chosen by the leader.
7	The area around the spell's caster becomes completely dark. Apply the effects of a *darkness* spell cast with a level equal to that of the spell that triggered Melancholian chaos (or 2nd level, in the case of a 1st-level spell). The effect is initially centered on the spellcaster, but does not move with them.
8	An *earthquake* occurs. The effects are the same as the spell, centered on the spellcaster.
9	The magic surge takes the form of a *plant growth* spell centered on the spellcaster. The overgrown plants take threatening shapes and may have properties reflecting the dangers of Melancholia.
10	The Melancholian chaos attracts swarms. The swarms may be **swarms of bats**, **swarms of insects**, or **swarms of rats**, at the leader's discretion.

Psychic Wall

Source

A psychic wall is one of the most peculiar geomagical phenomena. Usually owing to faith or to a very particular state of mind (worship of a king, highly scientific and logical mindset, fear of a common magic-wielding enemy, etc.), a community can unwittingly create a psychic wall. The apparition of such a phenomenon generally occurs in areas of weak magic and requires the presence of at least several thousand people who share the same purpose or convictions.

The psychic wall phenomenon has been recently identified by geomancers, and major communities of Eana have since sought to understand and master it. However, to this day, its workings remain elusive and its manifestations are apparently random and usually brief.

The halfling rogue panted as she looked down at her shoes worn thin by her endless journey. She bitterly remembered the explanation she had been given: since towns sometimes developed a psychic wall, wizards had taken the habit of settling some distance away in order to perfect their art in peace, far from civilization. Blessedly, the party had now almost reached their destination. The tower... towered before them, its door ajar, as if they had been expected.

Effects

Power of the Wall

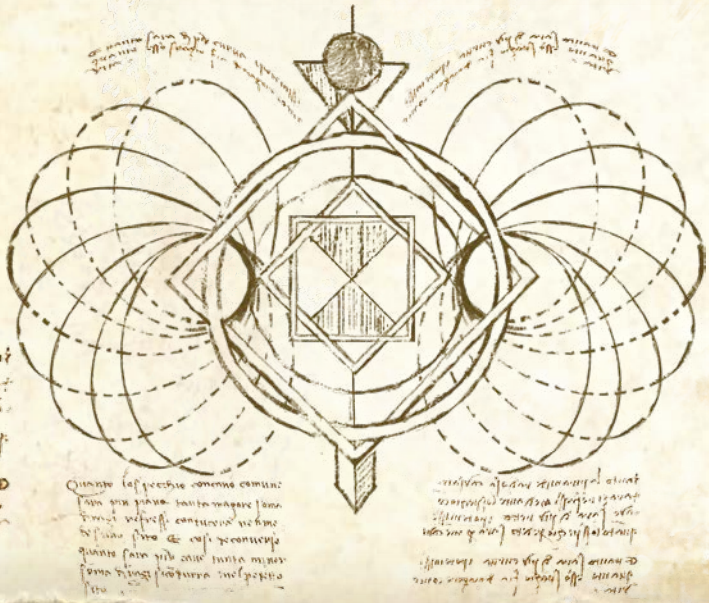
Any creature who attempts to cast a spell must first pass an Intelligence (Arcana) check to overcome the psychic wall. This requires no action. The DC of this check depends on the size of the population at the origin of the psychic wall. On a failure, the spell isn't cast, but no spell slot is expended.

Weakness

A crisis, schism, or other kind of great disturbance (major celebration, war, natural disaster, etc.) can crack the psychic wall (the DC decreases by 5) or even shatter it (the effect disappears altogether).

Power of the Psychic Wall

Population Size	In Normal Conditions	In Case of Weakness
Less than 1,000 people	DC 10	DC 5
Between 1,000 and 10,000 people	DC 15	DC 10
More than 10,000 people	DC 20	DC 15



Temporal Distortion

The sorceress had given herself the size of a giant to impress the goblins and drive them off more easily... and now, the spell just wouldn't end. At first, it was amusing, but this anomaly was starting to become troublesome and worrying.

Source

The temporal distortion geomagical phenomenon is typical of areas of strong magic. Durations are the same here as elsewhere, but they are experienced all wrong. A few minutes feel like hours, or the other way around. But stranger still: in such regions, one can create never-ending magical effects.
It is hard to determine the origin of this kind of geomagic. Some posit that it could be related to the moon Eternity or to the Astral Plane, which are both known for their abnormal flow of time.

Effects

Temporal distortion has effects on both one's mind and magic. To those who remain in such areas over extended periods, the experience grows increasingly eerie. Magic stagnates, creating near-tangible pools, which can become troublesome, if not downright catastrophic.

The Perception of Time

Inside a temporal distortion area, correctly perceiving the flow of time becomes harder. A DC 15 Intelligence check is required not to drastically lose track of the time. On a failure, the leader secretly rolls a d4 to determine how your character experiences the passing of time for the duration of their stay in the area affected by this phenomenon.

Perception of Time Within a Temporal Distortion Area

d4	Effect on Your Experience of Time
1	You feel like only a few moments have elapsed when the actual duration is much longer. Several hours feel like a few minutes, and several weeks feel like a few days.
2	You experience time twice as slowly. For example, half an hour feels like an hour.
3	You experience time twice as fast. For example, an hour feels like half an hour.
4	You feel like time passes much more slowly than it actually does: a few minutes feel like several hours, a day feels like a week, etc.

Among a group, the perception of time is the same. To determine this common perception, only the group's leader makes the Intelligence check previously detailed. In case of ambiguity regarding the identity of the leader, this status goes by default to the highest-level character (or the highest-CR creature). If there is a tie, roll randomly between the concerned characters.
If the group splits, the rule applies for each group resulting from the separation.

The Duration of Magic

Temporal distortion perturbs the duration of spells and the recovery of magic.

- All spells with a duration other than Instantaneous become Permanent. Concentrating on such spells is no longer required.
- As long as a spell is in effect, its caster cannot recover the expended spell slot, which remains used for the now permanent spell.
- Spells whose effects end when their target makes a successful save against them function normally.
- A spell ends if it leaves the temporal distortion area. For example, if someone under the effects of an *invisibility* spell leaves the area, the spell ends and the target becomes visible again. A *wall of fire*, however, does not move, and can therefore only leave the area if the area's location changes or if this geomagic ends.
- To end a spell, *dispel magic* must be used. The DC to end the spell is increased by 5.

Magical Overdose

For the Awakened, the idea of an area where spells are permanent might sound like a fantasy come true. What sorcerer has never dreamed to be constantly protected by a *stoneskin*? Or a cleric by *spirit guardians*?
Using this optional rule will make a prolonged stay in an area of temporal distortion even more dangerous.
When a creature finishes a long rest in a temporal distortion area, it must make one Charisma saving throw for each spell it is currently under the effect of. The DC of this saving throw is equal to 10 + the level of the spell. Then, the number of failures are added and compared to the table below to determine the resulting effects, which are cumulative. As such, a creature who fails three saving throws suffers effects 1, 2, and 3. These saving throws are repeated at the end of each long rest. Therefore, the condition of someone in a temporal distortion area may vary from day to day, even if they remain under the effects of the same spells.

Effects of Magical Overdose

Number of Failures	Effect
1	**Disorientation:** The creature has disadvantage on all checks to orient itself in time and space. This applies to ranged attack rolls, as well as to checks made to get its bearings, jump, examine a distant location, etc.
2	**Troubled mind:** The creature has disadvantage on all ability checks based on Intelligence, Wisdom, or Charisma. In addition, it must make a DC 10 Intelligence check to have a precise recollection of events dating back to the day before or further in the past.
3	**Nausea:** The creature feels sick, suffering from the same effects as those inflicted by the **poisoned** condition.
4	**Exhaustion:** The creature takes a level of **exhaustion**.
5	**Short-term madness:** The creature suffers from a short-term madness, which lasts until the end of its next long rest.

Broken Utopias

Aria Malachaï performed her lecture in front of a captive audience. As she talked about areas of temporal distortion, she could see in turn wonder, incredulity, and lust for power in the eyes of her pupils. Deeming it necessary to break their illusions, she went on somberly:
"... the thing is, magic always has a price, and those who seek to transcend its limitations may suffer a terrible backlash. We mortals are not fit to channel magical power over such long durations, and even the most seasoned spellcasters may end up crushed under the resulting overload. I need not tell you about the chilling legends one hears concerning wizard empires born and fallen from one day to the next, or about demented sorcerers holed up in their cursed towers. Know that these are no mere tales, and remember that the failures of our predecessors must inspire us to be wise and discerning."

Thaumaturgic Halo

The sanctuary of Hazaarphool, in the lands of Ajagar, was a place of wonder. At its heart towered several stupas and pyramidal temples that stood amidst canals and ponds filled with gorgeous lotuses. Countless birds came here to fish and sometimes nest. The lights of the thaumaturgic halo were particularly spectacular after nightfall. One could see them dance around as colorful bubbles, sometimes leaving a trail or shining softly in the crown of an apsara angel statue. In this holy place dedicated to a local embodiment of the goddess Flora, priests could quietly engage in contemplation and restore their magical energy.

Source

Geomagical currents are normally invisible and tenuous, but in regions touched by this form of strong magic, they are perceptible and tangible, floating gently through the air. Areas of thaumaturgic halo are often under the control of powerful individuals, for better or for worse.
The halo's aspect depends on the most powerful supernatural presence around. If it is a vampire lord, the halo will be grim and ghostly. Conversely, in the sanctuary of Hazaarphool, dedicated to Flora, the atmosphere is peaceful and near-heavenly.

Effects

Diffuse Light

Due to a thaumaturgic halo's magical intensity, full darkness never occurs, unless it is of magical origin. With this exception, the area is constantly in at least low light.

Recovering Spell Slots

A spellcaster can try to catch one of the halo's lights to regain spell slots. For this purpose, they must first find a suitable light, and then manage to catch it:

- **Finding the light.** Finding a suitable light takes 1d10 minutes.
- **The chase.** Once you have found a light, you must approach it and grasp it delicately, which requires poise and finesse. Make a DC 15 Dexterity (Acrobatics) check. On a failure, the light eludes you and you must start over.
- **Spell slot levels recovered.** Roll 1d6: the result is the total of spell slot levels you can recover. For example, if you roll a 5, you can recover two 1st-level spell slots and one 3rd-level spell slot.

Addiction

Whoever absorbs more than one of the halo's lights within a single day develops a physical addiction to the strong magic that pervades the location. Upon leaving the thaumaturgic halo area, the character must make a DC 17 Constitution saving throw or feel ill and nauseous. Halo sickness causes one level of **exhaustion** and inflicts the **poisoned** condition for a number of days equal to 17 - the result of the Constitution saving throw.

Madness



Being faced with horror or exposed to certain powers can result in madness, leading to aberrant, unreasonable, or downright inhuman behavior. Psychurge sorcerers are particularly susceptible to madness, as are adventurers who fight undead creatures, Canker, or fiends.

Going Mad

The Possible Causes

Various magical effects can inflict madness on an otherwise stable mind. Certain spells, such as *contact other plane* and *symbol*, can cause insanity, and you can use the madness rules here instead of the spell effects of those spells. Diseases, poisons, and planar effects can all inflict madness. Some artifacts can also break the psyche of a character who uses or becomes attuned to them.
Resisting a madness-inducing effect usually requires a Wisdom or Charisma saving throw.

Saving Throws Against Horror

Horror unsettles one's psyche, making it easier for corruption to settle deeply. If your leader makes use of this optional rule, traumatizing situations will pave a creature's way to madness.

- A character who has advantage or disadvantage on saving throws against madness also has advantage or disadvantage on saving throws against horror.
- Saving throws against horror are Wisdom saving throws with a DC depending on the horror's intensity, as per the following table.

Horror's Intensity

DC	Description
15	Severe shock, repulsive situation, deeply abnormal phenomenon.
20	Extreme, inadmissible horror, shocking even in its description.
25	Epic monstrosity, beyond the ken of mere mortals.

Depending on the saving throw's success or failure margin, the saving throw against horror will result in more or less catastrophic effects, as per the following table.

Effects of a Saving Throw Against Horror

Result of the Saving Throw	Effect
Success of 5 or more	You are under the effect of adrenaline (see **Adrenaline**).
Success	You keep your wits.
Failure	Roll a **short-term madness effect**. The duration is 1d10 rounds.
Failure of 5 or more	Roll a **short-term madness effect**. The duration is 1d10 minutes.
Failure of 10 or more	Roll a **long-term madness effect.** The duration is 1d10 hours.
Natural 1	Roll an **indefinite madness effect**.

Adrenaline

In the case of some particularly brave and determined individuals, confrontation with horror actually renews one's will to fight. If the leader makes use of this optional heroic rule, a saving throw against horror can have paradoxically positive effects for adventurers who pass the saving throw with a margin of 5 or more: they gain inspiration (see **Adventurers**, **Character's History: Inspiration**) and, for the following 1d10 minutes, they are immune to being charmed or frightened.

Madness Effects

Madness can be short-term, long-term, or indefinite. Most relatively mundane effects impose short-term madness, which lasts for just a few minutes. More horrific effects or cumulative effects can result in long-term or indefinite madness.

- A character afflicted with **short-term madness** is subjected to an effect from the **Short-Term Madness table** for 1d10 minutes.
- A character afflicted with **long-term madness** is subjected to an effect from the **Long-Term Madness table** for 1d10 × 10 hours.
- A character afflicted with **indefinite madness** gains a new character flaw from the **Indefinite Madness table** that lasts until cured.

The leader can pick the madness the character is victim of, or determine it randomly. Depending on how it is portrayed and on what type of atmosphere your group is going for, madness may be comedic or frightening.

Corrupting Madness

If you use this optional rule, the influence of Nightmare will make madness closely associated with corruption.

- Short-term madness does not cause corruption.
- Whenever a character suffers a long-term madness, they receive 1 corruption point. Once the madness has run its course, this point is removed.
- Whenever a character suffers an indefinite madness, they receive 1 corruption point. This point can only be removed by curing the madness.

Madnesses

Short-Term Madness

Short-term madness can occur when a character suffers a shock, whether due to magic or to a horrific encounter. It may also be triggered when the character is deeply upset, at their wit's end, or exhausted both physically and mentally.

d100	Effect (lasts 1d10 minutes)
01-20	**Catatonia**. The character retreats into their mind and becomes **paralyzed**. The effect ends if the character takes any damage.
21-30	**Nervous Breakdown**. The character becomes **incapacitated** and spends the duration screaming, laughing, or weeping.
31-40	**Panic**. The character becomes **frightened** and must use their action and movement each round to flee from the source of the fear.
41-50	**Aphasia**. The character begins chattering or babbling, becoming incapable of normal speech or spellcasting.
51-55	**Shaking Fit**. The character's hands shake violently. They cannot hold objects or perform actions requiring fine motor skills (lockpicking, casting spells with somatic components, giving emergency care, etc.)
56-60	**Fit of Violence**. The character must use their action each round to attack the nearest creature.
61-70	**Hallucinations**. The character experiences vivid hallucinations and has disadvantage on ability checks.
71-75	**Suggestibility**. The character does whatever anyone tells them to do that isn't obviously self-destructive.
76-80	**Twisted Hunger**. The character experiences an overpowering urge to eat something strange such as dirt, slime, or offal.
81-90	**Reeling**. The character is **stunned**.
91-100	**Fainting**. The character falls **unconscious**.

Long-Term Madness

d100	Effect (lasts 1d10 × 10 hours)
01-10	**Compulsion**. The character feels compelled to repeat a specific activity over and over, such as washing hands, touching things, praying, or counting coins.
11-20	**Hallucinations**. The character experiences vivid hallucinations and has disadvantage on ability checks.
21-30	**Paranoia**. The character suffers extreme paranoia. The character has disadvantage on Wisdom and Charisma checks.
31-40	**Disgust**. The character regards something (usually the source of madness) with intense revulsion, as if affected by the antipathy effect of the *antipathy/sympathy* spell.
41-45	**Delusion**. The character experiences a powerful delusion. Choose a potion. The character imagines that he or she is under its effects.
46-55	**Fetishization**. The character becomes attached to a "lucky charm," such as a person or an object, and has disadvantage on attack rolls, ability checks, and saving throws while more than 30 feet from it.
56-65	**Blindness/Deafness**. The character is **blinded** (25%) or **deafened** (75%).
66-75	**Shakes**. The character experiences uncontrollable tremors or tics, which impose disadvantage on attack rolls, ability checks, and saving throws that involve Strength or Dexterity.
76-85	**Amnesia**. The character suffers from partial amnesia. The character knows who they are and retains racial traits and class features, but doesn't recognize other people or remember anything that happened before the madness took effect.
86-90	**Confusion**. Whenever the character takes damage, he or she must succeed on a DC 15 Wisdom saving throw or be affected as though they failed a saving throw against the *confusion* spell. The confusion effect lasts for 1 minute.
91-95	**Dumbness**. The character loses the ability to speak.
96-100	**Coma**. The character falls **unconscious**. No amount of jostling or damage can wake the character.

Indefinite Madness

d100	Flaw (lasts until cured)
01-09	"Being drunk keeps me sane."
10-15	"I must do something dangerous, no matter how stupid it is, right here, right now. I'm bored! Anything to avoid remaining idle! This is the only way I can feel alive!"
16-20	"I keep whatever I find."
21-25	"I bear the mark of a taint on my body. Others may not see it, but I know it is there and I am ashamed of it. Every day, at a precise hour, I must perform a ritual of purification."
26-30	"I try to become more like someone else I know—adopting their style of dress, mannerisms, and name."
31-35	"I must bend the truth, exaggerate, or outright lie to be interesting to other people."
36-40	"My genius is limitless!" alternating with "I'm worthless, a failure!"
41-45	"Achieving my goal is the only thing of interest to me, and I'll ignore everything else to pursue it."
46-50	"I find it hard to care about anything that goes on around me."
51-55	"I don't like the way people judge me all the time."
56-61	"I am the smartest, wisest, strongest, fastest, and most beautiful person I know. Anyone who claims otherwise is just a jealous liar."
62-65	"Kazimbu! Why are you staring at me like that when I'm just offering a polite greeting, tulbak-chut? Can't you understand me, qablet?"
66-70	"I am deathly afraid of spiders/open spaces/crowds/etc. I can't bear it, it's just awful. The mere thought of it makes me feel ill!"
71-73	"This person may claim to hate me, but I know that they are actually secretly in love with me. I will save them, become rich, and see to the triumph of our love against the world!"
74-80	"I am convinced that powerful enemies are hunting me, and their agents are everywhere I go. I am sure they're watching me all the time."
81-85	"There's only one person I can trust. And only I can see this special friend."
86-90	"I can't take anything seriously. The more serious the situation, the funnier I find it."
91-95	"I see the shadows of the people I killed. They speak to me. And I answer them."
96-100	"I've discovered that I really like killing people."

The Insidious Suggestions of Madness

If you use this optional rule, indefinite madness will be all the harder to bear for anyone who suffers it. The afflicted person's impulses take the form of imperious suggestions urging them to act in wholly inappropriate or dangerous ways, at the worst times.

- The effect occurs whenever a victim of indefinite madness is exposed to their madness. There must be a trigger for the insidious suggestion—it cannot occur out of the blue. For example, "I don't like the way people judge me all the time." could only take effect when the character is in the presence of other people, in particular strangers.

- The leader is the final arbiter of whether the circumstances are right for the occurrence of an insidious suggestion. A maximum of one insidious suggestion can happen per day.

- An insidious suggestion works just like a DC 11 *suggestion* spell, with the difference that creatures that can't be charmed aren't immune to this effect.

- The insidious suggestion takes a shape suited to the situation. For example, "I don't like the way people judge me all the time." could lead to: "The bearded man is looking down on you, sneering at you. You must make him eat his smugness!"

Curing Madness

During Adventure

Various means can be available to cure madness, at the leader's discretion. Simply resting in quiet circumstances may be enough, or it may be necessary to undertake a journey to a place of healing, or to make a pilgrimage to a sacred site.

With Magic

A *calm emotions* spell can suppress the effects of madness, while a *lesser restoration* spell can rid a character of a short-term or long-term madness. Depending on the source of the madness, *remove curse* or *dispel evil* might also prove effective. A *greater restoration* spell or more powerful magic is required to rid a character of indefinite madness.

Corruption

This chapter goes over the core notions of **corruption**, more precisely those any character proficient in Arcana is assumed to have learned during their studies. The rules related to this dimension of the game are optional and will make for a darker tone. If the leader wishes for their campaign to be heroic and positive, they may opt not to make use of the content of this chapter. Conversely, corruption and its mechanics will be conducive to a grim, horrific atmosphere. Within such a context, player characters may even give in to corruption and become fearsome Cankerous princes.

Here is a summary of this chapter's contents:

- The section **Using Corruption in Your Campaign** provides food for thought and suggestions on how to make this aspect part of your game.
- **The Many Faces of Corruption** goes over the rules related to corruption, how one can be exposed to it, and how it takes shape.
- **Effects of Temporary Corruption** covers cases of superficial tainting, which are relatively common.
- **Effects of Permanent Corruption** are considerably more severe… and powerful. They manifest both as attractive boons and terrifying drawbacks.
- **Purifying Corruption** describes a variety of possible ways to remove corruption.

The Vale of Miegavirsotne

I don't exactly remember how it all began. Maybe I simply failed to see it coming, just like my parents and my friends. Miegavirsotne is a region of no great importance located in southwestern Arolavia, stretching over the foothills of the Drakenbergen. We made our homes on these elevated slopes, where most of us made a living raising cattle and exploiting the surrounding forests for construction wood. Only our fortifications were made of stone. Every day, I woke up to the sight of a quiet, familiar landscape that changed with the seasons. I learned to read at the village's school. Niemet, the priest of Death, saw potential in me and arranged to have me study as much as possible.

It was a pleasant summer for us children. We could see that the grownups were worried, but their cares felt distant, and they kept quiet about it in front of us anyway. They spoke of the castle, our lord, and his elder son. He was a formidable fighter, known for his displays of martial skill during the seasonal festivals. The other girls found him handsome, and I was quite inclined to agree. He had gone west to fight brigands, I think, but he and his comrades in arms were long to come back.

From a path north of the village, we noticed, a few friends and I, that people had gathered at Youri and Ieverika's farm, on the other side of the vale. It had been some time since we had last seen them, ever since Youri had fallen ill. It was strange, but it didn't keep us from picking blueberries and playing our games, as we were accustomed to do.

A herald came several days later to announce that our lord was dead and his son was now lord in his stead. Niemet decided to go to the castle, but spoke to me in private before he left. He was very grave. He told me that he knew not what was happening, but that I should be very careful in the days to come.

I never saw him again.

Excerpt from Noteïka's diary



Using Corruption in Your Campaign

Corruption is a major element of Fateforge's universe. It is a recurring constituent of its history, and represents a threat intrinsically related to Canker. If this archenemy appears in your campaign, your leader chooses how it manifests. Essentially, corruption is associated with a dark playstyle, but the leader can adjust its prevalence and effects in accordance with the campaign's setting and stakes.

The Nuances of Cankerous Manifestations

In the following pages, you will find sections signaled by modular icons, indicating situations and options particularly suited to a corresponding playstyle.

Combining Influences

To create a dramatic dynamic, the leader can combine options from various playstyles, whether for the whole campaign or in accordance with the PCs' circumstances, thus providing a game experience suited to the current location or scenario.

The Despair of Ineluctability

Despair is an emotion one feels when they have used every means at their disposal and the situation gets no better—or even grows worse. It is a strongly upsetting negative experience, usually associated with a tragic dimension. To play a despair-driven campaign, the leader can start it off with and options, then they can introduce and elements. They can also use options under the form of rumors and myths, only to reveal later that these were no more than wishful fabrications. Ultimately, only evil remains, triumphant.

A leader decides to design a campaign at the conclusion of which Canker triumphs, and in which the most the adventurers can do is sacrifice themselves to allow part of the population of Eana to flee to another world.
The campaign starts off with unsettling anomalies. The adventurers are tasked with investigating, and gradually become aware of the threat's scale. They succeed in driving it off, but they are all irremediably tainted. Now forced to fight against Canker and their own corruption, they seek ways to purify themselves, but all the leads they pursue turn out to be red herrings or dead ends. Meanwhile, ravager attacks intensify, taking on apocalyptic proportions. In the end, it appears that the only remaining hope is to use Ateak portals to evacuate as many people as possible. The adventurers themselves have to stay behind: they bear the seed of corruption and their very presence might eventually doom the new world.

Against All Odds

The campaign can start with a desperate atmosphere, making use of notions and optional rules related to and . However, unlike the previous option, the PCs' efforts pay off and they find weapons to use, flaws to exploit, ways to prevail. As the adventure unfolds, the leader introduces potential solutions and glimmers of hope, following the and options.

The story begins in a land immediately beset by a threat of a much larger magnitude than what the PCs can handle. They are often forced to flee, and have a hard time fighting off even lesser minions of Canker. Some of the adventurers get corrupted and expect not to have much longer to live.
This is when they make a discovery that rekindles their hopes. Maybe they learn rare spell variants that enable them to turn the tables on the ravagers, or gain access to methods of purification, or master powers that give them the means to battle Canker and its minions on a more equal footing. Through great efforts, they manage to stop, then push back, then hunt down the enemy to the depths of the Netherworld.

A Formidable but Well-Known Opponent

In this variant, knowledge about Canker, its minions, and its powers is easily accessible, and spells are available to keep corruption in check, namely by removing temporary or even permanent corruption points. Stamping out a Cankerous nest is a reasonable proposition for a sufficiently experienced, properly equipped party.

An Insidious Enemy

Inexhaustible and ungraspable, Canker makes fools of those who think they've gotten rid of it. Though it may seem to favor a frontal approach, it is but a ruse. Canker alternates between sending rampaging hordes of ravagers, instilling debilitating madness, and manipulating sects. To combat such a multifaceted entity, the adventurers must take care to be suitably informed, backed, vigilant, and cognizant in order to have a chance to prevail.

An Unfathomable Being

Despite how long Canker has been an established menace for, no certainties have yet been established concerning it. It is a fundamentally mysterious force. With this type of approach, the campaign will focus on amassing knowledge and uncovering secrets. Through the discovery or creation of rare spells or artifacts, the adventurers can understand their enemy better, and perhaps even drive it away.

Practical Considerations

Canker is supremely dangerous, and fighting it requires particular precautions. Expeditions may be delayed or hindered by natural dangers or Cankerous depredations. Adventurers must be careful not to jump from one challenge to another, lest they quickly overexert themselves.

A Relentless Force

This premise will make for a dark, tragic game. In this variant, Canker is overwhelmingly powerful, a cruel, formidable, tireless antagonist. By dint of great efforts, it may be possible to thwart it or to drive it back for a time, but never to strike it down for good. The adventurers' best option will probably be to give their lives for the sake of the core peoples.
Another option, perhaps an even bleaker one, can see the corruption of part of the group, if not the entire party, culminating in an ending even more horrific and disastrous than mere death.

The Corrupted Icon

The icon refers to spells and features that can only be acquired by a creature with one or several permanent corruption points.

Portraying Corruption

As a repulsive, visceral, traumatizing, and shocking element, corruption and its depiction are best kept for mature audiences. Depending on the sensibilities of the players, the leader is free not to include it in the game, or to only do so mid-campaign, once the participants have gotten used to the gameplay and setting.
Moreover, game mechanics related to corruption are intended as powerful dramatic tools. The physical, mental, and moral decadence of a character—particularly a player character—is meant to be horrific and spectacular. The Cankerous boons listed in this chapter are more than simple power boosts: they are proof that the creature has submitted to a wholly destructive entity. From the players' perspective, the idea is to contribute to the evolution of the story by interpreting the character's temptation, loss of control, and degeneration. Drawbacks, too, should be taken as role-playing elements and narrative devices, not punishments.
Before the leader starts working on the campaign, they can talk with their players to establish what they expect from the game, the challenges they want to face, the characters they want to play, etc. As Canker is a major antagonist of the universe, it is important for the table to be in agreement as to its role and prevalence in the story, particularly considering its dominion can extend to PCs and turn them against the rest of the party.
A character's corruption is independent from its advancement via the acquisition of experience, spells, magic items, etc. As such, it is entirely possible for low-level characters to suffer from critical corruption if the influence of Canker is strong from the beginning of the campaign. The sections below go over various possibilities, providing suggestions.

Critical Corruption at Low Levels

It is unlikely that such a situation will arise accidentally. It will most likely be the result of preplanned events. Regardless of how the corruption occurs, low-level PCs suffering from critical corruption are certainly doomed, since they have neither the power nor the resources to remove it or even keep it in check.

- **Dark introduction.** A catastrophic scenario of this caliber can be played as a prologue of sorts. As a prelude to the campaign or a foretaste of the game, the leader has the PCs embody late-stage victims of Canker, or even cultists devoted to its unholy cause. This introduction can give a unique perspective to the players or be an opportunity for them to let out steam before they play their characters and the game starts "for real."
- **From friend to foe.** Another, more complex premise requires the complicity of one or several of the players, possibly unbeknownst to the rest of the table. The concept is to portray the corruption of some of the PCs, up to the point where they become tormented beings beyond any form of redemption, devoted agents of Canker, or even Cankerous princes. In this fashion, the early game can depict the emergence of some of the campaign's major antagonists: comrades in arms, friends, allies turned into mortal enemies.

Critical Corruption at High and Epic Levels

This case is the most likely one, and will take shape over time, as the PCs face increasingly greater dangers, taxing their strength and willpower. Even the greatest heroes are not entirely immune to the ravages of corruption, and counteracting it will necessitate considerable means, provided it is at all possible, depending on the style of the campaign. At this stage, there are two main possibilities.

- **The final plunge.** Nothing can be done for the afflicted PCs, who can only face their impending demise. As a consequence of their foolhardiness, bad luck, or selflessness, their corruption will be the end of them. Will their story end with a valiant last stand, the characters heroically sacrificing themselves and going down in history as examples for the next generations? Or will they give in to the call of Canker, finishing the campaign on a dark note? No matter its conclusion, such a denouement will certainly make for very poignant moments.
- **The light at the end of the tunnel.** The characters have one last hope of freeing themselves of corruption. Whatever the means used, it will certainly be the object of an epic quest, which may serve as the campaign's last scenario, with the PCs at the heart of their ultimate quest. Will they achieve this miraculous cure? As the culmination of all the adventures they have undertaken up to this point, this final objective is sure to be a recipe for intense scenes and strong suspense.

The Mysteries of Corruption

The Connection Between the Fateforge and Canker

The legendary Fateforge is so powerful that it can alter reality itself. Given its existence, how has an abomination like Canker remained in existence for so long? Some scholars posit an ineffable bond between the two powers. Could they be two sides of the same coin?

If your leader wishes to put this aspect and the questions it raises to the forefront, a creature's connection with the Fateforge can determine the effects of an exposure to Canker on it. In particular, Fate-chosen—which notably includes player characters—are immune to cankering, a disease that is sometimes confused with leprosy (see **Adventurers**, **Health: Diseases**). On the other hand, the effects of corruption are more gradual and insidious.

Nature of the Creature	Effect of an Exposure to Canker
Not Fate-chosen	Cankering (see **Adventurers** for a description of the disease).
Fate-chosen	Progressive corruption, described in this chapter.

Effects of Cankering and Measures to Remediate Them

Creatures who suffer from cankering over months, or even years, slowly turn into **reprobates**, a type of ravager (see **Bestiary**). Ordinary knowledge in Arcana and Medicine is insufficient to predict who will transform and when. As a result, creatures with cankering are ticking time bombs. There are even rumors of abnormally fast transformations into reprobates.

The fear of the emergence of hordes of reprobates sometimes gives way to frenzied witch hunts for any creature showing signs of physical affliction. Benign cases of eczema or leprosy are then easily mistaken for the evil that some seek to eradicate through slaughter.

For this purpose, a pyre is the most common form of execution—or of body disposal—since it prevents the taint from spreading through spilled blood or decaying fluids. The purpose is to terminate the threat by cleanly cutting off the gangrenous members of society. There are other methods following the same basic principle, such as casting individuals suspected of bearing the corruption of Canker into dry, rocky pits.

The Connection Between Canker and Nightmare

Many sages wonder about the relationship between Canker and Nightmare. Did the first engender the second, or the other way around? Are they two deleterious entities working toward the same purpose of plunging the world into chaos? Whatever the truth is, creatures corrupted by Canker seem to be more vulnerable to Nightmare.

If your leader wishes to firmly establish such a correlation, madness, horror, dreams, Phantasm (see **Effects of Permanent Corruption**), Cankerous deformities, and ravagers will manifest conjointly, stressing the relation between the two entities.



The Vale of Miegavirsotne

At first, we reasoned that Niemet was staying at the castle to pray for our late lord's soul and oversee his funeral. The thing was, on such occasions, nobles usually invite their relatives and summon their vassals and subjects. In this case, however, not a single letter was sent. Everyone had their take on the subject: the son and father had been on bad terms, the lord had succumbed to an illness and the fear of contamination meant that no one could come in or out, the lord wasn't dead and it was all a conspiracy for... something.

Since I was the closest thing to a priestess after Niemet, people came to me despite my inexperience, asking me to lead prayers and ceremonies. I did my best, studying the hymns in the temple. I believe I never prayed or read as much as during that time. It was a way not to think about the fear that crept everywhere. Everyone knew that something dire was taking place, but we had no idea what, and any attempt to gather information from the castle's staff was discouraged.

A river flowed under the castle and back out. People used it to water cattle and do their laundry. More and more of the villagers fell ill, and the nature of their sickness remained a mystery. They complained of fever, aches... it could be anything. The first to develop stigmas hid them for as long as possible. They feared the reaction of those who had been spared; those who had been lucky enough to draw water from the nearby spring instead.

Many beasts, young children, and old people succumbed. I was asked to carry out the rites ensuring that their souls would rest easy, and I hope that I performed them adequately. I was doing my best. I spent nights watching over them before they were given to the earth, and that is how I saw what they had fallen victims to. On their bodies, wrapped in makeshift shrouds, I could make out growths, deformities similar to those you sometimes see on trees infested with parasitic fungi. This troubled me greatly, but I dared not talk about it with anyone. Riders from the castle patrolled the village almost every day. They came and went at a walk, entirely clad in armor, their faces hidden by their helmets. Whoever dared speak to them barely got a response. It felt like they were watching us. Something was going down. People were sometimes arrested with barely an explanation. Given my status as a novice, I was left mostly undisturbed, but I had no clue of what I was supposed to do.

Alone in the study of our missing priest, I was sorting and consulting his books, desperate for something to do. It was then that I found a compendium of diseases. Finally, I had a lead, an answer.

It was cankering.

Excerpt from Noteïka's diary



The Many Faces of Corruption

Taking root in the frailties of the body, the weaknesses of the mind, and the failings of willpower, corruption slips in and grows in many ways, all of them leading to the same loss of the self to the benefit of Canker.

The Forms and Progression of Corruption

There are two types of corruption: permanent and temporary. Whenever corruption points are mentioned, their type is included. **Permanent corruption** is very hard to purify, but grants access to powerful abilities. Conversely, **temporary corruption** has less severe consequences, but provides no benefit.

The evolution of the degradation of your body and essence is recorded on your character sheet and occurs in steps. Fill a box when you take a permanent corruption point, and tick it when you take a temporary corruption point. If all the boxes are filled or ticked, your essence is overcome with corruption and you undergo metamorphosis. When this happens, you no longer exist as an individual: you transform into a ravager of Canker, devoted to its cause. In other words, you become an NPC. The leader takes your character sheet and can use it to play this new antagonist, or instead use a suitable ravager profile among those included in Bestiary. In any case, you will have to create a new character.

The table below defines the stages of corruption:

Stages of Corruption

Stage of Corruption	Corresponding Number of Corruption Points
Minor	○○○○○
Serious	○○○○○
Severe	○○○○○
Critical	○○○○○
Metamorphosis	All boxes ticked or filled

New Handicaps Related to Canker

Adventurers includes an optional rule on handicaps, which give a character vulnerabilities at creation in exchange for compensation. One of these handicaps is **Corrupted**, which gives the character 3 permanent corruption points. Below are two new handicaps thematically related to Canker. All three of these handicaps can be taken by characters that grew up in a region tainted by ravager excretions, or whose mother suffered from a severe exposure to Canker in the course of the pregnancy.

Flawed Integrity

There is within you a weakness that Canker can exploit to spread its influence. You have disadvantage on saving throws against corruption, horror, and madness.

Vulnerable Essence

Your essence is more susceptible to the taint of Canker than normal. When you fill the first 4 boxes of a line on the corruption tracker of your character sheet, the 5th box is automatically filled with a temporary corruption point.

You can take this handicap twice, which means that you have a **Weak Essence**. When you fill the first 3 boxes of a line on the corruption tracker of your character sheet, the 4th and 5th boxes are automatically filled with temporary corruption points.

A character with this handicap is particularly exposed to Cankerous influence, perhaps even more than a character with the Corrupted handicap. On the other hand, a weaker essence means quicker access to powerful Cankerous boons... Will the lure of power be their downfall?

The Sources of Corruption

Corruption can affect creatures in many ways, whether through the victim's soul or body. In the following table, you will find a detailed list of the most common sources of exposure to corruption.
Several of these circumstances include a saving throw. In this case, a failure with a result of 1 on the d20 means that the corruption points taken are permanent instead of temporary.

Overview of the Sources of Corruption

Circumstances	Saving Throw	Effect
Accepting Canker	N/A. This is a conscious choice.	Changes temporary corruption points into permanent corruption points.
Madness	The madness saving throw (usually a Wisdom saving throw).	1 temporary corruption point.
Being tainted by Cankerous fluids	DC 15 Constitution saving throw.	1 temporary corruption point.
Casting a corrupt spell	Saving throw against your spellcasting ability with a DC of 10 + the level of the spell slot used.	1 temporary corruption point.
Assimilating a corrupt spell	N/A. This is a conscious choice.	1 permanent corruption point.

Accepting Canker

Driven by despair, madness, or hunger for power, some individuals exposed to the corruption of Canker welcome its power within themselves. This is a conscious decision, which any creature with temporary corruption points can take at any moment. No roll is necessary, and the effect is immediate. Depending on the campaign's style, the leader can use either of the following options:

- The creature decides how many of its temporary corruption points become permanent corruption points.
- All of the creature's temporary corruption points become permanent corruption points.

Madness

Canker exploits the cracks that madness creates in a creature's soul (see the **Madness chapter**). Every time you take a madness effect, you also take 1 temporary corruption point, which cannot be removed as long as the madness is in effect.

Being Tainted by Cankerous Fluids

Being exposed to Cankerous fluids (blood, mucus, etc.) results in a DC 15 Constitution saving throw. On a failure, the creature takes 1 temporary corruption point.

- In case of prolonged exposure, the saving throw is repeated every hour, meaning that in such circumstances, it is very difficult to durably resist corruption.
- If the exposure is particularly direct or abundant (for example in the case of a creature immersed in Cankerous lymph or eating ravager flesh), the DC of the Constitution saving throw can increase to 20 or 25.

Canker-Born Ghouls

At the leader's option, cannibalism can be a profoundly tainted act echoing the depravations of Canker and its agents. In this case, performing such an act may lead to the acquisition of corruption points and ultimately transform the individual into a **ghoul** (see **Bestiary**). Such creatures gradually lose their mind and end up as near-mindless beings tormented by an undying hunger.
Mechanics-wise, an act of cannibalism is considered an exposure to Cankerous fluids, resulting in a DC 15 Constitution saving throw. Particular circumstances (such as a voracious "meal") may increase the DC.

Casting a Corrupt Spell

Corrupt spells are signaled in the spell compendium by the following icon: . An exhaustive list of corrupt spells is also included among this book's appendices. The corrupt nature of a spell does not depend on its creator's (or its caster's) intent, but on the influence of Canker on the very essence of magic. Many necromancy, transmutation, and enchantment spells carry this invisible taint. Canker insidiously infects energies close to its nature: immortal and aberrant (necromancy), protean (transmutation), and capable of invading the minds of creatures to turn them into puppets (enchantment).

The Importance of a Spell's Source

When a spellcaster is directly granted a normally corrupt spell by a divinity or non-corrupt power, said spell is not corrupt, its essence having been purified—filtered, so to speak—by the giving entity. Note that an entity can be evil without necessarily being corrupt, as is the case for demon princes and diabolic hospodar.
The table below references all possible cases depending on the spellcasting class:

Corrupt Spells Depending on the Class

Class	Corruption
Bard, Ranger, Sorcerer, Wizard	Refer to the spell's description.
Cleric, Druid, Paladin	Domain, circle, and oath spells are never corrupt. Other divine spells may be. Refer to the spell's description.
Warlock	Spells from the expanded spell list of an Archfiend or Primeval One are never corrupt. However, should a warlock directly receive their powers from Canker, the spells from their expanded spell list would be corrupt. Other spells acquired by the warlock may be corrupt. Refer to the spell's description.

The Casting of a Corrupt Spell

Whenever you cast a corrupt spell, you must make a saving throw against your spellcasting ability with a DC of 10 + the level of the spell slot used or take 1 temporary corruption point.

Assimilating a Corrupt Spell

A spellcaster may decide to assimilate a corrupt spell once and for all instead of risking temporary corruption upon each casting. This can be done in any circumstances as long as the spellcaster can dedicate at least a few minutes of rest to focusing on this irremediable change. In this case:

- The spellcaster takes 1 permanent corruption point.
- The spellcaster always has the spell prepared. It doesn't count against the number of spells you can prepare each day.
- The spellcaster no longer makes saving throws against corruption when casting the spell.

Cankerous Feats

Corruption changes its victims deeply, granting them access to feats evocative of Canker's loathsome aberrance. These feats can be acquired just like those presented in Adventurers, but they are the hallmark of creatures venturing down a most dark path.

Abominable Flesh

Prerequisite: 5 permanent corruption points.

Your body is filled with vivacious strength, the quintessence of a fierce survival instinct, enabling you to regenerate and even regrow limbs and organs.

- As a bonus action, you can make bone claws sprout from your hands. The claws deal 1d4 slashing damage + 1d4 necrotic damage and are considered a light natural weapon. You can retract them as a bonus action. With your leader's agreement, these Cankerous weapons can be of a different nature, such as horns, mandibles, or quills of horn, ivory, chitin, etc.
- When you roll a Hit Die to regain hit points, roll the die twice and keep the better of the two results.
- Your Wound threshold increases by the total of your corruption points.
- Your body can recover from any mutilation, except when vital organs are affected. Flesh and bones grow back by about 2 inches every long rest. The new limb or organ is functional, but its aspect is unmistakably Cankerous (bulges, throbbing veins, purulence, etc.) A regrowth results in 1 permanent corruption point.

Corrupt Touch

Prerequisite: 3 permanent corruption points.

Your body secretes poison and other harmful substances. Direct skin-to-skin contact is sufficient to inoculate another creature with the toxins.

- In case of direct contact, the effect occurs automatically. In combat, this requires a successful unarmed strike. The target must make a Constitution saving throw with a DC equal to 5 + the total of your corruption points or take 2d6 poison damage + 2d6 necrotic damage. On a successful save, the creature takes half as much damage.
  - If you wish to touch a creature without harming it, you can attempt to control your corrupt touch. Make a Wisdom saving throw with a DC equal to 5 + the total of your corruption points. If you fail the saving throw and this results in you causing pain to someone you hold dear, you must make a saving throw against horror. The DC is 15 if you harm the creature, or 20 if you kill it.
  - Once you use this feature (willingly or not), you can't use it again until you finish a short or long rest.

You can take this feat multiple times, but the permanent corruption prerequisite increases by 2 points every time. Every additional time you take this feat increases the damage (+1d6 poison and +1d6 necrotic damage) and the number of uses between rests (+1).

Temporary Corruption Excretion

Prerequisite: 5 permanent corruption points.

You have developed a method to purge yourself of temporary corruption. The inside of your body turns into a Cankerous nest. Whenever you receive temporary corruption, it takes the shape of a ravager embryo growing in your stomach. You can vomit this creature, which expels it from your body and births it in full possession of its faculties. Once you use this feature, you must finish a long rest before you can use it again. Additionally, every purge has a chance of permanently worsening your corruption: you must make a DC 11 Constitution saving throw or take 1 permanent corruption point.

- The creature engendered by your purge takes the shape of a **Cankerous spawn** (see Bestiary, Ravagers of Canker), a ravager in a larval state. The spawn will experience an explosive growth, reaching its adult form in a few days. The exact nature of the spawn is at the leader's discretion, but its final CR cannot be higher than the total of your corruption points at the time of its birth.
- Following the purge, you are **stunned** for 1 minute.
- At the leader's discretion, your spawn may either ignore you or feel a visceral bond with you. By default, the spawn will seek to escape and join other ravagers. If it feels threatened, it will defend itself.
- You must make a DC 15 Wisdom saving throw or feel a visceral bond with your spawn, resulting in a parody of a parent-child relationship. As long as your spawn does not directly act in a hostile manner toward you, you are **charmed** by it.
- Any witness of the scene must make a DC 15 saving throw against horror.



The Vale of Miegavirsotne

Around me, the disease spread in silence. Villagers started to disappear... By which I don't mean that they died. They ran away in the dead of night, sometimes without any forewarning of such strange behavior. Those among us who were still sound of body and mind didn't know what to do. It was obvious that the heart of the problem lay in the castle, but opposing the lord's troops seemed inconceivable to us. They were armed, trained, and organized. What chance did we stand?

The crow-pecked bodies of the Nastariev brothers, hanging from the gallows at the village's entrance, stood as a warning to whoever would be mad enough to raise their voice, or worse, their hand.

In these dark times, I prayed Death and Flora to give me the strength to endure and to show me how to make it through the ordeal. I was beset by doubt and fear, but turning my back on my flock seemed inconceivable to me. I wanted to help them, I felt responsible for them. If I were to leave, who would lay them to rest? But then again, wasn't it prideful of me to think that I could actually make a difference?

On the other side of the vale, on its shadowed slopes, there was an icy spring dedicated to Death. I had run out of holy water at the temple and was incapable of blessing more myself, not having been granted the divine grace of Death. I asked the grim patrolmen for the authorization to leave, and they answered me with their usual aloofness. I could go, but alone. My intent wasn't to flee, only to bring sacred water back for those who were ill. I wasn't sure it would be enough, but I felt so powerless that I clung to this thin hope.

As I was traversing the forest, I heard the baying of hounds, obviously chasing after some unfortunate animal... Unless the lord's men had gotten tired of villagers running away? The furious barking rang through the silent forest. The atmosphere was bloodcurdling, and yet I blindly refused to believe it was me they were after. But panic irresistibly filled me and I made haste, my heart pounding. Niemet and many others had disappeared, never to come back; would I be next?

I ran with all my strength. The pack was gaining on me! My only hope of losing them lay in the steep mountainous incline I was now reaching. I started going upward, climbing between the rocks, firmly grasping the high grass. The dogs wouldn't reach me up there! However, in the middle of my headlong scrabbling, from the corner of my eye, I saw a rider move up a trail a hundred feet or so away from me. So they were after me.

I made for the most impracticable path with the plan of hiding up there, among the rocks near the spring. I prayed with all my heart that it truly was a holy sanctuary where I would be safe.

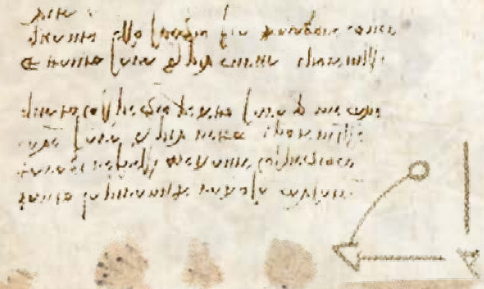
The rider had dismounted. Despite his equipment, the uneven ground seemed to give him no trouble. I tried not to look. The mere idea of seeing him gain on me when my refuge was still so distant made me feel faint.

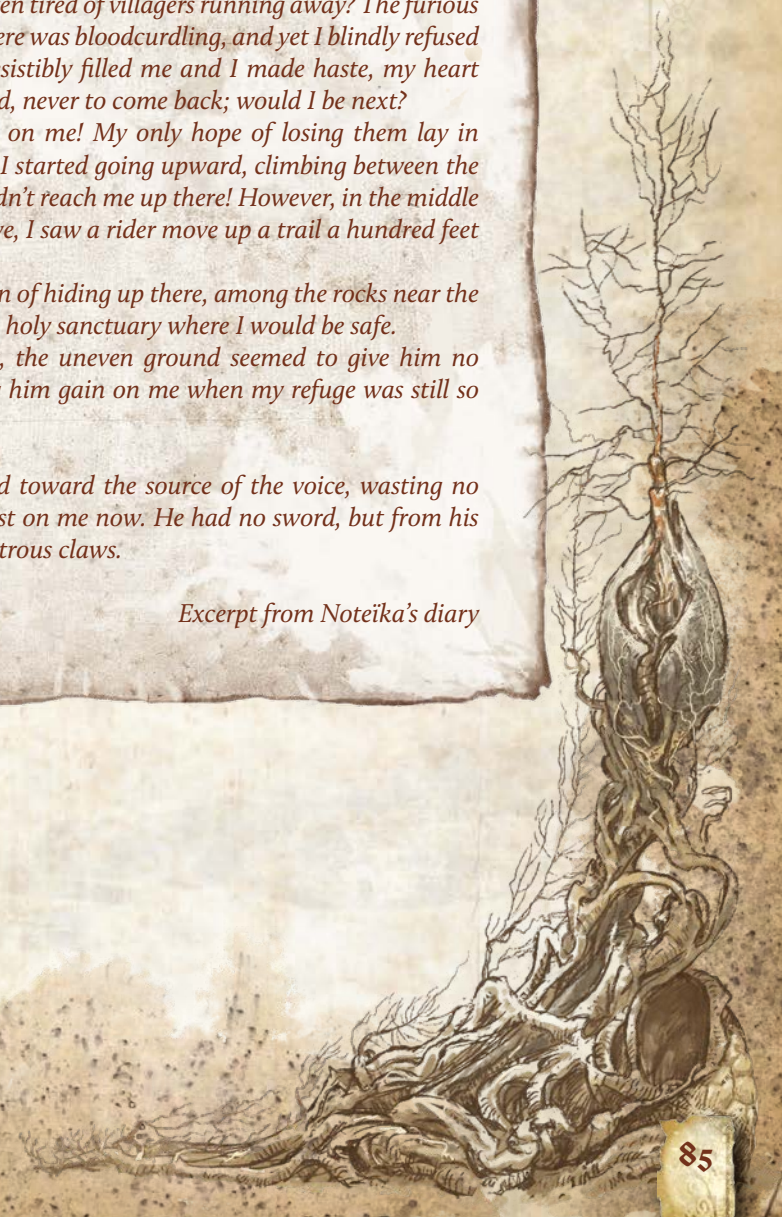
"Come here!"

I couldn't see whoever was calling me, but I rushed toward the source of the voice, wasting no time in looking for its owner. The soldier was almost on me now. He had no sword, but from his clenched fists, blades of bone sprang forth like monstrous claws.

The mark of a minion of Canker.

Excerpt from Noteïka's diary





Effects of Temporary Corruption

Temporary corruption is when an emanation of Canker doesn't affect a creature to the point of altering its essence, but still has a hold on it and attempts to take control of it.
Among the following options, your leader can pick whatever effects best match the atmosphere they wish to cultivate. Note that this is not to be taken as an exhaustive list: the leader is free to come up with other manifestations as they see fit.

Nightmarish Invasion

Starting from 1 temporary corruption point, you can be targeted by Nightmare. Randomly or following a logic of its own, it can invade your dreams during your sleep. The leader decides when Nightmare manifests in such a fashion: it can be in the middle of an expedition through Cankerous lands, the night following a saving throw against corruption or horror, the anniversary of a traumatic event or your first contamination by Canker, etc. The leader can also determine it randomly. When Nightmare attempts to invade your dreams, roll a d20. If the roll is lower than or equal to the total of your corruption points (both temporary and permanent), you receive an oneiric order to submit to Canker. At that point, you can choose either of the following options:

- **Refuse to submit.** In this case, Nightmare seeks to harm you. You are targeted by the nightmare variant of the *dream* spell. The DC is equal to 5 + the total of your corruption points.
- **Submit.** In this case, Nightmare issues a command (see **Nightmarish Commands** below). When you wake up, you have no memory of what the command was, except that it was something loathsome to you.

Nightmarish Commands

The commands issued by Nightmare are always confusing, just like its speech and very nature. At some time in the day following the nightmare (to be determined by the Leader), the target of the nightmarish command must make a Wisdom saving throw with a DC equal to 5 + the total of its corruption points. On a failed save, the creature is under the effect of a *geas* spell. The purpose of the command is generally to increase the creature's corruption or favor its spreading, whether indirectly (through the spreading of horror, madness, and despair) or directly (through reprehensible or corrupting acts).

Here are a few examples of a *geas*'s command:

- Act in defiance of one's ideals.
- Betray, perform an action to the prejudice of the creature's friends or allies.
- Accept Canker (transform temporary corruption points into permanent ones).
- Crave inedible or morally reprehensible substances (Cankerous mucus, corpse flesh, live flesh, etc.)
- Kill an opponent instead of sparing it.
- Sully and profane a sanctuary or a maelossa (see the **Geomagic chapter**); vandalize and destroy anything pure and good.

Bodily Decay

Starting from 5 temporary corruption points, your vitality is sapped from the inside, weakening your body. You have disadvantage on saving throws against disease and poison.
Additionally, you look sickly. The more corruption points you accrue, the worse your health gets and the more frightening your appearance grows. In the most extreme cases, you may be mistaken for a ghoul.

Here are a few examples of stigmas:

- Wan or ghastly complexion.
- Dry, crackled skin.
- Bulging veins.
- Coughing fits.
- Loss of hair.
- Bleeding gums.

Effects of Permanent Corruption

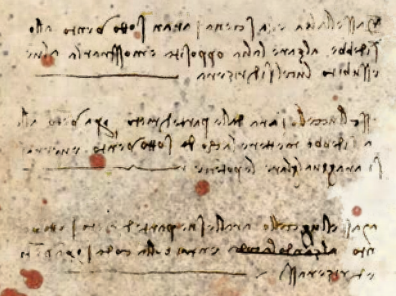
The Vale of Miegavirsotne

Before me was the body of what used to be a man. My savior had removed the man's helm and was now examining him with careful interest mixed with disgust. The soldier's skin revealed his monstrous nature. It was a ghastly, dirty gray, and his veins bulged, purplish like his lips. He had lost his hair, eyebrows, and eyelashes, and he gave off a sickening smell.

... and of course, there were his claws. The bony prongs still jutted out of his rigid fists. My timely helper was a one-eyed halfling clad in a dark brown mantle. His name was Gaspardin. He claimed to have been guided first by a divine message, then by his amulet which, according to him, showed him the way that evil lurked. He asked me for a precise recount of the situation. We left the location of the fight without delay and walked up to the spring where we found shelter. He listened to me as I told him about everything that had transpired.

"From what you're telling me, I'm getting the feeling that there's a Cankerous nest in that castle. Your prince or I don't know what, he must have brought back seeds... Perhaps he's even infested with them... They're gathering strength. That's bad, very bad."

Excerpt from Noteïka's diary



Not everyone exposed to corruption develops the exceptional and terrifying aptitudes that ultimately turn a creature into a prince of Canker. Most victims become reprobates or other variants of lowly ravagers. Your leader may attribute this privilege to all Fate-chosen (see **The Connection Between the Fateforge and Canker**) or define other criteria specific to the campaign. Beneficiaries develop powerful, dangerous abilities, which well-intentioned adventurers can make use of to fight Canker with its own weapons. However, they may end up overcome with corruption and become a ravager devoted to it.

Understanding Phantasm

Creatures suffering from permanent corruption can understand Phantasm—the ravagers of Canker's means of communication. It is expressed through dreams, visions, smells, and vibrations.

It happens that adventurers fighting off Cankerous infestations decide to voluntarily expose themselves to corruption in order to gain the ability to understand the messages of their enemies. A risky bet, probably even an insane one, though some believe it a worthy gambit... but might it not be precisely what Canker wants them to think?

Only through permanent corruption can a creature understand Phantasm.

Depending on the leader's playstyle, the understanding can be immediate or progressive. In the former case, 1 permanent corruption point is enough to understand Phantasm perfectly. In the latter, 5 permanent corruption points are necessary to achieve this level of comprehension.

Boons and Drawbacks

The first time you take permanent corruption, you gain both a boon (see **Cankerous Boons**) and a drawback (see **Cankerous Drawbacks**), the intensity of which depends on how advanced your corruption is (see the **Stages of Corruption table**). Your choice of boon and drawback must be approved by your leader.

Boons and drawbacks can come into play from the first permanent corruption point. Your leader can therefore make them effective immediately if they so wish, but they can also wait for the right moment to do so, or introduce them gradually in order to build up tension.

Of the In-Game Use of Boons and Drawbacks

Boons and drawbacks apply to creatures that are not wholly corrupt. In this fashion, they represent a slippery slope toward a complete loss of the self. Due to how they work, they encourage their victims to corrupt themselves even more in order to gain more power, thus expressing the call of Canker. Once a creature is entirely under the sway of Canker (that is, once all the boxes of its corruption tracker have been ticked or filled), keeping track of its corruption points is no longer necessary: it is now a minion of Canker, a being distinct from what it used to be, irremediably devoted to its master.
The primary purpose of boons and drawbacks is to foster drama and entertainment. As such, they are essentially exclusive to PCs. However, the leader is free to grant them to a chosen few NPCs if they wish to make them memorable antagonists, in which case the same rules apply. In the case the concerned NPC is a minion of Canker, the total of its corruption points is considered to be 20.
As a rule, however, if they wish to use ravagers and other minions of Canker as opponents, the leader can simply refer to **Bestiary**, which includes a section dedicated to these creatures, complete with detailed profiles and comprehensive stat blocks.

Power Balance Between Boons and Drawbacks

Boons and drawbacks have been designed with the following characteristics in mind:

- A minor boon is more powerful (or useful) than a minor drawback is inconvenient. This advantage represents the temptation of giving in to Canker's promise of easy power.
- A minor boon's benefits are greater than a feat's.
- The inconveniences posed by a minor drawback are easy to overcome.
- The problems resulting from a serious drawback are complicated to deal with.
- A severe drawback is impossible to ignore and makes social life almost impossible.
- A critical drawback is guaranteed to make the creature an outcast and its life a desperate one, preceding either an irremediable fall or a miraculous redemption.

Similarities with Cankerous Princes

Cankerous princes are generals leading hordes of ravagers. Each one of them is a unique creature. The boons and drawbacks listed in the next pages give an idea of their abilities. Some princes may possess powers very similar to those of a corrupt PC, embodying a sort of dark omen of their possible future.

Exclusively One or the Other

Your leader can stress the campaign's atmosphere by giving corrupted creatures only boons or drawbacks. Such a ruling will considerably alter the game's balance and style.

Boons only. This will make corrupted creatures much more fearsome. Receiving the taint of Canker may paradoxically become a desirable advantage for PCs and provide a power boost. If only some of the PCs acquire boons, they will be much stronger than their uncorrupted companions.

Drawbacks only. Corrupted creatures will suffer a physical and mental degeneration that will become increasingly harder to bear. Their daily lives will become horrific, if not downright insufferable. This will make the game all the darker, depicting a world where the only options of corrupted beings are usually to either submit to Canker or take their own life.

Cankerous Boons

As corruption grows, so do Cankerous boons. In a fool's bargain, Canker offers power early on, with serious inconveniences only becoming manifest at a later stage, preferably at a point when there is no way back. The temptation is synonymous with great danger, both for the corrupted creature and for those who cross paths with it. Those who give in to this siren song, even with the best of intentions, are always feared. They are almost systematically eliminated as long as it is still possible, before they turn into princes and take the lead of destructive hordes.
Some boons grant access to spells. If you already have levels in a spellcasting class, use its spellcasting DC. Otherwise, your spellcasting DC is equal to 8 + your proficiency bonus + your Charisma modifier. If you are not Awakened, Canker Awakens you. You can ignore the material components of your boon spells, as long as they lack a cost and aren't consumed by the spell.
Cankerous boons are expressions of the various aspects of corruption and the many facets of the related temptation.

- **Cankerous Exoskeleton.** The uncorrupted body is fragile and limited. This corrupted path will fit warriors who wish to sublime their nature, overcome their limitations, become ever stronger, without a care for the price to pay, the damages wrought, or even the meaning of the violence inflicted.
- **Cankerous Vigor.** Being immortal, able to bounce back from the worst injuries, is a common dream. A creature with this boon can live its life to the fullest, without the slightest fear of death. But if the fear of being durably harmed is but a memory, is the creature truly a sentient individual still? Hasn't it become no more than a proliferating mass of life, as terrible and impersonal as a disease?
- **Corpse Defiler.** A twisted manipulator of fresh bodies, a defiler sees everything that dies with the same rapacious interest, transforming dead flesh into weapons to hurl at its enemies. In its eyes, other living beings are nothing but tools, means to achieve its destructive ends.
- **Corrupt Polymorph.** People too often put trust in appearances, and easily believe in the permanence of shapes. The corrupt polymorph adapts, changes, and laughs in the face of restrictions, insinuating itself everywhere in every circumstance. This physical fluidity generally comes with psychological malleability, the creature losing its individuality and turning into the instrument of whoever or whatever will be able to assert its authority over it.
- **Corrupted Arcana.** Spurred by reckless hunger for magical might, the creature delves and thrives in blasphemous knowledge. The resulting abilities may give it the illusion of control and supremacy... until the corrupted power overwhelms it and devours it from the inside. For a Dormant, this boon may also be the guarantee of an easy Awakening that fate has so far denied them.
- **Nightmarish Mind.** Most mortals are defenseless when they sleep and dream, easy prey for the minions of Nightmare. A creature with this boon may believe it has reached a higher form of conscience and self-mastery, when in truth it is but a pawn of Canker.

Cankerous Exoskeleton

A Cankerous creature grows on your body, fusing with your flesh, tendons, and nerves, granting you increasingly advanced physical capabilities as your corruption progresses. Your skin becomes more resilient and you can perform inhuman physical feats.

Minor Corruption

- **Second Skin.** You gain a +1 bonus to AC when you are not wearing any armor. This boon is compatible with the Unarmored Defense feature, as well as with spells like *mage armor* or *barkskin*.
- **Mighty Leap.** You can jump further and higher. To calculate your increased jumping distance, take the initial distance (see Adventurers, Adventuring, Special Types of Movement: Jumping) and increase it by a quarter. Additionally, you can use your reaction when you fall to reduce any falling damage you take by an amount equal to the total of your corruption points.

Serious Corruption

- **Second Skin.** The bonus to AC you gain when you are not wearing any armor increases to +2.
- **Mighty Leap.** To calculate your increased jumping distance, take the initial distance (see Adventurers, Adventuring, Special Types of Movement: Jumping) and increase it by half.
- **Enhanced Climbing.** Your body is covered with adhesive bristles, allowing you to easily climb any surface your skin is in contact with. The effects are the same as a *spider climb* spell.

Severe Corruption

- **Second Skin.** The bonus to AC you gain when you are not wearing any armor increases to +3. You also gain resistance to acid damage.
- **Mighty Leap.** To calculate your increased jumping distance, take the initial distance (see Adventurers, Adventuring, Special Types of Movement: Jumping) and increase it by three quarters.
- **Evasive Leap.** When you are targeted by an area effect, you can use your reaction to make a standing long jump or high jump. If your jump takes you away from the area of the effect, you are unaffected. The path of your jump must be clear of any obstacle, and this movement triggers opportunity attacks from creatures within range.
- **Adaptable Exoskeleton.** When you are targeted by a spell attack or weapon attack, you can use your reaction to reinforce your Cankerous Exoskeleton on the targeted part of your body, granting you a +5 bonus to AC against the triggering attack. Once you use this feature, you must finish a short or long rest before you can use it again.

Critical Corruption

- **Second Skin.** You gain immunity to acid damage and resistance to fire damage.
- **Mighty Leap.** To calculate your increased jumping distance, take the initial distance (see Adventurers, Adventuring, Special Types of Movement: Jumping) and double it.
- **Adaptable Exoskeleton.** You can use this feature three times before you must take a short or long rest.

Cankerous Vigor

Canker is an entity of overwhelming vitality, in appearance untiring and invincible. You have been imbued with part of this tireless energy, enabling you to survive terrible ordeals, though at the price of ever-growing corruption.

Minor Corruption

- **Cankerous Growth.** A new organ develops in your body, making you healthier and counteracting toxic substances. Your hp maximum increases by 1 per level. This also applies retroactively. For example, if you gain this boon at 5th level, your hp maximum increases by 5, then by an additional 1 at 6th level, etc. Additionally, you gain resistance to poison damage.
- **Fierce Vitality.** As an action, you can stimulate your Cankerous organ to regain hp by spending Hit Dice like you might do during a short rest. You can use this feature to heal Wounds. Once you have used this feature, you must finish a long rest before you can use it again.

Serious Corruption

- **Cankerous Growth.** Your growth keeps maturing. You are now immune to poison damage and to being poisoned.
- **Undying Growth.** When you die, your growth regenerates your body. You are automatically targeted by a *raise dead* spell, without need for material components. Whenever you are resurrected in such a fashion, you take 1 permanent corruption point. Alternately, upon dying, instead of being raised, you can choose to attenuate the effects of the regeneration, in which case you take 1 temporary corruption point but become stable (see Adventurers, **Health, Death, In the Heat of Battle: Stabilizing a Creature**). In these circumstances, a Wisdom (Medicine) check with a DC equal to 5 + the total of your corruption points is required to notice you are alive despite the quasi-absence of vital signs.
- **Fierce Vitality.** You can use this feature twice before you must take a long rest.

Severe Corruption

- **Universal Healthy Carrier.** You become a healthy carrier of all the diseases you are exposed to: even if you fail a Constitution saving throw against a disease, you do not develop any symptoms, but if the disease is contagious, you can still transmit it.
- **Corrupt Remedy.** Your growth secretes a foul-tasting substance that you can regurgitate for the consumption of others. If the recipient is unwilling, it can make a Constitution saving throw with a DC equal to 5 + the total of your corruption points to resist, in which case it immediately vomits the substance and whatever else it had ingested with it, and the corrupt remedy has no effect. Otherwise, it inflicts 1 temporary corruption point and provides effects identical to a *lesser restoration* spell, with the difference that it only represses the disease or condition without actually curing it. This persists until the temporary corruption point is removed, at which point the repressed evil comes back in full force. The first Constitution saving throw the recipient makes against the previously repressed effect has disadvantage. The next saving throws are made as normal.
- **Fierce Vitality.** You can use this feature three times before you must take a long rest.

Critical Corruption

- **Cankerous Growth.** The Cankerous organ is now fully mature, further increasing your resilience. Your hp maximum increases by another 1 per level. This also applies retroactively, for a total of +2 maximum hp for every level.
- **Growth Transfer.** Now that your Cankerous growth has fully developed, it can duplicate and you can transfer it to a humanoid creature through a sort of kiss—or mouth-to-mouth, depending on the perspective. This procedure takes 1 minute and automatically fails if the recipient already has a Cankerous boon. If the recipient is dead or has been reduced to 0 hp, the transfer is automatically successful; otherwise, the creature can make a Constitution saving throw with a DC equal to 5 + the total of your corruption points to resist it. If the growth's transfer is successful, the creature immediately takes 3 permanent corruption points and is the recipient of a spell depending on its state: if it is dead, it is targeted by a *raise dead* spell without need for material components; otherwise, it is targeted by a *cure wounds* spell cast with a 5th-level spell slot. Finally, it immediately acquires the Cankerous Vigor boon.
- **Fierce Vitality.** You can use this feature four times before you must take a long rest. Additionally, as an action, you can expend all four uses of this feature to immediately lose a level of exhaustion.

Corpse Defiler

Canker alters everything it touches and transforms it hideously. You are gifted with similar abilities and can use your victims' flesh as a vector of destruction.

Minor Corruption

- **Eye of the Defiler.** As an action, you can know the current hp of a creature within 10 feet of you. Once you have used this feature three times, you must finish a short or long rest before you can use it again.
- **Explosive Necrosis.** Make a melee weapon attack as an action. If the attack is successful, add necrotic damage equal to the total of your corruption points. If the attack kills the target, you can briefly take control of its corpse. Celestials, constructs, elementals, fey, fiends, and immaterial undead are immune to being animated in such a fashion—but not to the necrotic damage, unless otherwise specified.
  Instead of dropping, the corpse moves in a direction of your choice on its next turn. Its speed is the same as when it was alive, and its only possible action is to Dash. The animated corpse has hp equal to the total of your corruption points.
  At the end of its turn, if it has at least 1 hp left, the animated corpse explodes in a burst of corrupt energy. Each creature within 10 feet must make a Dexterity saving throw with a DC equal to 5 + the total of your corruption points or take 4d6 necrotic damage. A successful save halves the damage.
  Once you have used this feature twice, you must finish a short or long rest before you can use it again.

Serious Corruption

- **Eye of the Defiler.** You can use this feature five times before you must take a short or long rest.
- **Explosive Necrosis.** You can use this feature three times before you must take a short or long rest. The speed of the animated corpse increases by 10 feet. The explosion's damage increases to 5d6 necrotic damage.

Severe Corruption

- **Eye of the Defiler.** You can use this feature seven times before you must take a short or long rest.
- **Explosive Necrosis.** You can use this feature four times before you must take a short or long rest. The explosion's damage increases to 6d6 necrotic damage.

Critical Corruption

- **Eye of the Defiler.** You can use this feature nine times before you must take a short or long rest.
- **Explosive Necrosis.** You can use this feature five times before you must take a short or long rest. The explosion's damage increases to 7d6 necrotic damage.
- **Castling.** As a reaction, when one of your animated corpses has finished its movement, you can switch places with it right before it explodes. This does not trigger opportunity attacks.

Corrupt Polymorph

Your physical and spiritual substance grows more and more pliable and malleable as your corruption worsens. You can use this to deceive, manipulate, and infiltrate.

Minor Corruption

- **Nonexistence.** The *detect evil and good*, *detect thoughts*, *locate creature*, *scrying*, and *zone of truth* spells have no effect on you. Other creatures have disadvantage on Wisdom (Insight) checks to understand your intentions.
- **Flesh Pouch.** You can cast the *flesh pouch* spell at will.

Serious Corruption

- **Corrupt Doppelganger.** As an action, you can polymorph into a humanoid of your size that you have seen, or back into your true form. Any equipment you are wearing or carrying isn't transformed. You revert to your true form if you are brought to 0 hit points.
- **Prehensile Appendage.** You can cast the *prehensile appendage* spell. Once you have used this feature, you must finish a long rest before you can use it again.

Severe Corruption

- **Prehensile Appendage.** You can use this feature three times before you must take a long rest.
- **Alter Self.** You can cast the *alter self* spell at will, with a duration of "Until dispelled." Additionally, instead of transforming part of your body into a natural weapon, you may choose to give it the shape of a crude tool. Such a tool must be of simple design and can only have few distinct parts (hammer, crowbar, ax, etc.) Moreover, using it comes with a -2 capped penalty.

Critical Corruption

- **Stretching Body.** You can fit into narrow spaces (up to 8 inches wide) without needing to squeeze through (see Adventurers, Combat, Movement and Position: Squeezing Into a Smaller Space). You can squeeze through very narrow spaces (up to an inch wide).
- **Regrowth.** You can cast the *regenerate* spell on yourself without material components. Once you have used this feature, you must finish a long rest before you can use it again.
- **Prehensile Appendage.** You can cast the *prehensile appendage* spell at will.



Corrupted Arcana

As a power, Canker can grant spells, and it does so with disconcerting prodigality. The more advanced your corruption, the more powerful the known spells. When a spell has a non-corrupt version, you only know its corrupt variant. Among the appendices of the present book, you will find a list of corrupt spells. Any class feature that applies to spells can apply to spells learned through Corrupted Arcana. To cast a spell learned through Corrupted Arcana, you must spend a spell slot of the appropriate level.

Suspicion Toward Ambitious Arcanists

Corrupted Arcana can tempt any spellcaster, but sorcerers and bards are perceived as particularly exposed to said temptation. Due to the raw, instinctive nature of their powers, they can only learn a limited amount of spells, unlike clerics, druids, and wizards. Therefore, are they not particularly vulnerable to the draw of easily accessible magical might? In exchange for a few moral compromises that, when one gets down to it, cost them nothing, they gain access to a host of spells that they never need to prepare.

It is said that in ages past, certain Draconic Kingdoms led by powerful black and green sorcerers delved in the most terrifying applications of corrupt magic. They conquered vast lands, then their empires crumbled in obscure circumstances.

Naturally, warlocks, who have an aura of scandal to begin with, are not spared. How can one know if the pacts made by such characters do not bind them to Canker, making them particularly devoted, powerful, and malevolent minions? Even rangers, as positive as their reputation generally is, carry the shame of some of their own, pushed in the arms of Eana's mortal enemy because of vengeance, madness, or twisted ideals. In regions where this risk is taken particularly seriously, innate spellcasters are viewed with increased suspicion. They may be watched, or even put under constant surveillance by a dedicated secret service.

Cankerous Restoration

If your leader uses this option, you can consume Cankerous fluids (ravager blood or mucus, for example) to regenerate your magical energy, regaining a previously expended spell slot. More precisely, upon reaching the minor corruption stage of Corrupted Arcana, you are able to create and imbibe a deleterious distillate (see **The Deleterious Distillate** below). For anyone else, the ingestion of such a substance would be suicidal, but in your case, it is no more than a calculated risk.

The Deleterious Distillate

A deleterious distillate is a draft made of pure water and concentrated Cankerous fluids. Preparing one takes 10 minutes, and it must be taken immediately. Upon drinking the deleterious distillate, you regain a spell slot of your choice, then make a Constitution saving throw with a DC equal to 10 + the level of the spell slot regained. On a success, you suffer no negative effects; on a failure, you take 1 temporary corruption point and are **poisoned** until you finish a short or long rest.

Minor Corruption

- You know all corrupt spells up to 2nd level.
- You know the following cantrips: *chill touch* and *sudden cramp*.
- **Gangrenous Spell.** You can increase a spell's potency with a burst of the corruption you carry. You must decide to use this feature when you cast the affected spell. If the spell inflicts damage, choose one of its targets, which receives an extra 1d6 necrotic damage. If the spell allows a saving throw for half damage, the extra necrotic damage is added before the total damage is halved. Once you use this feature, you must finish a short or long rest before you can use it again.

Serious Corruption

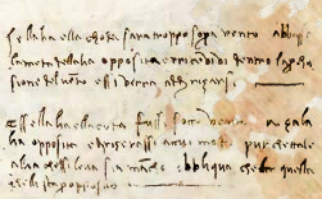
- You know all corrupt spells up to 4th level.
- **Gangrenous Spell.** You can use this feature twice before you must take a short or long rest, and the extra necrotic damage increases to 2d6.
- **Corrupt Component.** You can use the corruption flowing through your blood as a substitute for a material component worth 100 gp or less. This can be done both for corrupt and non-corrupt spells. For this purpose, at the moment of the spell's casting, you must draw some of your blood as a bonus action, losing 1d4 hp for each spell slot level. Once you use this feature, you must finish a long rest before you can use it again.

Severe Corruption

- You know all corrupt spells up to 6th level.
- **Gangrenous Spell.** You can use this feature three times before you must take a short or long rest, and the extra necrotic damage increases to 3d6.
- **Corrupt Component.** Your blood can now be substituted for a material component worth 500 gp or less.

Critical Corruption

- You know all corrupt spells up to 9th level.
- **Gangrenous Spell.** You can use this feature four times before you must take a short or long rest, and the extra necrotic damage increases to 4d6.
- Your score for your spellcasting ability can now be increased above 20.
- **Corrupt Component.** Your blood can now be substituted for a material component worth 1,500 gp or less.



Nightmarish Mind

Exposure to the madness and horrors of Canker have made you able to channel your corruption to sow insanity and fear in the minds of others. This Cankerous boon is reminiscent of Nightmare, which feeds the theories of scholars who stipulate a connection between Canker and Nightmare, or even consider them to be one and the same.
An elf who acquires Nightmarish Mind as a Cankerous boon loses their ability to trance. They must henceforth rest by sleeping, something that they have grown unused to, exposing them all the more to madness and to the sway of Nightmare.

Minor Corruption

- **Dream Memory.** You remember all your dreams and nightmares with precision. Additionally, as an action, you can access a willing creature's memories of its latest dreams by touching it and looking into its eyes.
- **Close to Nightmare.** Your dream isle—the place where you go in your dreams when you sleep—is located in close proximity to territories infested by Nightmare. The more your corruption increases, the closer your isle draws to the vortex, to be ultimately carried away and taken apart. You have advantage on all ability checks related to knowledge of Nightmare.
- **Sandman.** As an action, you can transform a handful of sand into sleeping sand (see **Sleeping Sand**). Once you use this feature, you must finish a short or long rest before you can use it again. The sleeping sand loses its properties and reverts back to ordinary sand when you finish a long rest.

Sleeping Sand

Wondrous item (alchemy), uncommon
When you use an action to throw a handful of this sand into the air, each creature within 10 feet of you (not including you) must succeed on a DC 15 Constitution saving throw or fall asleep. A creature with at least 2 levels of exhaustion falls asleep for the duration of a long rest; a creature with 1 level of exhaustion or less than half its maximum hp falls asleep for the duration of a short rest; any other creature falls asleep for 1d10 minutes.
A creature under the effect of sleeping sand remains unconscious until the effect ends, the sleeper takes damage, or someone uses an action to shake or slap the sleeper awake.
Undead and creatures immune to being charmed aren't affected by sleeping sand.

Serious Corruption

- **Nightmare Walker.** During your sleep, you can consciously travel the Astral Plane as a spirit, departing from your dream isle where your dreams and nightmares take place. In this state, you are exposed to the dangers of this plane. By exploring the outskirts of Nightmare, you can pick up on the messages and orders of Canker's troops. At your own risk, it may also be possible to reach divine domains, for example to gather information. You travel as a **dreamer** (see Bestiary).
- **Nightmarish Summons.** Your saliva contains a substance that can bring the soul of a creature to your dream isle under the form of a **dreamer** (see Bestiary). A willing creature who imbibes your saliva will find itself in your dream isle the next time it sleeps. An unwilling creature can make a Wisdom saving throw with a DC equal to 5 + the total of your corruption points to resist the summons.
- **Sandman.** You can use this feature twice before you must take a short or long rest.

Severe Corruption

- **Nightmarish Vision.** As an action, you conjure horrific illusions in the mind of a creature that can see you within 60 feet. The effects are the same as a *phantasmal killer* spell with a DC equal to 5 + the total of your corruption points. Once you use this feature, you must finish a short or long rest before you can use it again.
- **Source of Madness.** You exude horror and delirium. As an action, each creature within 30 feet of you must make a Wisdom saving throw with a DC equal to 5 + the total of your corruption points or take a short-term madness effect. Creatures that can't be frightened are immune to this effect. Once you use this feature, you must finish a long rest before you can use it again.
- **Sandman.** You can use this feature three times before you must take a short or long rest.

Critical Corruption

- **Source of Madness.** Creatures that fail their save take a long-term madness effect.
- **Nightmarish Vision.** You can use this feature twice before you must take a short or long rest.
- **Sandman.** You can use this feature four times before you must take a short or long rest.

Cankerous Drawbacks

One of the reasons Canker's influence is so insidious and devouring is that it offers boons before it enacts their price. Possible drawbacks are many and varied, with those listed below only covering the most frequent cases. Your leader is free to come up with others.

Likewise, your leader can fine-tune the properties of a Cankerous drawback in accordance with the needs of the campaign. For example, they may wish to give the corrupt PC the role of a tormented hero whose dark side is the source of harmful effects they desperately seek to prevent or fix. The worst enemy of a corrupt hero is Canker, which gradually invades the character's body and soul, turning the adventurer against themselves.

Each of the Cankerous drawbacks below is related to a horrific theme:

- **Beacon of Evil:** Bringing misfortune and causing suffering to others. The corrupt character attracts the notice of celestials, fey, fiends, ravagers, and undead from far away. Their presence cannot be concealed and spurs the surrounding forces of evil to activity.
- **Blighted Flesh:** Turning into a hideous monster whose very presence is loathsome and toxic. The appearance of the corrupt character keeps degrading, making social life of any kind impossible.
- **Call of the Swarm:** Being mentally dominated by one's enemy, overwhelmed despite one's best efforts to fight it. Ravagers can use spells to incapacitate and manipulate the corrupt adventurer.
- **Cankerous Sleepwalker:** Being progressively split between one's conscious being and an alter ego that catalyzes all of one's impulses, and suffering from the misdeeds of this evil twin. Against their will, the corrupt adventurer engenders an increasingly independent and nefarious monster.
- **Festering Madness:** Losing one's grip on reality, feeling one's mind come apart. The corrupt adventurer suffers from illusions and hallucinations: they grow unable to see the world as it is and their existence becomes a constant nightmare.
- **Sacrilegious Apostasy:** Becoming a threat to be struck down in the eyes of former allies. The corrupt adventurer can no longer take shelter in maelossas and sanctuaries, and becomes the enemy of celestials and fey.

A PC's Cankerous drawback can be picked with the agreement of both the leader and player, or even with the approval of the whole table. Since this is an important decision that will have a strong impact on the campaign, it is recommended that everyone is comfortable with the chosen drawback.

Beacon of Evil

Your tormented soul attracts evil entities that find its aura intoxicating. Your existence facilitates the appearance of undead and fiends, in addition to that of ravagers. These creatures feel your presence and relentlessly harass you.

Minor Corruption

- **Denied Succor.** Your blasphemous existence is anathema to Death's Ban: receiving it kills you instantly. Your soul is then immediately called to the domain of Death, preventing any attempt to bring you back to life.
- **Cankerous Stigma.** You bear on your body an arcane mark evocative of dark magic. Any celestial, fey, fiend, ravager, or undead that spots this mark will identify you as a minion of Canker and will treat you as such. For ordinary people, such a mark is a sign that you are devoted to evil forces, and therefore that you must be shunned or killed.
- **Radiating Soul.** Celestials, fey, fiends, ravagers, and undead automatically feel your presence if you are within 30 feet of them. They know in which direction you are, even if they cannot see or hear you. This perception is spiritual, independent from physical senses. Additionally, creatures of these types instantly know your alignment. Only an Ethereal Border can thwart this effect.

Serious Corruption

- **Radiating Soul.** The range increases to 100 feet.
- **Denied Succor.** You gain no benefit from the *mind blank*, *private sanctum*, and *sanctuary* spells. Additionally, you have disadvantage on saving throws against divination spells.
- **Alluring Soul.** You are the primary target of fiends, Nightmare, and undead, which are hungry for your blood and soul. Their strategy depends on their intelligence.

Severe Corruption

- **Radiating Soul.** The range increases to 400 feet.
- **Agent of Doom.** Your presence stimulates corruption: within the same range as the Radiating Soul effect, water and food are corrupted, as well as physically or psychologically vulnerable creatures. The progression of the evil is slow but certain, taking between several weeks and several months to set in, depending on the nature of the region and victims. If you remain in the same area for too long, you may ultimately turn the location into a Cankerous nest. There is no sign that you are the source of the corruption, except that you are its epicenter.

Critical Corruption

- **Radiating Soul.** The range increases to 1 mile.
- **Agent of Doom.** When you enter a maelossa or an area under the effect of a *hallow* spell, your presence clashes against the purity of the location. Within a few days at most, breaches appear, allowing passage to fiends, ravagers, and undead. The longer you remain in such a location, the worse the deterioration grows, possibly going as far as to break the sacred protections.

Blighted Flesh

You carry a visible sign of your corruption, thereafter called a Cankerous mark, starting as a minor blemish but progressively growing into hideous leprosy. Little by little, you turn into a host of parasites and diseases.

Minor Corruption

- **Cankerous Mark.** Your Cankerous mark appears somewhere on your body. It is approximately the size of your hand. It may be mistaken for a symptom of a repugnant disease, or taken for what it is: the proof of your corruption. At this stage, it is easy to conceal.
- **Corrupt Excretions.** Your excretions (saliva and other bodily fluids) are toxic to nature. In large amounts, plants in their vicinity wither and die, and soils take on a sickly dark gray color. Your excretions can transmit all the diseases you carry (even those that are normally noncontagious) for 1d4 days after they've left your body.

Serious Corruption

- **Cankerous Mark.** Your Cankerous mark grows. It is still rather easy to conceal, but someone who pays attention may notice that you're hiding something.
- **Anathema to Beasts.** Beasts within 30 feet of you become terrified or hostile.

Severe Corruption

- **Cankerous Mark.** Your Cankerous mark spreads over half your body. You can only hide it by wearing ample clothing, which may easily arouse suspicion. In addition, you give off a sickly stench.
- **Anathema to Beasts.** Beasts within 60 feet of you become terrified or hostile.
- **Host of Vermin.** Parasites (lice, fleas, ticks, etc.) enjoy your company. Instead of attacking you, they nest in your equipment, invading your belongings and clothes. Occasionally, they come out to attack creatures within 5 feet of you.

Critical Corruption

- **Cankerous Mark.** Your Cankerous mark covers most of your body. You must now cover your whole body, face included, to conceal your true nature. Your smell is nauseating, reminiscent of a festering corpse.
- **Anathema to Beasts.** Beasts within 120 feet of you become terrified or hostile.
- **Decaying Walk.** Plants around you become withered and stunted, or even die.
- **Host of Vermin.** A **swarm of insects** (see Bestiary) is birthed every day from your excretions and personal belongings. The swarm is particularly aggressive and will attack the nearest living creature (except you).

Corrupting Killer

At the leader's option, Corrupting Killer may replace Decaying Walk. Instead of ravaging nature in their path, the adventurer sows danger and destruction in a more localized, but more consequential manner.

When you kill a creature, its remains are corrupted and will engender a new monster in the following hours. Either the creature will be reborn with the same statistics, but bent to Canker's will, or a ravager will grow at a very rapid pace inside its body. The CR of the newborn ravager cannot be higher than the lowest of the original creature's CR and the total of your corruption points. To prevent this, the creature's corpse can be purified through a ritual involving the use of the *sacred flame* spell and holy water.

This drawback is without effect on creatures for which death only means being destroyed or sent back to one's plane of origin: celestials, constructs, elementals, fey, fiends, ravagers, and undead.

Variant: Cankerous Parasite

Canker and its corruption can take different aspects. For example, a drawback may have effects similar to that of Blighted Flesh, but take the form of a Cankerous parasite spreading under the skin.

- **Minor Corruption.** Your Cankerous parasite is like a network of thin roots or veins running under your skin. It can be felt, but not seen.
- **Serious Corruption.** Your Cankerous parasite is now visible to the naked eye. The vein-like network takes on a color and aspect contrasting with those of your skin.
- **Severe Corruption.** Your Cankerous parasite has considerably matured. Its presence is now obvious: you are covered with a web of veins evocative of ivy rooted into your flesh.
- **Critical Corruption.** Your Cankerous parasite covers your entire skin, giving you a monstrous appearance. By exerting your will as a bonus action, you can temporarily uncover your face or a portion of your actual skin, but most of the time, you are enveloped in this loathsome shell.

Call of the Swarm

Ravagers communicate between themselves through a sort of ambient hive mind, and you have developed a troublesome sensitiveness to these commands. When ravagers are present, you feel the call of the swarm. This message is transmitted in Phantasm, for example via dreams or pheromones emitted by a Cankerous nest.

If you willingly give in to the call of the swarm, you are mentally sent a mission to complete. Once you have given in, you cannot choose to go back on this decision, no matter your reluctance. Your mission may be to assist an attack of ravagers or to sabotage defenses. Missions related to the call of the swarm are usually brutal and invasive. If you resist the call, the swarm will try to break you and use you against your will for its dark purposes.

- Over a period of 1 day, Canker can use a certain number of spells on you. The **Swarm Spells per Day table** shows the number and types of spells you may be the target of depending on your corruption stage. For example, against an adventurer suffering from serious corruption, Canker may use *confusion*, *hold person*, and *compulsion* during the same day.
- Canker can only use these spells through a ravager, at the range shown in the spell's description. Regardless of the spell's normal casting time, the ravager used as a vector can cast it as a bonus action.
- Commands issued as part of certain spells are transmitted in Phantasm directly to your mind. Note that this is not the expression of a particular ravager's will: the creature only acts as Canker's proxy.

Swarm Spells per Day

Corruption	Spells: *compulsion, hold person, sleep.*	Spells: *confusion, suggestion, tyranny.*	Spells: *bloodthirsty fury, dominate person, modify memory.*	Spells: *antipathy/ sympathy, feeblemind, geas.*
Minor	1	–	–	–
Serious	2	1	–	–
Severe	3	2	1	–
Critical	4	3	2	1

Cankerous Sleepwalker

In appearance, Canker has no effect on you, but in truth, an evil conscience takes shape within you as your corruption grows. You suffer from sleepwalking episodes and losses of consciousness during which your Cankerous alter ego takes control of your body.
Unlike most boons and drawbacks, only the effects of the current corruption stage apply. Each new stage is more dangerous than the last and represents one more step toward the loss of your freewill. Fighting against one's other self may appear like a losing battle, and indeed, very few manage to get rid of this haunting presence.
An elf who acquires Cankerous Sleepwalker as a Cankerous drawback loses their ability to trance. They must henceforth rest by sleeping, something that they have grown unused to, exposing them all the more to madness and to the sway of Nightmare.

Minor Corruption: Echoes of the Immaterial

You perceive unseen evil forces without being able to act against them. You regularly hear echoes of laughter, crying, whispering, and threats in unknown tongues. This makes it difficult for you to tell what is real and what is the fruit of your imagination, giving you disadvantage on Intelligence (Investigation), Wisdom (Insight), and Wisdom (Perception) checks.

Serious Corruption: Possession

The Cankerous embryo within you is now strong enough to take over during moments when you are vulnerable. Whenever you sleep, you must make a Wisdom saving throw with a DC equal to 5 + the total of your corruption points or have your Cankerous alter ego take control of your body for one hour. At this stage, the Cankerous being is primitive and instinct-driven, making it plain that you are not yourself.
The possession occurs once a week on average, but not necessarily in regular intervals. For example, it may happen several times in the course of a week then remain inactive for months, at the leader's discretion.
If you sleep in a location protected from the influence of Nightmare, you are also preserved from being possessed.

Severe Corruption: The Other

Your Cankerous alter ego is no longer a budding consciousness, but a much more fearsome being. It behaves like your reflection: if you are right-handed, it is left-handed. It is intimately familiar with you, knows what you desire, and wants the same thing, with the difference that it has no qualms and no patience. The Other wants to satisfy your impulses and, more precisely, revels in your flaw (see **Adventurers**, **Character's History**). It seeks vengeance toward people you have a grudge against, does what you were tempted to do but chose not to in order to avoid problems, etc. The Other is you without being you: it is your dark side, and even worse.
Whenever you sleep, the leader can ask you to make a Wisdom saving throw with a DC equal to 5 + the total of your corruption points:

- On a failure, you experience a restless night, waking up several times due to frightening nightmares. You gain no long rest or short rest benefits.
- On a margin of failure of 5 or more, the Other takes over and is active for the next 1d6 hours or until it loses consciousness.

If you sleep in a location protected from the influence of Nightmare, you are also preserved from the influence of the Other.

It

By using this variant, the impulses of the Other become a more subtle source of complications and conflicts.
The Other can manifest without criminal intent, inhabited only by the primary need to experience pleasure. To that effect, it drinks, eats, dances, fights, has sex, sings, and does whatever else it enjoys. It is you, but infinitely more impulsive and devoid of any sort of conscience. It does whatever it wants because it can.
The consequences of its actions may initially be mundane, but become increasingly troublesome: "you" lose money, go into debt, accept missions or services at the drop of a hat, hurt and kill without a second thought, etc. You gain more and more enemies, and must deal with grudges you do not even know the reason for.

Critical Corruption: Evil Twin

You are no longer the victim of possessions or absences caused by the Other. The Other is now a being of its own, your Evil Twin.
To that effect, Canker creates a clone of you. This creature appears in Eana, in a place where your blood was spilled. The more blood there is, the more likely it is that the clone will appear in that location. The location cannot be a place protected by a *hallow* spell.
Despite its appearance, the Evil Twin is a ravager of Canker and is affected as such by relevant spells and features. Likewise, though it has the same features as you, it is unable to inflict radiant damage, which is replaced with necrotic damage.
Your Evil Twin's purpose is to further the goals of Canker, whether by directly supporting its troops or through more insidious means. It may also seek to drive

you to despair or to provoke you by destroying what is important to you. It has your memories and the same statistics as you (ability scores, skill proficiencies, spells, etc.)Every night, when you sleep, the Evil Twin receives your memories of the past day. The same process occurs on your end, but your reception of its memories is compromised by the influence of Nightmare that blurs, distorts, and confuses the events. To know about precise details, you must make a Wisdom saving throw with a DC equal to 5 + the total of your corruption points.

- As long as you are alive, your Evil Twin cannot die. If it is killed, it is reborn from your blood on the next night, as previously described.
- If you die, you immediately regain consciousness in the body of your clone, which you now inhabit, and gain 1 permanent corruption point. A new Evil Twin is born from your blood on the next night, as previously described. It is impossible to bring you back to life through other means.

Festering Madness

Your mind gradually loses its cohesion and integrity. You sink into madness and can no longer relate to reality... at least, to that of uncorrupted beings.

Minor Corruption

- **Madness.** You are afflicted with an indefinite madness. As long as you have any permanent corruption points left, you cannot be cured of it.

Serious Corruption

- **Altered Senses.** You are frequently assailed by signs, portents that give you the mistaken impression of being able to understand or foretell events. You have a -3 capped penalty to Intelligence (Investigation) and Wisdom (Perception) checks, and your passive score in these skills is reduced by 3.
- **Twitch of the Mind.** When you fail an Intelligence (Investigation) or Wisdom (Perception) check, the leader can provide you with false information, which your character will believe as hard facts, going so far as to rationalize incoherences. Only damning evidence can disillusion them. You cannot be the victim of more than one Twitch of the Mind between long rests.

Severe Corruption

- **Garbled Memory.** Your knowledge is distorted by Canker's corruption: though intact, it is made incoherent by false or inexact information that sows trouble in your mind. You have a -3 capped penalty to all Intelligence checks.
- **Twitch of the Mind.** This drawback can now also apply to all Intelligence checks, and you can be the victim of two Twitches of the Mind between long rests.

Loss of Control

If your leader makes use of this option, they make the rolls for all your ability checks affected by Festering Madness. You cannot know the results of these rolls, which complicates the use of spells or features that boost ability checks, such as Bardic Inspiration or *guidance*.

Critical Corruption

- **Waking Nightmare.** Corruption now constantly affects your perception of reality. You see vermin crawl in what others eat with gusto, the faces of people you meet in the street are horribly distorted, a soft blanket feels viscous and putrid, etc. Your daily life is a permanent sensory torture, and you have a very hard time telling hallucinations and reality apart. The emanations of Canker are the only things that seem beautiful and attractive to you. You have a -3 capped penalty to all Wisdom checks.
- **Twitch of the Mind.** This drawback can now also apply to all Wisdom checks, and you can be the victim of three Twitches of the Mind between long rests.
- **Overflowing Madness.** Your delirium transcends reality, generating terrifying or dangerous illusions. Every week, the leader can trigger the following spells: *silent image* (5 times), *fear* (3 times), *hallucinatory terrain* (1 time), *mirage arcane* (1 time). The DC of these spells is equal to 5 + the total of your corruption points. Technically, the spells are cast as if you were their source, but you have no control over them and are a victim of their effects.

Sacrilegious Apostasy

Bards sing tragic epics about paladins turned into corrupt knights in the service of Canker. Sacrilegious apostates are the closest thing to these legendary enemies of the core peoples.

Your connection with Canker makes you an enemy of the gods and Eana. You are fated to become an impious, profaning creature, and this nature makes your existence increasingly insufferable to celestials and protectors of the world.

Minor Corruption

- **Rejection of the Divine.** You lose your connection with all forms of noncorrupt divine energy, which means you can no longer cast the following spells, even through scrolls or magic items: *conjure celestial*, *divination*, *legend lore*, *planar ally*, and *spirit guardians*. In addition, you can only cast the corrupt variants of *conjure fey or ravager* and *conjure woodland beings or minor ravagers*.

Serious Corruption

- **Profaner of Maelossas.** If you cross the boundaries of a fey kingdom, you create a breach in your path, allowing passage to ravagers. You have no control over this effect.
- **Forsaken by the Light.** You can no longer use objects, spells, or features dealing radiant damage. Spells and features dealing radiant damage are now corrupt and deal necrotic damage instead. Additionally, if the spell or feature was particularly effective against ravagers, the effects now apply to another type of creature of your choice among the following: celestials, dragons, fey, humanoids, or natural creatures (which gathers beasts, oozes, and plants). Other effects are unchanged.

  When you use the divine favor *spell, the extra radiant damage is replaced with necrotic damage and the spell is corrupt.*

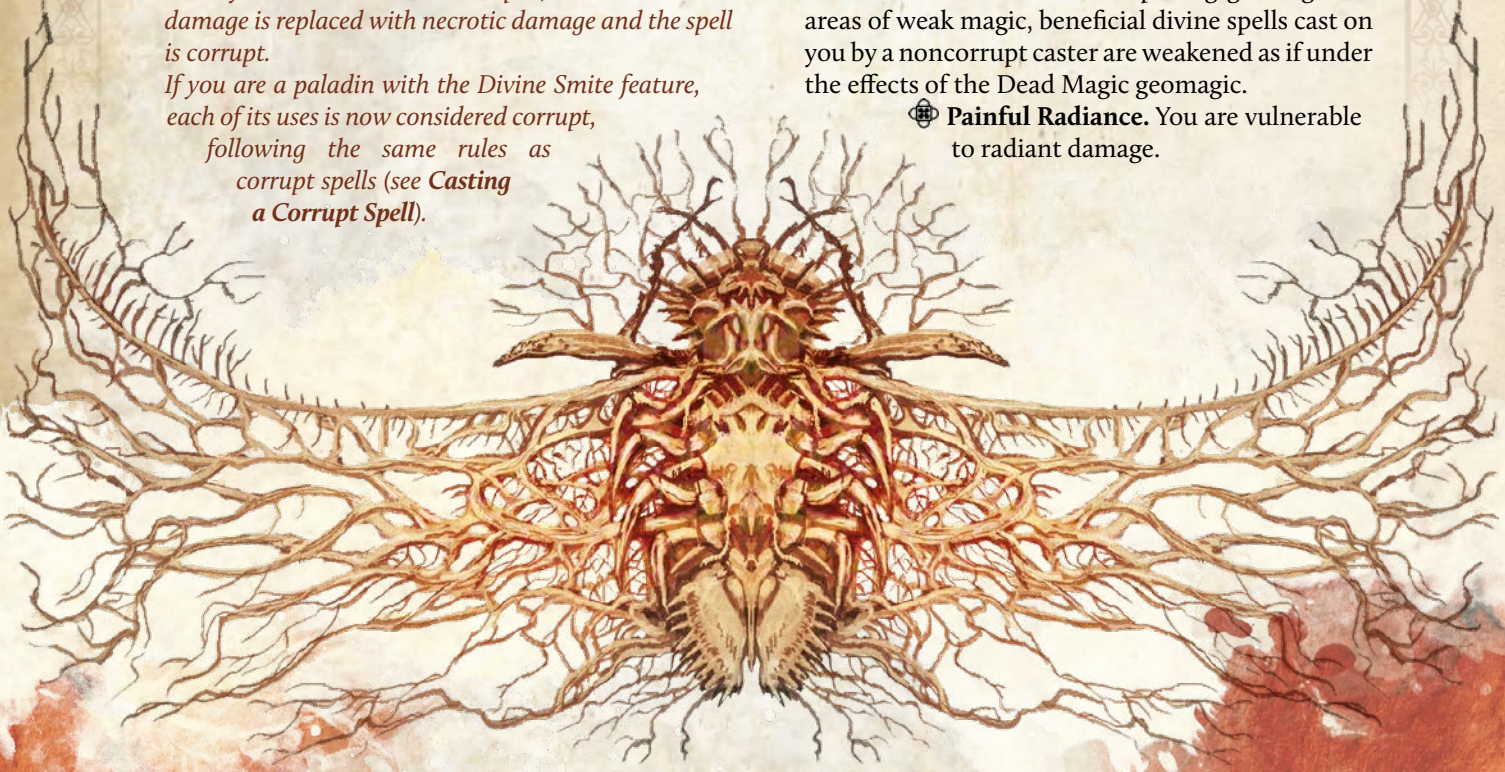
  If you are a paladin with the Divine Smite feature, each of its uses is now considered corrupt, following the same rules as corrupt spells (see ***Casting a Corrupt Spell****).*

Severe Corruption

- **Nemesis.** Divinities and spirits inform their disciples of the evil you embody. Inquisitors, druids, and heroes may track you down, driven by divine missions or visions.
- **Profaner of Sanctuaries.** If you cross the boundaries of a location protected by a *hallow* or *private sanctum* spell, or by the Arcane Sanctification geomagic, you create a breach in your path, allowing passage to ravagers. You have no control over this effect.
- **Abomination.** Spells and features that affect ravagers affect you as if you were a ravager.
- **Corrupt Divine Source.** If you can use divine features or spells, the source of your powers is now Canker.

Critical Corruption

- **Celestial Vengeance.** A celestial—typically a **deva** or a **kherub** (see Bestiary)—is tasked with eliminating you. The only way to defeat such a creature for good is to destroy it in the Astral Plane. If you kill it on another plane, it will tirelessly return.
- **Pariah.** Beneficial divine spells cast on you by a noncorrupt caster are significantly weakened, as if under the effects of the Dampening geomagic. In areas of weak magic, beneficial divine spells cast on you by a noncorrupt caster are weakened as if under the effects of the Dead Magic geomagic.
- **Painful Radiance.** You are vulnerable to radiant damage.



The Vale of Miegavirsotne

Once we were done talking, Gaspardin left, assuring me that he knew what to do and that I should not worry about him... but what could he do alone? I was certainly no better, though: I was an isolated, terrified novice, with some food, a blanket, and spring water as my only resources.

Night fell, and with it came a biting chill. As minutes passed, I felt myself grow more and more agitated. I was worried about the fate of the one-eyed halfling, and even more so about my flock. I was vexed by how powerless I felt. I knew for sure that nothing good awaited me back at the village, but on the other hand, staying here with nothing to do but fight against the cold and my gnawing worries was even worse. In the end, I resolved to get to the bottom of things: as dreadful as truth could be, facing it was preferable to stupidly waiting here like a lost lamb. I reasoned that the night was the best time to be on the move.

I set off north, aiming for the road that passed next to the castle and led out of the vale, toward the rest of Arolavia. There would certainly be patrols, but I tried to convince myself that they would not notice me in the dark. I shouldered my bag, wrapped myself in my blanket, tucked my hands in my clothes, and left. Walking would do me good. I hoped that it would warm me and calm my feverish mind. My toes were numb. I kept myself awake with repeated prayers.

I crept through the pass, in constant fear of the irruption of other corrupt soldiers, but nothing stood in my way, and when I heard signs of activity, it was as echoes from the hamlet. My stomach in knots, I hurried on and reached the edge of the foothills, which provided me with a vantage point. There were people with lights. Positioning myself to get a better view, I made out moving shapes. I had no idea who was who. I supposed they were villagers and men-at-arms from the castle. I started climbing down, my eyes glued to the scene. Shadows, flames, fighting. I am almost certain I recognized our lord's son—our new lord. He stood out with his armor and tabard. People fell around him, probably struck down. But what happened next chilled me to the bone.

The corpses at his feet got back up and lunged at their former allies before bursting apart, taking their companions with them. Those who had believed the lord was an ordinary man who could be defeated by ordinary means were wrong. He was no longer human.

The sickening slaughter went on, but I had stopped watching. I ran away from it all.

Excerpt from Noteïka's diary

Purifying Corruption

It is easier to break a pot than to put it back together. On a metaphorical level, purifying corruption requires the same degree of effort: it is a difficult process and the person undergoing it may not go back to how they used to be.

The leader decides which means of purification are available in their campaign. The rarer and harder to access they are, the more destructive the effects of corruption will be.

Knowledge of the Means of Purifying Corruption

The Arcana, Medicine, and Religion skills are the ones most closely related to the treatment of corruption. From a technical standpoint, the leader can use either of the two methods below to determine whether the PCs know of purification techniques:

- **By decision.** The leader determines what the PCs know or not. In this fashion, some purification techniques will be available to the party from the beginning. The adventurers may learn about others in the course of the campaign, be it by improving their skills or through research.
- **With skill checks.** At the start of the campaign, each PC proficient in Arcana, Medicine, or Religion makes DC 15 Intelligence (Arcana or Religion) or Wisdom (Medicine) checks. One check is made for every possible purification technique. A successful check reveals the name of the technique. A success with a margin of 5 or more means that the PC's knowledge is sufficient to put the technique into practice and answer questions about it. As the campaign progresses, if the PCs' score in the concerned skills increases (whether due to an increase of their proficiency bonus or related ability, or by gaining expertise), the leader may let them make another check.

Finding Shelter in a Sanctuary

Certain places are havens from the power of Nightmare. Here are a few examples, which the leader can use as references to determine whether a location qualifies as a sanctuary:

- A maelossa (see the **Geomagic chapter**).
- A consecrated temple. The leader may include other conditions, such as the presence of holy relics.
- An area under the effects of a *hallow* spell.
- A ruin with its own time frame, guarded by a sphinx.
- A place under the effects of a *wondrous domain* spell.

The Natural Resorption of Temporary Corruption

As its name indicates, temporary corruption can disappear on its own, dissipating under the unseen, purifying influence of the gods or Eana herself. In the appropriate circumstances, temporary corruption is lost at a rate of 1 point every week. Said circumstances must be as follows:

- The creature must be in a soothing location, such as a place filled with the quietness of nature (a clearing in ancient woods, a pleasant farm in a peaceful country, etc.) or a sanctuary.
- The stay must create no stress: no sleep perturbation, lack of food, threat of danger, etc.

Removing Temporary Corruption Through Meditation

Meditation lets its practitioner reunite with themselves, clearing their mind and providing them with a heightened awareness of their body. Through this exercise, a creature can actively fight off temporary corruption.
In Eana, there are two main types of meditation: one relying on faith, the other drawing from art.

- **Faith-based meditation.** Proficiency in Religion is the requirement for making use of this form of meditation, which takes different shapes depending on customs and tenets. Some beliefs focus on reciting mantras, or speaking aloud the holy names of angels, or contemplating nature, etc.
- **Art-based meditation.** Proficiency in Performance and in a tool of artistic creation are the requirements for making use of this form of meditation, whose purpose is to create a work of art sublimating the pain of corruption and allowing you to find yourself again, or even recreate yourself.

You must dedicate a full day or night to your meditation, which equals 8 uninterrupted hours of tranquility. At the end of this period, make a DC 20 Wisdom (Performance or Religion) check. For the purpose of this particular check, Wisdom replaces Intelligence or Charisma. On a successful check, you lose 1 temporary corruption point. Once you have meditated, you must finish a long rest before you can do it again.

Depending on the campaign's playstyle, the following options can also be implemented:

Heroic Epiphany

This option is something of an addition to the "Critical Success on a Natural 20" optional rule (see **Adventurers**, **Abilities, Resolution**). When you roll a natural 20 on a meditation check, you lose 1d4 temporary corruption points instead of 1.

Painful Purification

This option adds one or several of the following risks and conditions, at the leader's discretion:

- Once you have successfully meditated, you must wait a week (or even possibly a month) before you can do it again.
- On a successful meditation check, you take 1 level of **exhaustion**.
- As an addition to the "Critical Failure on a Natural 1" optional rule (see **Adventurers**, **Abilities**, **Resolution**), rolling a natural 1 on a meditation check inflicts 1 temporary corruption point.

Necessary Initiation

To be able to meditate, you must have been initiated by a religious group, a sage, an expert, etc. Meditation may also require an appropriate location, such as a millennial forest, a school of renown, or a secret temple. Additionally or alternatively, meditating may require the Purifying Meditation feat (see the aside below).

Feat: Purifying Meditation

Prerequisite: Proficiency in the Performance or Religion skill

You have been trained in the art of meditation. You can put yourself in a state of intense introspection to rid yourself of your corruption.

- Increase your Wisdom score by 1, to a maximum of 20.
- You can meditate to remove temporary corruption, following the rules detailed in **Removing Temporary Corruption Through Meditation**.
- As a reaction, you can add your proficiency bonus as a capped bonus to a saving throw against Canker, horror, or madness. You can use this benefit before or after making the save, but before any effects are applied. Once you use this benefit, you can't use it again until you finish a short or long rest.

Therapy

Following this option, the ability check is replaced or must be accompanied (leader's choice) with remarkable acts qualifying as revelations for the character. Meditation and its benefit can only be achieved when the individual understands something about themselves and the world, when their relationships evolve, when they overcome their fears, or when they sublimate the ordeals they've experienced with the creation of a work of art.

With this variant, meditation is less an exercise of introspection and more the slow maturation of a new perspective, which takes shape through concrete initiatives: the composition of hymns, the writing of prayers, moralizing interventions and speeches, the publication of treatises, etc. The leader decides how many temporary corruption points the adventurer loses, in accordance with the magnitude of the revelations and actions. A basis can be the removal of 1 temporary corruption point for each initiative that shows in-game investment and contributes to the story or atmosphere. Significant actions that call upon great means and strong personal commitment may cure 2 or even 3 temporary corruption points.

Aleth is a scholar who has been through great ordeals, in the course of which she has accrued 3 temporary corruption points. To reflect upon her life, her ambitions, and the spirit of the times, she writes down a memoir of her adventures and the reflections they've brought her. In the evenings, as the party rests for the day, she shares her feelings with her companions and draws inspiration from their points of view.

Saved by a paladin companion, she works every day on embroidering a blazon showing the colors of her friend's god. Patiently, meticulously, she makes progress on this project that expresses her feelings of gratitude. It is also a way for her to treasure the memory of her comrade's brave gesture and to exorcize the associated trauma.

Aleth's player describes these activities on appropriate occasions. This makes it clear that such initiatives go further than natural resorption of temporary corruption: the PC is taking concrete steps toward the purging of her corruption. Considering the personal investment, the related introspection, and the narrative pertinence of these initiatives, the leader accepts both ideas as valid meditation methods and arbitrates that Aleth loses 2 temporary corruption points.

A Necessary Sacrifice

Corruption mixes with its victim's vital essence, meaning that removing temporary corruption through meditation takes a minute toll on your health. In the long run, an accumulation of these small sacrifices may prove greatly taxing, making you easy prey for your opponents. Each successful meditation reduces your hit point maximum by 1.

Revivification

Legends speak of ways to restore the health of individuals who led grueling battles against Canker, going through frequent and taxing meditations in the course of which they burned their life essence. Here are a few possibilities, though your leader is free to come up with more:

- **Flora's grace.** In places dedicated to the goddess of renewal, life can always return, no matter how weakened and withered it is. These sites, which are secret and protected, can bring back youth and strength. Only high-ranking priests of Flora, eminent scholars, or experienced druids know of such sanctuaries.
- **Vital essences.** Certain plants can be used to brew decoctions capable of restoring an individual's lost vigor. However, they are extremely rare and located either in primeval locations, such as ancient and closely watched Ellerìnion forests, or in regions of strong magic, such as the remote and chaotic Eolian Isles.

Drow, Duergar, and Svirfneblin

In the course of the Dawn War, many braved the Netherworld, but only the descendants of elves, dwarves, and gnomes were transformed by the experience, in a strange adaptation to this hostile environment. This enabled them to avoid the depredations of corruption, but at what cost? Were they stripped of part of their former vitality or sanity? Or did they perform an even more terrible sacrifice? These questions are the talk of idle adventurers and learned sages both.

Purifying Temporary Corruption with Magic

Certain spells can be used to purify corruption or alleviate its effects. Here are the most common examples:

Lesser Restoration

A *lesser restoration* spell can suppress Cankerous negative effects for 2 hours. When cast with a spell slot of higher level, the duration increases by 1 hour for each slot level above 2nd.

Cast before sleep, a lesser restoration *spell using a spell slot of 8th level will protect a creature from the influence of Canker for 8 hours, the duration of a long rest.*

Greater Restoration

A *greater restoration* spell can remove 1 temporary corruption point. When cast with a spell slot of higher level, it can remove 1 extra temporary corruption point for each slot level above 5th.

Magic Circle

Within a *magic circle*, a victim of Canker is completely protected from its suggestions and messages: calls in Phantasm, nightmares, effects of the Cankerous Sleepwalker drawback, etc.



Sacred Death

Druids and clerics of Death can purify a creature of corruption, but the rite of sacred death involves the destruction of the body in order to save the soul. Sacred death is a definitive end, making any kind of resurrection impossible. However, a creature suffering from serious or worse corruption may have no choice but to choose this ultimate resort if it wants to save its soul.
This ritual always takes place in a sacred location. It is not necessary for the purified creature to be willing, though it goes without saying that it makes the process easier. There are many variants of this rite, with the approach, procedure, and means used depending on the religion and culture. Here is a list of examples:

- Bury the recipient up to its neck or chain it to a menhir and let it drown with the rising tide.
- Tear out the recipient's heart, lay it on an altar, and burn it with incense.
- Slit the recipient's throat and let the corrupt blood flow out of its body.
- Drown the recipient in a sacred well or cenote.
- Make the recipient drink a special poison.
- Bury the recipient alive in a mausoleum dedicated to the struggle against Canker or in an ancient maze.
- Burn the recipient (alive or not) on a pyre or inside a wicker statue.
- Chain the recipient at the top of a mountain and leave it to the deadly cold.
- Put the recipient into a trance and make it dance until it dies from exhaustion.

Oravamessë, the Great Purification Ritual

Certain religious groups are said to have developed mighty rituals capable of purifying an individual of permanent corruption. This is notably the case of aldaron elves and the druids of Arolavia, who call this rite Oravamessë, which approximately translates to "express pity," "show mercy." It can be accomplished by any creature with a bonus of at least +9 on Religion checks, whether said bonus comes from a high Intelligence score or from a high proficiency bonus, with the possible addition of expertise.

Initiation to Oravamessë

The secrets of Oravamessë are not within the reach of just anyone. It is a delicate, demanding, and possibly costly art which may require a lifetime of study and training. Additionally, Canker and its agents never miss an opportunity to frustrate the goals of such individuals… or worse, to lead them astray.
If your leader makes use of this option, in addition to the previously mentioned skill-related prerequisite, the creature must have uncovered the secrets of this exceptional rite, whether by being initiated or by dint of strenuous research.

Your leader determines who in the campaign knows of this rite, and to what extent its knowledge might be kept secret.
The ritual is long and its beneficiary must not leave the sanctuary where it takes place for its whole duration. During that time, officiants take turns to meditate and intone prayers day and night. Canker may feel these efforts and seek to disrupt them. The means it calls upon will be in proportion to how much interest it has in the corrupt creature. In extreme cases, it may go as far as to send hordes of ravagers or to order a prince to stop the attempt, or even exterminate its instigators.
If Oravamessë is performed successfully, the beneficiary loses all temporary and permanent corruption points. This only occurs at the conclusion of the ritual, and requires it to be carried out uninterrupted. If the ritual is interrupted, it fails and must begin all over again.
The duration and consequences of Oravamessë depend on how severe the corruption of the beneficiary is, as follows:

- **Minor corruption.** The rite takes a week and inflicts 1 level of **exhaustion** to its beneficiary at its conclusion.
- **Serious corruption.** The rite takes a month and inflicts 2 levels of **exhaustion** to its beneficiary at its conclusion.
- **Severe corruption.** The rite takes a year and inflicts 4 levels of **exhaustion** to its beneficiary at its conclusion.
- **Critical corruption.** The beneficiary's corruption is too advanced for the ritual to be effective. At this stage, only sacred death can save the soul of the unfortunate creature.

A Costly Rite

If your leader makes use of this option, the ritual is more demanding. The leader will tell you which additional conditions and side effects apply. The following list is non-exhaustive, and the leader can come up with other requirements and consequences:

- **Costly components.** Ingredients worth 1,000 gp per corruption point to be removed.
- **Vitality sacrifice.** Permanent loss of 2 Constitution points.
- **Weakening.** Loss of 1 level.
- **Vulnerability.** Wound threshold reduced by 1 for every 2 removed corruption points (rounded up).

Wish

The effect of a *wish* spell depends on your playstyle.

Direct removal of permanent corruption points. If corruption is meant to be a relatively minor obstacle or the campaign leans strongly on the heroic, *wish* removes all permanent corruption points.

A gate to Eternity. If the campaign is meant to be harsh, or if the leader wants to include a dramatic twist, the *wish* spell meets its limits. It cannot directly remedy the influence of Canker, just like it cannot remove this entity from existence. With this variant, *wish* can only open a gate to the entrance of the maze leading to the Fateforge (see below).

The Fateforge

Those capable of crossing the maze to the Fateforge can formulate a uniquely powerful wish. Among other things, such a wish can completely free any creature of corruption, including a prince of Canker.

The Vale of Miegavirsotne

I only came back much later to what used to be my home. Nature had reclaimed the place. The village was deserted, the castle and farms left in ruins. Brambles and nettles were everywhere. I returned to the temple of Death to reconsecrate it and pray. I had no intention of staying, but I wanted this place to be a refuge for travelers. At the entrance, I hung a carved message intended for whoever would lose their way here.

"You who come here in the forlorn vale of Miegavirsotne,
"Fear not, for the stones and peaceful dead keep the memories of happy times.
"Life here was good, and within the walls of this temple, you will be safe.
"Pity the unfortunate souls struck by a cruel fate. Pray for them. They will smile upon you, and the exiled living will take comfort."

Excerpt from Noteïka's diary



Part Two
Spell Compendium

Mysterious, changeable, and unsettling, magic takes the shape of many spells that adventurers may discover, wield, and be targeted by in the course of their journeys. The spell compendium also includes appendices, featuring a lexicon covering the main notions known by arcanists, and tables that list what spells each class has access to.

The Council of Censors

The highest-ranking members of Varnaïrello's Academy of Arcane Arts, in Ellerìna, were invited to a yearly gathering to discuss the legislation of spells and rituals. Some years, wizards would go through lengthy presentations on methods they had designed to cast a dangerous spell without the backlash of corruption. In other instances, the order of the day was so short that it barely took half a day. On those occasions, someone always brought up the debate of comparing the qualities of the various schools of magic.

This was one such year, when there fortunately was no matter serious enough to keep the Council of Censors busy for long, and a mature wizardess, Loreïn, innocently raised her voice with a large, impish smile. "Magic truly is a wonderful thing, but I cannot help but wonder which school is the best?" A few groaned or sighed at the return of this age-old question, while others laughed and willfully took the bait.

"Certainly not divination. Death's Ban is much too absolute a bulwark against it for this school to be effective," one said, the jab clearly meant for the man next to him, who specialized in this domain.

"In my opinion, we should begin with taking out the weakest schools. Divination may not be the strongest, but if it isn't, then surely it is second or third best!"

These words from Terasiël the diviner roused the attention of his colleagues, who were curious to see how he would defend a school so often considered ineffectual. Judging from the mage's expression, he was already having fun.

"Let us use a process of elimination, then. The flaw of enchantment and necromancy is that they both frequently corrupt one's soul and body. The mere fact that Canker has such an overwhelming influence on spells of these schools disqualifies them. On that, I think we can all agree. Conjuration, for its part, is crippled by its great dependency on magical currents: a conjurer in an area of weak magic—a situation we have all found ourselves in—will be severely impaired. Now, on to transmutation, which suffers on both fronts: part of its spells are ineffective in areas of weak magic, and the other is corrupt.

"What about evocation? Many see it as the most reliable school, but I beg to differ. Of course, many evocation spells can be cast even in areas of weak magic, but at what cost? Fireballs turned to sputtering embers? Allow me to laugh! And frankly, outside of the context of warfare, when does one need evocation spells? But I will not get into such a debate, as it would also warrant excluding abjuration due to its lack of use in daily life.

"In the end, what do we have left? Abjuration—even though it could be discarded, as I said—illusion and divination. Those are the best three—or two—schools of magic. They are stable regardless of the density of magic, pose no direct danger, and are objectively useful."

To that, a conjurer rose up to argue in favor of the versatility and efficacy of her school, claiming that its merits could not be overlooked just because of potential unfavorable circumstances. A disenchanter countered by asserting the supremacy of abjuration, which could neutralize the spells of any other school regardless of their effectiveness.

In the end, the debate dragged on and went in circles, each side accusing the others of dishonestly promoting their school. Such was how it went almost every time, to the point that these rows were practically part of the Council's traditions.

Introduction to the Compendium

The spell compendium gathers all the spells known to Eana's specialists in arcana. It also includes magic-related additions to Fateforge' modular system, designed to facilitate the leader's job in case they want to remove or restrict access to certain spells as suits the atmosphere of the scenario or campaign they wish to run. Finally, in the appendices at the end of the book, you will find a reference guide with all the optional rules and how they can be combined.

Spell Locks

If your leader makes use of this new modular system option, spells prefaced with one of the three Spell Lock icons will be unusable in certain areas, if not throughout the whole campaign. Players may be informed in advance of what Spell Locks will apply during the campaign, and if a spellcaster learns a spell that falls under the effect of a Spell Lock, they will intuitively be aware of it.
Below is a definition of each of the Spell Locks, accompanied by a description of their applications:

Magic Lock

Spells shown with a Magic Lock require great quantities of magical energy, independently of their spell level. This concerns in particular:

- **Spells linked to other planes of existence.** Such spells can consist of recalling a soul long departed in order to resurrect the individual, or of summoning creatures from other planes. This affects conjuration spells in particular, but the schools of abjuration and divination are also concerned.
- **Spells related to gravity.** Spells that modify gravity or make it possible to fly cannot be cast in areas of weak magic. Conversely, one usually feels light, if not downright buoyant, in regions of strong magic.
- **Spells that deeply alter the physical shape.** Powerful illusions and polymorph spells that modify the fundamental structure of an individual require great expenditures of energy.

Spells preceded by a Magic Lock are the first to become unusable in areas of weak magic. At the leader's discretion, however, the unavailability of such spells may be limited to regions affected by the following geomagical phenomena: Arcane Aridity, Arcane Deficiency, Burning Sap, Dampening, Dead Magic, Endosmosis, Ethereal Border, and Psychic Wall.
Conversely, the leader can make the Magic Lock even more restrictive if it suits their campaign. In a low fantasy, dark fantasy, or sword & sorcery-type campaign, the leader may decide that Magic Lock-related spells can only be cast in areas of strong magic, or even that they are not available at all.

Mind Lock

Spells indicated by the Mind Lock icon greatly facilitate access to information, thus making investigations much easier.
If the leader wants the campaign to be focused on Intrigue and Mystery with no possible shortcuts, they can restrict the use of these spells to strong magic areas, or even remove them entirely from the list of available spells.

Life Lock

Spells or spell modifications signaled by a Life Lock can heal grievous injuries and cure diseases in the blink of an eye. This option makes the game more dangerous by restricting or even removing access to these healing spells or aids. This will fit campaigns with a Dark or Gritty gameplay in particular.
By default, with this variant, the ***At Higher Levels*** option is not available for healing spells. The leader can also restrict access to these spells, or even make them entirely unavailable. These spells are indicated with the Life Lock symbol.

Corruption

This icon shows spells or features whose use leads to corruption (see the **Corruption chapter**). Certain non-corrupt spells can have a corrupted variant, included in the spell's description..

Choosing and Combining Modular Options

The leader can discuss with the players to determine the kind of campaign everyone wants to play. They can then use modular options to provide a suitable flavor and make for a gaming style conducive to the atmosphere they favor. Here are a few examples:

Two Ways of Playing an Intrigue Campaign

A leader wishes to play a subtle campaign, where double talk and facades are the rule.

- *The leader may use the Mind Lock option to remove spells that would make a bona fide investigation unnecessary. This is the easiest solution, as it requires no in-depth knowledge of spells and geomagics (see the* **Geomagic chapter***).*
- *A more experienced leader can combine Death's Ban and Ethereal Borders (see the* **Geomagic chapter***) with the rules on corruption. In such a case, divination and enchantment spells will be available, but the former will be restricted, failing in specific circumstances that the PCs may be aware of, whereas some of the latter will be corrupted, compromising the sanity and integrity of their users. This will grant an overwhelming advantage to practitioners of corrupt spells in terms of mental manipulation and domination, explaining the appeal of dark powers.*

Two Ways of Playing a Gritty Campaign

A leader wishes to play a harsh campaign, where the slightest error can spell doom and where the supernatural is equally rare and feared.

- *They may use the Life Lock option to drastically raise the stakes. A simple, efficient solution.*
- *They may also combine the following game options: Arcane Aridity (see the* **Geomagic chapter***) + Magic Lock + optional rules on more complicated rests (see* **Adventurers**, **Adventuring: Resting Hardships***). In these conditions, high-level spell slots will be harder to recover and kept for critical situations. The only healing available will come from low-level spells and non-spell features like a paladin's Lay on Hands. In such a context, curing diseases or tending to serious wounds may require moving to a region where magic is unrestricted.*

Increased Power

In their basic version, certain spells have no additional effects when cast with a higher-level spell slot. If you wish to expand the possibilities of spellcasters, you can use the additional options signaled by the Action icon next to the ***At Higher Levels*** mention. The same goes for some cantrips that normally develop no additional effects as their caster gains levels: the Action icon proposes an alternative in that regard.

Spells of Eana

The repertory of spells in the following pages includes about fifty spells specific to the world of Eana. These spells are indicated with the Red Dragon icon. The use of each of these spells is optional and the leader is free to authorize them or not on a case-by-case basis. Players who intend to use them should make sure that their leader allows them beforehand.

Divination Ritual

This game option adds the ritual tag to certain spells of the school of divination, making it possible to cast them as rituals (see the **Using Magic chapter: Rituals**). This is signaled with a dedicated aside for each concerned spell.

List of Spells



Acid Arrow

2nd-level evocation
Casting Time: 1 action
Range: 90 feet
Components: V, S, M (powdered rhubarb leaf and an adder's stomach)
Duration: Instantaneous

A shimmering green arrow streaks toward a target within range and bursts in a spray of acid. Make a ranged spell attack against the target. On a hit, the target takes 4d4 acid damage immediately and 2d4 acid damage at the end of its next turn. On a miss, the arrow splashes the target with acid for half as much of the initial damage and no damage at the end of its next turn.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage (both initial and later) increases by 1d4 for each slot level above 2nd.

Acid Blob

1st-level evocation
Casting Time: 1 action
Range: 90 feet
Components: V, S
Duration: Instantaneous

A yellowish bubble shoots from your pointed finger toward a creature of your choice within range. Make a ranged spell attack against the target. On a hit, the target takes 2d8 acid damage and must make a Constitution saving throw or be **blinded** 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 damage increases by 1d8 for each slot level above 1st.

Acid Splash



Conjuration cantrip
Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Instantaneous

You hurl a bubble of acid. Choose one creature you can see within range, or choose two creatures you can see within range that are within 5 feet of each other. A target must succeed on a Dexterity saving throw or take 1d6 acid damage.
This spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

Aid



2nd-level abjuration
Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a tiny strip of white cloth)
Duration: 8 hours

Your spell bolsters your allies with toughness and resolve. Choose up to three creatures within range. Each target's hit point maximum and current hit points increase by 5 for the duration.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, a target's hit points increase by an additional 5 for each slot level above 2nd.

Alarm



1st-level abjuration (ritual)
Casting Time: 1 minute
Range: 30 feet
Components: V, S, M (a tiny bell and a piece of fine silver wire)
Duration: 8 hours

You set an alarm against unwanted intrusion. Choose a door, a window, or an area within range that is no larger than a 20-foot cube. Until the spell ends, an alarm alerts you whenever a Tiny or larger creature touches or enters the warded area. When you cast the spell, you can designate creatures that won't set off the alarm. You also choose whether the alarm is mental or audible.
A mental alarm alerts you with a ping in your mind if you are within 1 mile of the warded area. This ping awakens you if you are sleeping. An audible alarm produces the sound of a hand bell for 10 seconds within 60 feet.

Alter Self

2nd-level transmutation
Casting Time: 1 action
Range: Self
Components: V, S
Duration: Concentration, up to 1 hour

You assume a different form. When you cast the spell, choose one of the following options, the effects of which last for the duration of the spell. While the spell lasts, you can end one option as an action to gain the benefits of a different one.

Aquatic Adaptation

You adapt your body to an aquatic environment, sprouting gills and growing webbing between your fingers. You can breathe underwater and gain a swimming speed equal to your walking speed.

Change Appearance

You transform your appearance. You decide what you look like, including your height, weight, facial features, sound of your voice, hair length, coloration, and distinguishing characteristics, if any. You can make yourself appear as a member of another race, though none of your statistics change. You also can't appear as a creature of a different size than you, and your basic shape stays the same; if you're bipedal, you can't use this spell to become quadrupedal, for instance. At any time for the duration of the spell, you can use your action to change your appearance in this way again.

Natural Weapons

You grow claws, fangs, spines, horns, or a different natural weapon of your choice. Your unarmed strikes deal 1d6 bludgeoning, piercing, or slashing damage, as appropriate to the natural weapon you chose, and you are proficient with your unarmed strikes. Finally, the natural weapon is magic and you have a +1 bonus to the attack and damage rolls you make using it.

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.

Animal Friendship

1st-level enchantment
Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a morsel of food)
Duration: 24 hours

This spell lets you convince a beast that you mean it no harm. Choose a beast that you can see within range. It must see and hear you. If the beast's Intelligence is 4 or higher, the spell fails. Otherwise, the beast must succeed on a Wisdom saving throw or be **charmed** by you for the spell's duration. If you or one of your companions harms the target, the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can affect one additional beast for each slot level above 1st.



Animal Messenger



2nd-level enchantment (ritual)
Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a morsel of food)
Duration: 24 hours

By means of this spell, you use an animal to deliver a message. Choose a Tiny beast you can see within range, such as a squirrel, a blue jay, or a bat. You specify a location, which you must have visited, and a recipient who matches a general description, such as "a man or woman dressed in the uniform of the town guard" or "a red-haired dwarf wearing a pointed hat." You also speak a message of up to twenty-five words. The target beast travels for the duration of the spell toward the specified location, covering about 50 miles per 24 hours for a flying messenger, or 25 miles for other animals. When the messenger arrives, it delivers your message to the creature that you described, replicating the sound of your voice. The messenger speaks only to a creature matching the description you gave. If the messenger doesn't reach its destination before the spell ends, the message is lost, and the beast makes its way back to where you cast this spell.

At Higher Levels. If you cast this spell using a spell slot of 3rd level or higher, the duration of the spell increases by 48 hours for each slot level above 2nd.

Animal Shapes

8th-level transmutation
Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Concentration, up to 24 hours

Your magic turns others into beasts. Choose any number of willing creatures that you can see within range. You transform each target into the form of a Large or smaller beast with a challenge rating of 4 or lower. On subsequent turns, you can use your action to transform affected creatures into new forms.

The transformation lasts for the duration for each target, or until the target drops to 0 hit points or dies. You can choose a different form for each target. A target's game statistics are replaced by the statistics of the chosen beast, though the target retains its alignment and Intelligence, Wisdom, and Charisma scores. The target assumes the hit points of its new form, and when it reverts to its normal form, it returns to the number of hit points it had before it transformed. If it reverts as a result of dropping to 0 hit points, any excess damage carries over to its normal form. As long as the excess damage doesn't reduce the creature's normal form to 0 hit points, it isn't knocked unconscious. The creature is limited in the actions it can perform by the nature of its new form, and it can't speak or cast spells. The target's gear melds into the new form. The target can't activate, wield, or otherwise benefit from any of its equipment.



Animate Dead

3rd-level necromancy
Casting Time: 1 minute
Range: 10 feet
Components: V, S, M (a drop of blood, a piece of flesh, and a pinch of bone dust)
Duration: Instantaneous

This spell creates an undead servant. Choose a pile of bones or a corpse of a Medium or Small humanoid within range. Your spell imbues the target with a foul mimicry of life, raising it as an undead creature. The target becomes a skeleton if you chose bones or a zombie if you chose a corpse (for the creature's game statistics, see **Bestiary**, **Ethereal Wanderers**).

On each of your turns, you can use a bonus action to mentally command any creature you made with this spell if the creature is within 60 feet of you (if you control multiple creatures, you can command any or all of them at the same time, issuing the same command to each one). You decide what action the creature will take and where it will move during its next turn, or you can issue a general command, such as to guard a particular chamber or corridor. If you issue no commands, the creature only defends itself against hostile creatures. Once given an order, the creature continues to follow it until its task is complete.

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 cast this spell on the creature again before the current 24-hour period ends. This use of the spell reasserts your control over up to four creatures you have animated with this spell, rather than animating a new one.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you animate or reassert control over two additional undead creatures for each slot level above 3rd. Each of the creatures must come from a different corpse or pile of bones.

A Pact with Death

It is possible to cast this spell as a non-corrupted one by making a pact with Death. By virtue of the agreement, Death tasks a voluntary soul with animating the targeted corpse, thus absolving the corrupt nature of the spell. Some priests of this divinity are learned in this method and can teach it to others in return for a donation or as an exchange of favors. Those who make this commitment can cast *animate dead* without suffering corruption, on the condition that they make restrained use of it. The precise limitations of this version of the spell (duration, frequency, taboos) are at the leader's discretion. In addition, the pact implies that the caster:

- frees the soul animating the undead once it has performed the required task, sending it back to Death;
- respects the dead, giving encountered bodies a proper burial and helping tormented souls (ghosts in particular) find peace.

Breaking the pact means making enemies of the servants of Death, if not the divinity herself.

Animate Objects



5th-level transmutation
Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: Concentration, up to 1 minute

Objects come to life at your command. Choose up to ten nonmagical objects within range that are not being worn or carried. Medium targets count as two objects, Large targets count as four objects, Huge targets count as eight objects. You can't animate any object larger than Huge. Each target animates and becomes a creature under your control until the spell ends or until reduced to 0 hit points.
As a bonus action, you can mentally command any creature you made with this spell if the creature is within 500 feet of you (if you control multiple creatures, you can command any or all of them at the same time, issuing the same command to each one). You decide what action the creature will take and where it will move during its next turn, or you can issue a general command, such as to guard a particular chamber or corridor. If you issue no commands, the creature only defends itself against hostile creatures. Once given an order, the creature continues to follow it until its task is complete.

Stat Block of the Animated Objects

Size	HP	AC	Attack	STR	DEX
Tiny	20	18	+8 to hit, 1d4 + 4 damage	4	18
Small	25	16	+6 to hit, 1d8 + 2 damage	6	14
Medium	40	13	+5 to hit, 2d6 + 1 damage	10	12
Large	50	10	+6 to hit, 2d10 + 2 damage	14	10
Huge	80	10	+8 to hit, 2d12 + 4 damage	18	6

An animated object is a construct with AC, hit points, attacks, Strength, and Dexterity determined by its size. Its Constitution is 10 and its Intelligence and Wisdom are 3, and its Charisma is 1. Its speed is 30 feet; if the object lacks legs or other appendages it can use for locomotion, it instead has a flying speed of 30 feet and can hover. If the object is securely attached to a surface or a larger object, such as a chain bolted to a wall, its speed is 0. It has blindsight with a radius of 30 feet and is blind beyond that distance. When the animated object drops to 0 hit points, it reverts to its original object form, and any remaining damage carries over to its original object form.
If you command an object to attack, it can make a single melee attack against a creature within 5 feet of it. It makes a slam attack with an attack bonus and bludgeoning damage determined by its size. The leader might rule that a specific object inflicts slashing or piercing damage based on its form.

At Higher Levels. If you cast this spell using a spell slot of 6th level or higher, you can animate two additional objects for each slot level above 5th.

Antilife Shell

5th-level abjuration
Casting Time: 1 action
Range: Self (10-foot radius)
Components: V, S
Duration: Concentration, up to 1 hour

A shimmering barrier extends out from you in a 10-foot radius and moves with you, remaining centered on you and hedging out creatures other than undead and constructs. The barrier lasts for the duration.

The barrier prevents an affected creature from passing or reaching through. An affected creature can cast spells or make attacks with ranged or reach weapons through the barrier.
If you move so that an affected creature is forced to pass through the barrier, the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, you can choose to increase the barrier's radius by 10 feet for each slot level above 5th.

Antimagic Field

8th-level abjuration
Casting Time: 1 action
Range: Self (10-foot-radius sphere)
Components: V, S, M (a pinch of powdered iron or iron filings)
Duration: Concentration, up to 1 hour

A 10-foot-radius invisible sphere of antimagic surrounds you. This area is divorced from the magical energy that suffuses the multiverse. Within the sphere, spells can't be cast, summoned creatures disappear, and even magic items become mundane. Until the spell ends, the sphere moves with you, centered on you.
Spells and other magical effects, except those created by an artifact or a deity, are suppressed in the sphere and can't protrude into it. A slot expended to cast a suppressed spell is consumed. While an effect is suppressed, it doesn't function, but the time it spends suppressed counts against its duration.

- ***Targeted Effects.*** Spells and other magical effects, such as *magic missile* and *charm person*, that target a creature or an object in the sphere have no effect on that target.
- ***Areas of Magic.*** The area of another spell or magical effect, such as *fireball*, can't extend into the sphere. If the sphere overlaps an area of magic, the part of the area that is covered by the sphere is suppressed. For example, the flames created by a *wall of fire* are suppressed within the sphere, creating a gap in the wall if the overlap is large enough.
- ***Spells.*** Any active spell or other magical effect on a creature or an object in the sphere is suppressed while the creature or object is in it.
- ***Magic Items.*** The properties and powers of magic items are suppressed in the sphere. For example, a +1 longsword in the sphere functions as a nonmagical longsword. A magic weapon's properties and powers are suppressed if it is used against a target in the sphere or wielded by an attacker in the sphere. If a magic weapon or a piece of magic ammunition fully leaves the sphere (for example, if you fire a magic arrow or throw a magic spear at a target outside the sphere), the magic of the item ceases to be suppressed as soon as it exits.
- ***Magical Travel.*** Teleportation and planar travel fail to work in the sphere, whether the sphere is the destination or the departure point for such magical travel. A portal to another location, world, or plane of existence, as well as an opening to an extradimensional space such as that created by the *rope trick* spell, temporarily closes while in the sphere.
- ***Creatures and Objects.*** A creature or object summoned or created by magic temporarily winks out of existence in the sphere. Such a creature instantly reappears once the space the creature occupied is no longer within the sphere.
- ***Dispel Magic.*** Spells and magical effects such as *dispel magic* have no effect on the sphere. Likewise, the spheres created by different *antimagic field* spells don't nullify each other.

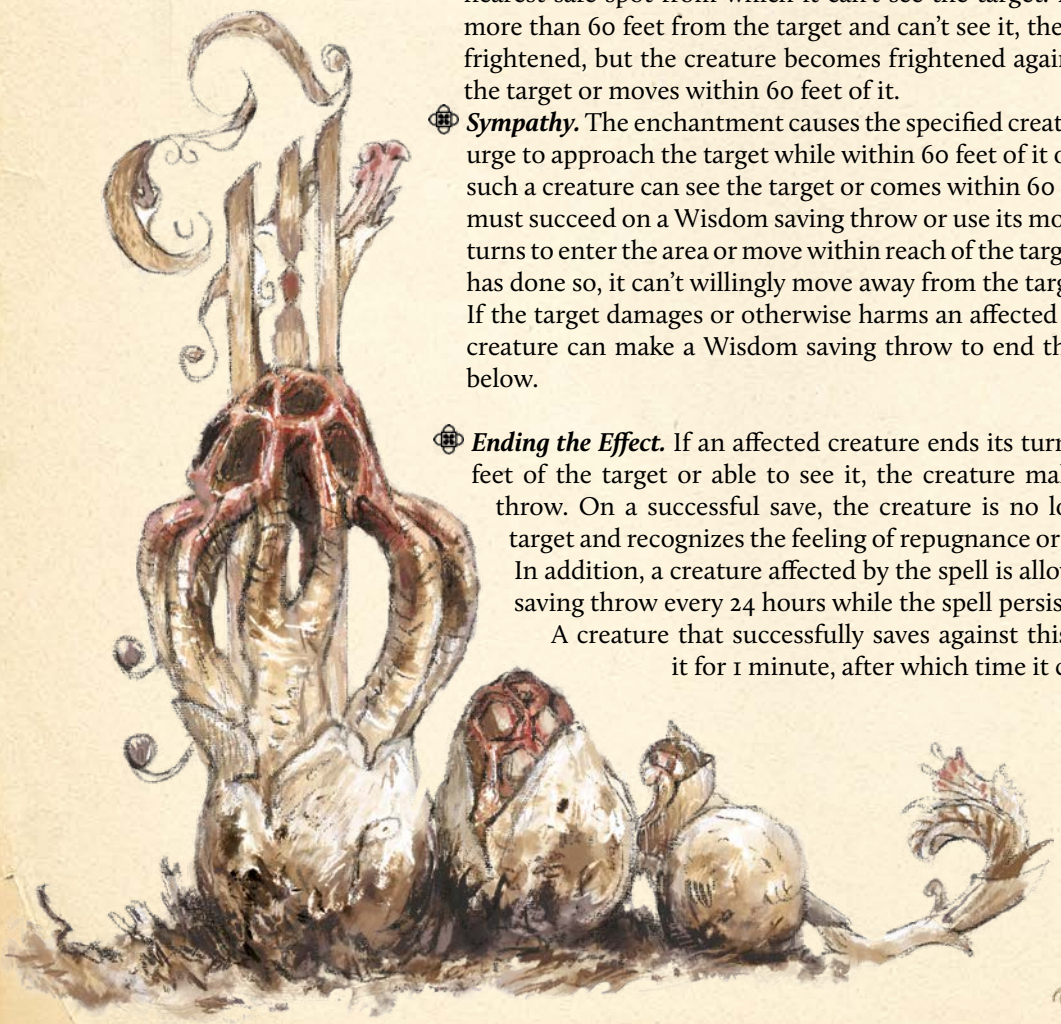
Antipathy/Sympathy

8th-level enchantment
Casting Time: 1 hour
Range: 60 feet
Components: V, S, M (either a lump of alum soaked in vinegar for the *antipathy* effect or a drop of honey for the *sympathy* effect)
Duration: 10 days

This spell attracts or repels creatures of your choice. You target something within range, either a Huge or smaller object or creature or an area that is no larger than a 200-foot cube. Then specify a kind of intelligent creature, such as red dragons, goblins, or vampires. You invest the target with an aura that either attracts or repels the specified creatures for the duration. Choose antipathy or sympathy as the aura's effect.

- ***Antipathy.*** The enchantment causes creatures of the kind you designated to feel an intense urge to leave the area and avoid the target. When such a creature can see the target or comes within 60 feet of it, the creature must succeed on a Wisdom saving throw or become **frightened**. The creature remains frightened while it can see the target or is within 60 feet of it. While frightened by the target, the creature must use its movement to move to the nearest safe spot from which it can't see the target. If the creature moves more than 60 feet from the target and can't see it, the creature is no longer frightened, but the creature becomes frightened again if it regains sight of the target or moves within 60 feet of it.
- ***Sympathy.*** The enchantment causes the specified creatures to feel an intense urge to approach the target while within 60 feet of it or able to see it. When such a creature can see the target or comes within 60 feet of it, the creature must succeed on a Wisdom saving throw or use its movement on each of its turns to enter the area or move within reach of the target. When the creature has done so, it can't willingly move away from the target.
  If the target damages or otherwise harms an affected creature, the affected creature can make a Wisdom saving throw to end the effect, as described below.

- ***Ending the Effect.*** If an affected creature ends its turn while not within 60 feet of the target or able to see it, the creature makes a Wisdom saving throw. On a successful save, the creature is no longer affected by the target and recognizes the feeling of repugnance or attraction as magical. In addition, a creature affected by the spell is allowed another Wisdom saving throw every 24 hours while the spell persists.
  A creature that successfully saves against this effect is immune to it for 1 minute, after which time it can be affected again.



Arcane Eye



4th-level divination
Casting Time: 1 action
Range: 30 feet
Components: V, S, M (an eye or a picture of an eye)
Duration: Concentration, up to 1 hour

You create an invisible, magical eye within range that hovers in the air for the duration.
You mentally receive visual information from the eye, which has normal vision and darkvision out to 30 feet. The eye can look in every direction.
As an action, you can move the eye up to 30 feet in any direction. There is no limit to how far away from you the eye can move, but it can't enter another plane of existence. A solid barrier blocks the eye's movement, but the eye can pass through an opening as small as 1 inch in diameter. Ethereal borders and Death's Ban (see the **Geomagic chapter**) thwart this spell.

Arcane Eye Ritual

If you use the Divination Ritual game option, *arcane eye* can be cast as a ritual.

Arcane Hand



5th-level evocation
Casting Time: 1 action
Range: 120 feet
Components: V, S, M (an eggshell and a snakeskin glove)
Duration: Concentration, up to 1 minute

You create a Large hand of shimmering, translucent force in an unoccupied space that you can see within range. The hand lasts for the spell's duration, and it moves at your command, mimicking the movements of your own hand.
The hand is an object that has AC 20 and hit points equal to your hit point maximum. If it drops to 0 hit points, the spell ends. It has a Strength of 26 (+8) and a Dexterity of 10 (+0). The hand doesn't fill its space.
When you cast the spell and as a bonus action on your subsequent turns, you can move the hand up to 60 feet and then cause one of the following effects with it.

- ***Clenched Fist.*** The hand strikes one creature or object within 5 feet of it. Make a melee spell attack for the hand using your game statistics. On a hit, the target takes 4d8 force damage.
- ***Forceful Hand.*** The hand attempts to push a creature within 5 feet of it in a direction you choose. Make a check with the hand's Strength contested by the Strength (Athletics) check of the target. If the target is Medium or smaller, you have advantage on the check. If you succeed, the hand pushes the target up to 5 feet plus a number of feet equal to five times your spellcasting ability modifier. The hand moves with the target to remain within 5 feet of it.
- ***Grasping Hand.*** The hand attempts to **grapple** a Huge or smaller creature within 5 feet of it. You use the hand's Strength score to resolve the grapple. If the target is Medium or smaller, you have advantage on the check. While the hand is grappling the target, you can use a bonus action to have the hand crush it. When you do so, the target takes bludgeoning damage equal to 2d6 + your spellcasting ability modifier.
- ***Interposing Hand.*** The hand interposes itself between you and a creature you choose until you give the hand a different command. The hand moves to stay between you and the target, providing you with half cover against the target. The target can't move through the hand's space if its Strength score is less than or equal to the hand's Strength score. If its Strength score is higher than the hand's Strength score, the target can move toward you through the hand's space, but that space is difficult terrain for the target.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the damage from the clenched fist option increases by 2d8 and the damage from the grasping hand increases by 2d6 for each slot level above 5th.

Arcane Lock



2nd-level abjuration
Casting Time: 1 action
Range: Touch
Components: V, S, M (gold dust worth at least 25 gp, which the spell consumes)
Duration: Until dispelled

You touch a closed door, window, gate, chest, or other entryway, and it becomes locked for the duration. You and the creatures you designate when you cast this spell can open the object normally. You can also set a password that, when spoken within 5 feet of the object, suppresses this spell for 1 minute. Otherwise, it is impassable until it is broken or the spell is dispelled or suppressed. Casting *knock* on the object suppresses *arcane lock* for 10 minutes.

While affected by this spell, the object is more difficult to break or force open; the DC to break it or pick any locks on it increases by 10, and it gains resistance to bludgeoning, piercing, and slashing damage.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the DC increment described above increases by 5 and the object gains resistance to another type of damage of your choice for each slot level above 2nd.

Arcane Sword



7th-level evocation
Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a miniature platinum sword with a grip and pommel of copper and zinc, worth 250 gp)
Duration: Concentration, up to 1 minute

You create a sword-shaped plane of force that hovers within range. It lasts for the duration.

When the sword appears, you make a melee spell attack against a target of your choice within 5 feet of the sword. On a hit, the target takes 3d10 force damage. Until the spell ends, you can use a bonus action on each of your turns to move the sword up to 20 feet to a spot you can see and repeat this attack against the same target or a different one.

At Higher Levels. When you cast this spell using a spell slot of 8th level or higher, the damage increases by 1d10 for each slot level above 7th.

Arcanist's Magic Aura



2nd-level illusion
Casting Time: 1 action
Range: Touch
Components: V, S, M (a small square of silk)
Duration: 24 hours

You place an illusion on a creature or an object you touch so that divination spells reveal false information about it. The target can be a willing creature or an object that isn't being carried or worn by another creature. When you cast the spell, choose one or both of the following effects. The effect lasts for the duration. If you cast this spell on the same creature or object every day for 30 days, placing the same effect on it each time, the illusion lasts until it is dispelled.

- ***False Aura.*** You change the way the target appears to spells and magical effects, such as *detect magic*, that detect magical auras. You can make a nonmagical object appear magical, a magical object appear nonmagical, or change the object's magical aura so that it appears to belong to a specific school of magic that you choose. When you use this effect on an object, you can make the false magic apparent to any creature that handles the item.
- ***Mask.*** You change the way the target appears to spells and magical effects that detect creature types, such as a paladin's Divine Sense or the trigger of a *symbol* spell. You choose a creature type and other spells and magical effects treat the target as if it were a creature of that type or of that alignment.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the target can be an unwilling creature. However, the spell can be resisted with an Intelligence saving throw. With a spell slot of 4th level or higher, the spell has a range of 30 feet.



Astral Projection

9th-level necromancy
Casting Time: 1 hour
Range: 10 feet
Components: V, S, M (for each creature you affect with this spell, you must provide one jacinth worth at least 1,000 gp and one ornately carved bar of silver worth at least 100 gp, all of which the spell consumes)
Duration: Special

You and up to eight willing creatures within range project your astral bodies into the Astral Plane (the spell fails and the casting is wasted if you are already on that plane). The material body you leave behind is unconscious and in a state of suspended animation; it doesn't need food or air and doesn't age.

Your astral body resembles your mortal form in almost every way, replicating your game statistics and possessions. The principal difference is the addition of a silvery cord that extends from between your shoulder blades and trails behind you, fading to invisibility after 1 foot. This cord is your tether to your material body. As long as the tether remains intact, you can find your way home. If the cord is cut—something that can happen only when an effect specifically states that it does—your soul and body are separated, killing you instantly.

Your astral form can freely travel through the Astral Plane and can pass through portals there leading to any other plane. If you enter a new plane or return to the plane you were on when casting this spell, your body and possessions are transported along the silver cord, allowing you to re-enter your body as you enter the new plane. Your astral form is a separate incarnation. Any damage or other effects that apply to it have no effect on your physical body, nor do they persist when you return to it.

The spell ends for you and your companions when you use your action to dismiss it. When the spell ends, the affected creature returns to its physical body, and it awakens.

The spell might also end early for you or one of your companions. A successful *dispel magic* spell used against an astral or physical body ends the spell for that creature. If a creature's original body or its astral form drops to 0 hit points, the spell ends for that creature. If the spell ends and the silver cord is intact, the cord pulls the creature's astral form back to its body, ending its state of suspended animation. If you are returned to your body prematurely, your companions remain in their astral forms and must find their own way back to their bodies, usually by dropping to 0 hit points.

Augury

2nd-level divination (ritual)
Casting Time: 1 minute
Range: Self
Components: V, S, M (specially marked sticks, bones, or similar tokens worth at least 25 gp)
Duration: Instantaneous

By casting gem-inlaid sticks, rolling dragon bones, laying out ornate cards, or employing some other divining tool, you receive an omen from an otherworldly entity about the results of a specific course of action that you plan to take within the next 30 minutes. The leader chooses from the following possible omens:

- *Weal*, for good results
- *Woe*, for bad results
- *Weal and woe*, for both good and bad results
- *Nothing*, for results that aren't especially good or bad

The spell doesn't take into account any possible circumstances that might change the outcome, such as the casting of additional spells or the loss or gain of a companion.

If you cast the spell two or more times before completing your next long rest, there is a cumulative 25 percent chance for each casting after the first that you get a random reading. The leader makes this roll in secret.

Aura of Ave



5th-level illusion
Casting Time: 1 action
Range: Self (30-foot radius)
Components: V
Duration: Concentration, up to 10 minutes

Formidable energy radiates from you in an aura with a 30-foot radius, granting your allies a glorious, fearsome countenance. Until the spell ends, the aura moves with you, centered on you.

Each nonhostile creature in the aura (including you) appears frighteningly powerful. Whenever such a creature makes a successful weapon attack on its turn, the target of the attack must make a Charisma saving throw or be **frightened** of its attacker until the start of the attacker's next turn. If the attacked creature fails the saving throw by a margin of 5 or more, on its next turn, it can only use its action to Dash in order to move as far away from the source of its fear as possible.

Aura of Confidence



3rd-level abjuration
Casting Time: 1 action
Range: Self (30-foot radius)
Components: V
Duration: Concentration, up to 10 minutes

Determination and courage radiate from you in an aura with a 30-foot radius, bolstering the will of your allies. Until the spell ends, the aura moves with you, centered on you. Each nonhostile creature in the aura (including you) is immune to being charmed or frightened, and gains a number of temporary hit points equal to your spellcasting ability modifier at the start of each of its turns. Finally, whenever a nonhostile creature in the aura makes an ability check, it can treat a d20 roll of 9 or lower as a 10.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the minimum result of d20 rolls for ability checks increases by 1 for each slot level above 3rd.

Aura of Duplicity



2nd-level enchantment
Casting Time: 1 action
Range: Self (30-foot radius)
Components: V
Duration: Concentration, up to 10 minutes

Waves of hypocrisy and uncertainty radiate from you in an aura with a 30-foot radius. Until the spell ends, the aura moves with you, centered on you. Each creature in the aura other than you has advantage on ability checks related to Deception, but disadvantage on ability checks related to Insight, whereas you have advantage on both.

Aura of Elemental Protection



2nd-level abjuration
Casting Time: 1 action
Range: Self (30-foot radius)
Components: V
Duration: Concentration, up to 10 minutes

Protective energy radiates from you in an aura with a 30-foot radius. Until the spell ends, the aura moves with you, centered on you. Choose a type of damage among the following: acid, cold, fire, lightning, or thunder. Each nonhostile creature in the aura (including you) has resistance to the chosen damage type.

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

Aura of Excellence



5th-level abjuration
Casting Time: 1 action
Range: Self (30-foot radius)
Components: V
Duration: Concentration, up to 10 minutes

Power radiates from you in a 30-foot radius. Until the spell ends, the aura moves with you, centered on you. Each nonhostile creature in the aura (including you) has advantage on all ability checks and saving throws.

Aura of Healing



5th-level abjuration
Casting Time: 1 action
Range: Self (30-foot radius)
Components: V
Duration: Concentration, up to 1 minute

Restorative energy radiates from you in an aura with a 30-foot radius. Until the spell ends, the aura moves with you, centered on you. Each nonhostile creature in the aura (including you) regains a number of hit points equal to your spellcasting ability modifier at the start of each of its turns.

Aura of Holy Armament



5th-level transmutation
Casting Time: 1 action
Range: Self (30-foot radius)
Components: V
Duration: Concentration, up to 1 minute

Holy transmuting energy radiates from you in an aura with a 30-foot radius. Until the spell ends, the aura moves with you, centered on you. Each nonhostile creature in the aura (including you) is granted a temporary sacred enhancement that applies to a nonmagical piece of equipment of the beneficiary's choosing among the following: armor, shield, weapon, or ammunition. Until the spell ends, the equipment is magical and grants its user a +2 bonus to AC (in the case of a piece of armor or shield) or a +2 bonus to attack and damage rolls (in the case of a weapon or ammunition).

Aura of Truthfulness



2nd-level enchantment
Casting Time: 1 action
Range: Self (30-foot radius)
Components: V
Duration: Concentration, up to 10 minutes

Honesty and trust radiate from you in an aura with a 30-foot radius. Until the spell ends, the aura moves with you, centered on you. Each creature in the aura (including you) has disadvantage on ability checks related to Deception and advantage on ability checks related to Insight.



Bane

1st-level enchantment
Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a drop of blood)
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 d4 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 2nd level or higher, you can target one additional creature for each slot level above 1st.

Banishment

4th-level abjuration
Casting Time: 1 action
Range: 60 feet
Components: V, S, M (an item distasteful to the target)
Duration: Concentration, up to 1 minute

You attempt to send one creature that you can see within range to another plane of existence. The target must succeed on a Charisma saving throw or be banished.
If the target is native to the plane of existence you're on, you banish the target to a harmless demiplane. While there, the target is **incapacitated**. The target remains there until the spell ends, at which point the target reappears in the space it left or in the nearest unoccupied space if that space is occupied.
If the target is native to a different plane of existence than the one you're on, the target is banished with a faint popping noise, returning to its home plane. If the spell ends before 1 minute has passed, the target reappears in the space it left or in the nearest unoccupied space if that space is occupied. Otherwise, the target doesn't return.

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.

Barkskin

2nd-level transmutation
Casting Time: 1 action
Range: Touch
Components: V, S, M (a handful of oak bark)
Duration: Concentration, up to 1 hour

You touch a willing creature. Until the spell ends, the target's skin has a rough, bark-like appearance, and the target's AC can't be less than 16, regardless of what kind of armor it is wearing.

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.

Beacon of Hope

3rd-level abjuration
Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Concentration, up to 1 minute

This spell bestows hope and vitality. Choose any number of creatures within range. For the duration, each target has advantage on Wisdom saving throws and death saving throws, and regains the maximum number of hit points possible from any healing. Additionally, Wisdom (Medicine) and herbalism kit checks made on the targets have advantage.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the range increases by 10 feet and the duration by 5 rounds for each slot level above 3rd.

Bestow Curse

3rd-level necromancy
Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Concentration, up to 1 minute

You touch a creature, and that creature must succeed on a Wisdom saving throw or become cursed for the duration of the spell. When you cast this spell, choose the nature of the curse from the following options:

- Choose one ability score. While cursed, the target has disadvantage on ability checks and saving throws made with that ability score.
- While cursed, the target has disadvantage on attack rolls against you.
- While cursed, 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.
- While the target is cursed, your attacks and spells deal an extra 1d8 necrotic damage to the target.

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

At Higher Levels. If you cast this spell using a spell slot of 4th level or higher, the duration is concentration, up to 10 minutes. 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. Using a spell slot of 5th level or higher grants a duration that doesn't require concentration.

Black Tentacles



4th-level conjuration
Casting Time: 1 action
Range: 90 feet
Components: V, S, M (a piece of tentacle from a giant octopus or a giant squid)
Duration: Concentration, up to 1 minute

Squirming, ebony tentacles fill a 20-foot square on ground that you can see within range. For the duration, these tentacles turn the ground in the area into difficult terrain. 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 3d6 bludgeoning damage and be **restrained** by the tentacles until the spell ends. A creature that starts its turn in the area and is already restrained by the tentacles takes 3d6 bludgeoning damage.
A creature restrained by the tentacles can use its action to make a Strength or Dexterity check (its choice) against your spell save DC. On a success, it frees itself.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d6 and you can increase the size of the square by 5 feet for each slot level above 4th.

Blade Barrier



6th-level evocation
Casting Time: 1 action
Range: 90 feet
Components: V, S
Duration: Concentration, up to 10 minutes

You create a vertical wall of whirling, razor-sharp blades made of magical energy. The wall appears within range and lasts for the duration. You can make a straight wall up to 100 feet long, 20 feet high, and 5 feet thick, or a ringed wall up to 60 feet in diameter, 20 feet high, and 5 feet thick. The wall provides three-quarters cover to creatures behind it, and its space is difficult terrain.

When a creature enters the wall's area for the first time on a turn or starts its turn there, the creature must make a Dexterity saving throw. On a failed save, the creature takes 6d10 slashing damage. On a successful save, the creature takes half as much damage.

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.

Bless



1st-level enchantment
Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a sprinkling of holy water)
Duration: Concentration, up to 1 minute

You bless up to three creatures of your choice within range. Whenever a target makes an attack roll or a saving throw before the spell ends, the target can roll a d4 and add the number rolled to the attack roll or saving throw.

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.

Blight



4th-level necromancy
Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Instantaneous

Necromantic energy washes over a creature of your choice that you can see within range, draining moisture and vitality from it. The target must make a Constitution saving throw. The target takes 8d8 necrotic damage on a failed save, or half as much damage on a successful one. This spell has no effect on undead or constructs. If you target a plant creature or a magical plant, it makes the saving throw with disadvantage, and the spell deals maximum damage to it.

If you target a nonmagical plant that isn't a creature, such as a tree or shrub, it doesn't make a saving throw; it simply withers and dies.

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.

Blindness/ Deafness



2nd-level necromancy
Casting Time: 1 action
Range: 30 feet
Components: V
Duration: 1 minute

You can blind or deafen a foe. Choose one creature that you can see within range to make a Constitution saving throw. If it fails, the target is either **blinded** or **deafened** (your choice) for the duration. At the end of each of its turns, the target can make a Constitution 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, you can target one additional creature for each slot level above 2nd.

Blindsight



4th-level transmutation
Casting Time: 1 action
Range: Touch
Components: V, S, M (a withered millipede)
Duration: 1 hour

You touch a willing creature to grant it the ability to perceive its environment without the use of its sight. For the duration, that creature has blindsight out to a range of 60 feet.

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.

Blink

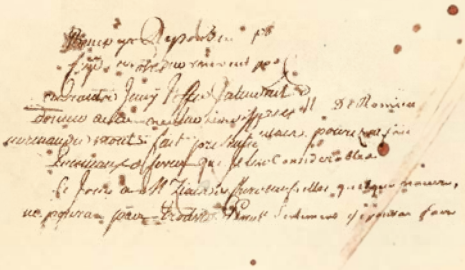


3rd-level transmutation
Casting Time: 1 action
Range: Self
Components: V, S
Duration: 1 minute

Roll a d20 at the end of each of your turns for the duration of the spell. On a roll of 11 or higher, you vanish from your current plane of existence and appear in the Ethereal Plane (the spell fails and the casting is wasted if you were already on that plane). At the start of your next turn, and when the spell ends if you are on the Ethereal Plane, you return to an unoccupied space of your choice that you can see within 10 feet of the space you vanished from. If no unoccupied space is available within that range, you appear in the nearest unoccupied space (chosen at random if more than one space is equally near). You can dismiss this spell as an action.
While on the Ethereal Plane, you can see and hear the plane you originated from, which is cast in shades of gray, and you can't see anything there more than 60 feet away. You can only affect and be affected by other creatures on the Ethereal Plane. Creatures that aren't there can't perceive you or interact with you, unless they have the ability to do so.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the required roll to vanish into the Ethereal Plane decreases by 1 for each slot level above 3rd. Thus, you need to roll 10 or higher at 4th level, 9 or higher at 5th level, and so on.

Bloodthirsty Fury



5th-level enchantment
Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a drop of blood)
Duration: 1 minute

Choose a creature that you can see within range. If the creature is unwilling, it can make a Wisdom saving throw to resist the spell. At the end of each of its turns, the target can make another Wisdom saving throw. On a success, the spell ends on the target.
Until the spell ends:

- The target has advantage on Strength and Dexterity saving throws.
- As long as it has any hit points left, the target recovers a number of hit points equal to your spellcasting ability modifier at the start of each of its turns.
- The target has resistance to the following types of damage: bludgeoning, cold, fire, necrotic, piercing, and slashing.
- The target cannot cast spells or concentrate on them.
- If the target's turn ends and it hasn't attacked a creature since its last turn or taken damage since then, it takes a level of **exhaustion** (up to a maximum of 5).
- Whenever the target deals bludgeoning, piercing, or slashing damage, your spellcasting ability modifier is added to the damage.
- The target cannot act in a hostile manner toward you, unless you are the only creature in sight.
- The target cannot spare creatures that it reduces to 0 hp: it must systematically kill them.

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.

Blur

2nd-level illusion
Casting Time: 1 action
Range: Self
Components: V
Duration: Concentration, up to 1 minute

Your body becomes blurred, shifting and wavering to all who can see you. For the duration, any creature has disadvantage on attack rolls against you. An attacker is immune to this effect if it doesn't rely on sight, as with blindsight, or can see through illusions, as with truesight.

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

Branding Smite



2nd-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 weapon attack before this spell ends, the weapon gleams with astral radiance as you strike. The attack deals an extra 2d6 radiant damage to the target, which becomes visible if it's invisible, and the target sheds dim light in a 5-foot radius and can't become invisible until the spell ends.

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

Burning Hands



1st-level evocation
Casting Time: 1 action
Range: Self (15-foot cone)
Components: V, S
Duration: Instantaneous

As you hold your hands with thumbs touching and fingers spread, a thin sheet of flames shoots forth from your outstretched fingertips. Each creature in a 15-foot cone must make a Dexterity saving throw. A creature takes 3d6 fire damage on a failed save, or half as much damage on a successful one. The fire ignites any 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 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.



Call Lightning

3rd-level conjuration
Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: Concentration, up to 10 minutes

A storm cloud appears in the shape of a cylinder that is 10 feet tall with a 60-foot radius, centered on a point you can see within range directly above you. The spell fails if you can't see a point in the air where the storm cloud could appear (for example, if you are in a room that can't accommodate the cloud).
When you cast the spell, choose a point you can see under the cloud. A bolt of lightning flashes down from the cloud to that point. Each creature within 5 feet of that point must make a Dexterity saving throw. A creature takes 3d10 lightning damage on a failed save, or half as much damage on a successful one. On each of your turns until the spell ends, you can use your action to call down lightning in this way again, targeting the same point or a different one.
If you are outdoors in stormy conditions when you cast this spell, the spell gives you control over the existing storm instead of creating a new one. Under such conditions, the spell's damage increases by 1d10.

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

Calm Emotions

2nd-level enchantment
Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Concentration, up to 1 minute

You attempt to suppress strong emotions in a group of people. Each humanoid in a 20-foot-radius sphere centered on a point you choose within range must make a Charisma saving throw; a creature can choose to fail this saving throw if it wishes. If a creature fails its saving throw, choose one of the following two effects.

- You can suppress any effect causing a target to be charmed or frightened. When this spell ends, any suppressed effect resumes, provided that its duration has not expired in the meantime.
- Alternatively, you can make a target indifferent about creatures of your choice that it is hostile toward. This indifference ends if the target is attacked or harmed by a spell or if it witnesses any of its friends being harmed. When the spell ends, the creature becomes hostile again, unless the leader rules otherwise.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the radius of the sphere increases by 10 feet for each slot level above 2nd.

Peace and Love

If this option is used, when *calm emotions* is cast with its second effect, creatures who fail the saving throw by a margin of 5 or more will feel soothed or even giddy, their exact behavior depending on their personality. This state of mind may influence their decision-making toward pacifism and conciliation.

Chain Lightning



6th-level evocation
Casting Time: 1 action
Range: 150 feet
Components: V, S, M (a bit of fur; a piece of amber, glass, or a crystal rod; and three silver pins)
Duration: Instantaneous

You create a bolt of lightning that arcs toward a target of your choice that you can see within range. Three bolts then leap from that target to as many as three other targets, each of which must be within 30 feet of the first target. A target can be a creature or an object and can be targeted by only one of the bolts.
A target must make a Dexterity saving throw. The target takes 10d8 lightning damage on a failed save, or half as much damage on a successful one.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, one additional bolt leaps from the first target to another target for each slot level above 6th.

Charm Person



1st-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 must make a Wisdom saving throw, and does so with advantage if you or your companions are fighting it. If it fails the saving throw, it is **charmed** by you until the spell ends or until you or your companions do anything harmful to it. The charmed creature regards you as a friendly acquaintance. When the spell ends, the creature knows it was charmed by you.

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

Chill Touch



Necromancy cantrip
Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: 1 round

You create a ghostly, skeletal hand in the space of a creature within range. Make a ranged spell attack against the creature to assail it with the chill of the grave. On a hit, the target takes 1d8 necrotic damage, and it can't regain hit points until the start of your next turn. Until then, the hand clings to the target. If you hit an undead target, it also has disadvantage on attack rolls against you until the end of your next turn.
This spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Circle of Death



6th-level necromancy
Casting Time: 1 action
Range: 150 feet
Components: V, S, M (the powder of a crushed black pearl worth at least 500 gp)
Duration: Instantaneous

A sphere of negative energy ripples out in a 60-foot-radius sphere from a point within range. Each creature in that area must make a Constitution saving throw. A target takes 8d6 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 7th level or higher, the damage increases by 2d6 for each slot level above 6th.

Clairvoyance

3rd-level divination
Casting Time: 10 minutes
Range: 1 mile
Components: V, S, M (a focus worth at least 100 gp, either a jeweled horn for hearing or a glass eye for seeing)
Duration: Concentration, up to 10 minutes

You create an invisible sensor within range in a location familiar to you (a place you have visited or seen before) or in an obvious location that is unfamiliar to you (such as behind a door, around a corner, or in a grove of trees). Even if the location is familiar to you, the sensor cannot be created in an area marked by Death's Ban or circumscribed by ethereal borders. The sensor remains in place for the duration, and it can't be attacked or otherwise interacted with.
When you cast the spell, you choose seeing or hearing. You can use the chosen sense through the sensor as if you were in its space. As your action, you can switch between seeing and hearing.
A creature that can see the sensor (such as a creature benefiting from *see invisibility* or *truesight*) sees a luminous, intangible orb about the size of your fist.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the duration increases by 10 minutes for each slot level above 3rd.

Clone

8th-level necromancy
Casting Time: 1 hour
Range: Touch
Components: V, S, M (a diamond worth at least 1,000 gp and at least 1 cubic inch of flesh of the creature that is to be cloned, which the spell consumes, and a vessel worth at least 2,000 gp that has a sealable lid and is large enough to hold a Medium creature, such as a huge urn, coffin, mud-filled cyst in the ground, or crystal container filled with salt water)
Duration: Instantaneous

This spell grows an inert duplicate of a living creature as a safeguard against death. This clone forms inside a sealed vessel and grows to full size and maturity after 120 days; you can also choose to have the clone be a younger version of the same creature. It remains inert and endures indefinitely, as long as its vessel remains undisturbed. At any time after the clone matures, if the original creature dies, its soul transfers to the clone, provided that the soul is free and willing to return.
The clone is physically identical to the original and has the same personality, memories, and abilities, but none of the original's equipment. The original creature's physical remains, if they still exist, become inert and can't thereafter be restored to life, since the creature's soul is elsewhere.



Cloudkill

5th-level conjuration
Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: Concentration, up to 10 minutes

You create a 20-foot-radius sphere of poisonous, yellow-green fog centered on a point you choose within range. The fog spreads around corners. It lasts for the duration or until strong wind disperses the fog, ending the spell. Its 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. The creature takes 5d8 poison 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.
The fog moves 10 feet away from you at the start of each of your turns, rolling along the surface of the ground. The vapors, being heavier than air, sink to the lowest level of the land, even pouring down openings.

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

Color Spray

1st-level illusion
Casting Time: 1 action
Range: Self (15-foot cone)
Components: V, S, M (a pinch of powder or sand that is colored red, yellow, and blue)
Duration: 1 round

A dazzling array of flashing, colored light springs from your hand. Roll 6d10; the total is how many hit points of creatures this spell can affect. Creatures in a 15-foot cone originating from you are affected in ascending order of their current hit points (ignoring unconscious creatures and creatures that can't see).
Starting with the creature that has the lowest current hit points, each creature affected by this spell is **blinded** until the end of your next turn. Subtract each creature's hit points from the total before moving on to the creature with the next lowest hit points. A creature's hit points must be equal to or less than the remaining total for that creature to be affected.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, roll an additional 2d10 for each slot level above 1st.

Command

1st-level enchantment
Casting Time: 1 action
Range: 60 feet
Components: V
Duration: 1 round

You speak a one-word command to a creature you can see within range. The target must succeed on a Wisdom saving throw or follow the command on its next turn. The spell has no effect if the target is undead, if it doesn't understand your language, or if your command is directly harmful to it.
Some typical commands and their effects follow. You might issue a command other than one described here. If you do so, the leader determines how the target behaves. If the target is prevented from following your command, the spell ends.

- ***Approach.*** The target moves toward you by the shortest and most direct route, ending its turn if it moves within 5 feet of you.
- ***Drop.*** The target drops whatever it is holding and then ends its turn.
- ***Flee.*** The target spends its turn moving away from you by the fastest available means.
- ***Grovel.*** The target falls **prone** and then ends its turn.
- ***Halt.*** The target stays where it is and takes no actions.

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

Commune

5th-level divination (ritual)
Casting Time: 1 minute
Range: Self
Components: V, S, M (incense and a vial of holy or unholy water)
Duration: 1 minute

You contact your deity or a divine proxy and ask up to three questions that can be answered with a yes or no. You must ask your questions before the spell ends. You receive a correct answer for each question.
Divine beings aren't necessarily omniscient, so you might receive "unclear" as an answer if a question pertains to information that lies beyond the deity's knowledge. In a case where a one-word answer could be misleading or contrary to the deity's interests, the leader might offer a short phrase as an answer instead.
If you cast the spell two or more times before finishing your next long rest, there is a cumulative 25 percent chance for each casting after the first that you get no answer. The leader makes this roll in secret.

Divine Wrath

If you anger your deity or their proxy, the negative mental energy results in psychic backlash.
You must make a DC 15 Wisdom saving throw or take 5d8 psychic damage.

Commune with Nature

5th-level divination (ritual)
Casting Time: 1 minute
Range: Self
Components: V, S
Duration: Instantaneous

You briefly become one with nature and gain knowledge of the surrounding territory. In the outdoors, the spell gives you knowledge of the land within 3 miles of you. In caves and other natural underground settings, the radius is limited to 300 feet. The spell doesn't function where nature has been replaced by construction, such as in dungeons and towns.

You instantly gain knowledge of up to three facts of your choice about any of the following subjects as they relate to the area:

- terrain and bodies of water;
- prevalent plants, minerals, animals, or peoples;
- powerful celestials, fey, fiends, elementals, ravagers of Canker, or undead;
- influence from other planes of existence;
- manifestations of a magical aspect, such as the presence of a particular geomagic or the influence of a legendary creature's regional effects;
- buildings.

For example, you could determine the location of powerful undead in the area, the location of major sources of safe drinking water, and the location of any nearby towns.

Comprehend Languages

1st-level divination (ritual)
Casting Time: 1 action
Range: Self
Components: V, S, M (a pinch of soot and salt)
Duration: 1 hour

For the duration, you understand the literal meaning of any spoken language that you hear. You also understand any written language that you see, but you must be touching the surface on which the words are written. This doesn't mean you can write or speak languages other than those you are proficient in. It takes about 1 minute to read one page of text.

This spell doesn't decode secret messages in a text or a glyph, such as an arcane sigil, that isn't part of a written language. A document marked with Death's Ban cannot be read with the use of this spell.



Compulsion

4th-level enchantment
Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Concentration, up to 1 minute

Creatures of your choice that you can see within range and that can hear you must make a Wisdom saving throw. A target automatically succeeds on this saving throw if it can't be charmed. On a failed save, a target is affected by this spell. Until the spell ends, you can use a bonus action on each of your turns to designate a direction that is horizontal to you. Each affected target must use as much of its movement as possible to move in that direction on its next turn. It can take its action before it moves. After moving in this way, it can make another Wisdom saving to try to end the effect.
A target isn't compelled to move into an obviously deadly hazard, such as a fire or pit, but it will provoke opportunity attacks to move in the designated direction.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the range increases by 10 feet for each slot level above 4th.

Compulsive Strike

2nd-level enchantment
Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a sprig of nettle)
Duration: Instantaneous

You point your finger toward a creature within range, which must immediately use its reaction to make an attack with the weapon it is holding against a creature of your choice. If it is unable to do so (whether because reaching the creature would require it to move, or because circumstances prevent it from attacking the creature), this spell has no effect.

If the target is unwilling, the spell's casting is corrupted, and the target can make a Wisdom saving throw to resist the spell's effect.

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.

Cone of Cold

5th-level evocation
Casting Time: 1 action
Range: Self (60-foot cone)
Components: V, S, M (a small crystal or glass cone)
Duration: Instantaneous

A blast of cold air erupts from your hands. Each creature in a 60-foot cone must make a Constitution saving throw. A creature takes 8d8 cold damage on a failed save, or half as much damage on a successful one.
A creature killed by this spell becomes a frozen statue until it thaws.

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

Confusion



4th-level enchantment
Casting Time: 1 action
Range: 90 feet
Components: V, S, M (three nut shells)
Duration: Concentration, up to 1 minute

This spell assaults and twists creatures' minds, spawning delusions and provoking uncontrolled action. Each creature in a 10-foot-radius sphere centered on a point you choose within range must succeed on a Wisdom saving throw when you cast this spell or be affected by it.
An affected target can't take reactions and must roll a d10 at the start of each of its turns to determine its behavior for that turn.

d10	Behavior
1	The creature uses all its movement to move in a random direction. To determine the direction, roll a d8 and assign a direction to each die face. The creature doesn't take an action this turn.
2-6	The creature doesn't move or take actions this turn.
7-8	The creature uses its action to make a melee attack against a randomly determined creature within its reach. If there is no creature within its reach, the creature does nothing this turn.
9-10	The creature can act and move normally.

At the end of each of its turns, an affected target can make a Wisdom saving throw. If it succeeds, this effect ends for that target.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the radius of the sphere increases by 5 feet for each slot level above 4th.

Conjure Animals



3rd-level conjuration
Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Concentration, up to 1 hour

You summon fey spirits that take the form of beasts and appear in unoccupied spaces that you can see within range. Choose one of the following options for what appears:

- One beast of challenge rating 2 or lower.
- Two beasts of challenge rating 1 or lower.
- Four beasts of challenge rating 1/2 or lower.
- Eight beasts of challenge rating 1/4 or lower.

Each beast is also considered fey, and it disappears when it drops to 0 hit points or when the spell ends.
The summoned creatures are friendly to you and your companions. Roll initiative for the summoned creatures 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. The creatures' statistics are included in Bestiary.

At Higher Levels. When you cast this spell using certain higher-level spell slots, you choose one of the summoning options above, and more creatures appear: twice as many with a 5th-level slot, three times as many with a 7th-level slot, and four times as many with a 9th-level slot.

Conjure Celestial or Fiend



7th-level conjuration
Casting Time: 1 minute
Range: 90 feet
Components: V, S
Duration: Concentration, up to 1 hour

You summon a celestial or fiend (your choice) of challenge rating 4 or lower, which appears in an unoccupied space that you can see within range. The celestial or fiend disappears when it drops to 0 hit points or when the spell ends.

The celestial or fiend is friendly to you and your companions for the duration. Roll initiative for the celestial or fiend, which has its own turns. It obeys any verbal commands that you issue to it (no action required by you), as long as they don't violate its alignment. If you don't issue any commands to the celestial or fiend, it defends itself from hostile creatures but otherwise takes no actions.
The creature's statistics are included in Bestiary.

At Higher Levels. When you cast this spell using a 9th-level spell slot, you summon a celestial or fiend of challenge rating 5 or lower.

Rules on the Nature of Summoned Creatures

Unless otherwise specified in the description, spells that summon creatures do not let you choose the exact nature of the summoned creatures. For example, when you cast *conjure animals* or *conjure fey or ravager*, you can choose the maximum challenge rating of the summoned creatures, but not what they will be exactly. You can make a suggestion, but the leader determines which creatures appear, in accordance, for example, with what they deem suited to the circumstances or story. The leader is also free pick randomly.

Alternative Higher-Level Effects

In the case of certain spells that summon creatures, casting the spell with a spell slot of higher level lets you double, triple, or even quadruple the number of summoned creatures. If your leader makes use of this option, instead of increasing the number of summoned creatures, you can increase their challenge rating. Each number increase translates into a CR increase of one level (with 1/4 increasing to 1/2 and 1/2 increasing to 1). As such, the increases translate as follows:

Initial Number Increase	Variant Increases (choose one)
Twice as many	- One CR increase, no change to the number
Three times as many	- Two CR increases, no change to the number - One CR increase, number doubled
Four times as many	- Three CR increases, no change to the number - Two CR increases, number doubled - One CR increases, number tripled

You cast conjure animals *with a 9th-level spell slot, which, according to the spell's description, lets you summon four times as many beasts as indicated on the chosen option. If you pick the option "One beast of challenge rating 2 or lower," this means you can choose between summoning a beast of CR 5 or less, two beasts of CR 4 or less, three beasts of CR 3 or less, or four beasts of CR 2 or less.*

Conjure Elemental

5th-level conjuration
Casting Time: 1 minute
Range: 90 feet
Components: V, S, M (burning incense for air, soft clay for earth, sulfur and phosphorus for fire, or water and sand for water)
Duration: Concentration, up to 1 hour

You call forth an elemental servant. Choose an area of air, earth, fire, or water that fills a 10-foot cube within range. An elemental of challenge rating 5 or lower appropriate to the area you chose appears in an unoccupied space within 10 feet of it. For example, a fire elemental emerges from a bonfire, and an earth elemental rises up from the ground. The elemental disappears when it drops to 0 hit points or when the spell ends. The elemental is friendly to you and your companions for the duration. Roll initiative for the elemental, 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 elemental, it defends itself from hostile creatures but otherwise takes no actions.

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

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

Conjure Fey or Ravager

6th-level conjuration
Casting Time: 1 minute
Range: 90 feet
Components: V, S
Duration: Concentration, up to 1 hour

You summon a fey creature of challenge rating 6 or lower, or a fey spirit that takes the form of a beast of challenge rating 6 or lower. It appears in an unoccupied space that you can see within range. The fey creature disappears when it drops to 0 hit points or when the spell ends.
The fey creature 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), as long as they don't violate its alignment.
If you don't issue any commands to the fey creature, it defends itself from hostile creatures but otherwise takes no actions.
If your concentration is broken, the fey creature doesn't disappear. Instead, you lose control of the fey creature, it becomes hostile toward you and your companions, and it might attack. An uncontrolled fey creature can't be dismissed by you, and it disappears 1 hour after you summoned it.
The *conjure ravager* variant of this spell summons a ravager instead of a fey creature. The creature's statistics are included in **Bestiary**.

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.

The Influence of Corruption on the Conjuration of Fey

A spellcaster suffering from severe corruption cannot conjure fey creatures, no matter the caster's power. Fey flee corrupt beings or attack them on sight. In the case of *conjure fey or ravager* and *conjure woodland beings or minor ravagers*, corruption alters the spell and summons ravagers instead of fey.
Additionally, when either of these spells is used to conjure a ravager, its casting is corrupted.

Conjure Minor Elementals

4th-level conjuration
Casting Time: 1 minute
Range: 90 feet
Components: V, S
Duration: Concentration, up to 1 hour

You summon elementals that appear in unoccupied spaces that you can see within range. You choose one the following options for what appears:

- One elemental of challenge rating 2 or lower.
- Two elementals of challenge rating 1 or lower.
- Four elementals of challenge rating 1/2 or lower.
- Eight elementals of challenge rating 1/4 or lower.

An elemental summoned by this spell disappears when it drops to 0 hit points or when the spell ends. The summoned creatures are friendly to you and your companions. Roll initiative for the summoned creatures 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. The creatures' statistics are included in **Bestiary**.

At Higher Levels. When you cast this spell using certain higher-level spell slots, you choose one of the summoning options above, and more creatures appear: twice as many with a 6th-level slot and three times as many with an 8th-level slot.

Conjure Woodland Beings or Minor Ravagers



4th-level conjuration
Casting Time: 1 action
Range: 60 feet
Components: V, S, M (fruits from a fey kingdom or a bit of Cankerous flesh)
Duration: Concentration, up to 1 hour

You summon fey creatures that appear in unoccupied spaces that you can see within range. Choose one of the following options for what appears:

- One fey creature or ravager of challenge rating 2 or lower.
- Two fey creatures or two ravagers of challenge rating 1 or lower.
- Four fey creatures or four ravagers of challenge rating 1/2 or lower.
- Eight fey creatures or eight ravagers of challenge rating 1/4 or lower.

A summoned creature disappears when it drops to 0 hit points or when the spell ends.
The summoned creatures are friendly to you and your companions. Roll initiative for the summoned creatures as a group, which have their 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. The creatures' statistics are included in **Bestiary**.

At Higher Levels. When you cast this spell using certain higher-level spell slots, you choose one of the summoning options above, and more creatures appear: twice as many with a 6th-level slot and three times as many with an 8th-level slot.

Contact Other Plane



5th-level divination (ritual)
Casting Time: 1 minute
Range: Self
Components: V
Duration: 1 minute

You mentally contact a demigod, the spirit of a long-dead sage, or some other mysterious entity from another plane. Contacting this extraplanar intelligence can strain or even break your mind. When you cast this spell, make a DC 15 Intelligence saving throw. On a failure, you take 6d6 psychic damage and suffer a long-term madness effect that lasts until you finish a long rest. While insane, you can't take actions, can't understand what other creatures say, can't read, and speak only in gibberish. A *greater restoration* spell cast on you ends this effect.
On a successful save, you can ask the entity up to five questions. You must ask your questions before the spell ends. The leader answers each question with one word, such as "yes," "no," "maybe," "never," "irrelevant," or "unclear" (if the entity doesn't know the answer to the question). If a one-word answer would be misleading, the leader might instead offer a short phrase as an answer.



Persuade the Entity

If your leader makes use of this option, the successful casting of the spell only enables contact with the entity by drawing its attention. The entity knows your name and where you are.

- You have 1 minute to convince the entity to answer you. Entities with which you share a common enemy will usually be willing to help you at no cost.
- Once you have successfully convinced the entity, you can ask your five questions, to which it is obligated to reply.



The Power of Hatred

If you attempt to contact an entity that is hostile to you (whether it feels deep-seated hatred or short-lived anger toward you), the negative mental energy results in psychic backlash.
You must make a DC 15 Wisdom saving throw or take 5d8 psychic damage.
In addition, angering the entity can incur its wrath and possibly make you the target of retaliation.

Contagion



5th-level necromancy
Casting Time: 1 action
Range: Touch
Duration: 7 days
Component: V, S

Your touch inflicts disease. Make a melee spell attack against a creature within your reach. On a hit, the target is **poisoned**.

At the end of each of the poisoned target's turns, the target must make a Constitution saving throw. If the target succeeds on three of these saves, it is no longer poisoned, and the spell ends. If the target fails three of these saves, the target is no longer poisoned, but choose one of the diseases below. The target is subjected to the chosen disease for the spell's duration.

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.

Here are a few possible diseases. With your leader's permission, you can alternatively inflict one of the diseases presented in Adventurers.

- ***Blinding Sickness.*** Pain grips the creature's mind, and its eyes turn milky white. The creature has disadvantage on Wisdom checks and Wisdom saving throws and is **blinded**.
- ***Filth Fever.*** A raging fever sweeps through the creature's body. The creature has disadvantage on Strength checks, Strength saving throws, and attack rolls that use Strength.
- ***Flesh Rot.*** The creature's flesh decays. The creature has disadvantage on Charisma checks and vulnerability to all damage.
- ***Mindfire.*** The creature's mind becomes feverish. The creature has disadvantage on Intelligence checks and Intelligence saving throws, and the creature behaves as if under the effect of the *confusion* spell during combat.
- ***Seizure.*** The creature is overcome with shaking. The creature has disadvantage on Dexterity checks, Dexterity saving throws, and attack rolls that use Dexterity.
- ***Slimy Doom.*** The creature begins to bleed uncontrollably. The creature has disadvantage on Constitution checks and Constitution saving throws. In addition, whenever the creature takes damage, it is **stunned** until the end of its next turn.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the duration increases by 7 days for each slot level above 5th.

Contingency



6th-level evocation
Casting Time: 10 minutes
Range: Self
Components: V, S, M (a statuette of yourself carved from ivory and decorated with gems worth at least 1,500 gp)
Duration: 10 days



Choose a spell of 5th level or lower that you can cast, that has a casting time of 1 action, and that can target you. You cast that spell—called the contingent spell—as part of casting *contingency*, expending spell slots for both, but the contingent spell doesn't come into effect. Instead, it takes effect when a certain circumstance occurs. You describe that circumstance when you cast the two spells. For example, a *contingency* cast with *water breathing* might stipulate that *water breathing* comes into effect when you are engulfed in water or a similar liquid.

The contingent spell takes effect immediately after the circumstance is met for the first time, whether or not you want it to, and then *contingency* ends.

The contingent spell takes effect only on you, even if it can normally target others. You can use only one *contingency* spell at a time. If you cast this spell again, the effect of another *contingency* spell on you ends. Also, *contingency* ends on you if its material component is ever not on your person.

Continual Flame



2nd-level evocation
Casting Time: 1 action
Range: Touch
Components: V, S, M (ruby dust worth 50 gp, which the spell consumes)
Duration: Until dispelled

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

Control Water



4th-level transmutation
Casting Time: 1 action
Range: 300 feet
Components: V, S, M (a drop of water and a pinch of dust)
Duration: Concentration, up to 10 minutes

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

Flood

You cause the water level of all standing water in the area to rise by as much as 20 feet. If the area includes a shore, the flooding water spills over onto dry land. If you choose an area in a large body of water, you instead create a 20-foot tall wave that travels from one side of the area to the other and then crashes down. Any Huge or smaller vehicles in the wave's path are carried with it to the other side. Any Huge or smaller vehicles struck by the wave have a 25 percent chance of capsizing. The water level remains elevated until the spell ends or you choose a different effect. If this effect produced a wave, the wave repeats on the start of your next turn while the flood effect lasts.

Part Water

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

Redirect Flow

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

Whirlpool

This effect requires a body of water at least 50 feet square and 25 feet deep. You cause a whirlpool to form in the center of the area. The whirlpool forms a vortex that is 5 feet wide at the base, up to 50 feet wide at the top, and 25 feet tall. Any creature or object in the water and within 25 feet of the vortex is pulled 10 feet toward it. A creature can swim away from the vortex by making a Strength (Athletics) check against your spell save DC.
When a creature enters the vortex for the first time on a turn or starts its turn there, it must make a Strength saving throw. On a failed save, the creature takes 2d8 bludgeoning damage and is caught in the vortex until the spell ends. On a successful save, the creature takes half damage, and isn't caught in the vortex. A creature caught in the vortex can use its action to try to swim away from the vortex as described above, but has disadvantage on the Strength (Athletics) check to do so.
The first time each turn that an object enters the vortex, the object takes 2d8 bludgeoning damage; this damage occurs each round it remains in the vortex.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the range increases by 50 feet and the duration by 10 minutes for each slot level above 4th.

Control Weather

8th-level transmutation
Casting Time: 10 minutes
Range: Self (5-mile radius)
Components: V, S, M (burning incense and bits of earth and wood mixed in water)
Duration: Concentration, up to 8 hours

You take control of the weather within 5 miles 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 the spell, you change the current weather conditions, which are determined by the leader based on the climate and season. You can change precipitation, temperature, and wind. It takes 1d4 × 10 minutes for the new conditions to take effect. Once they do so, you can change the conditions again. When the spell ends, the weather gradually returns to normal. When you change the weather conditions, find a current condition on the following tables and change its stage by one, up or down. When changing the wind, you can change its direction.

Precipitation

Stage	Condition
1	Clear
2	Light clouds
3	Overcast or ground fog
4	Rain, hail, or snow
5	Torrential rain, driving hail, or blizzard

Temperature

Stage	Condition
1	Unbearable heat
2	Hot
3	Warm
4	Cool
5	Cold
6	Arctic cold

Wind

Stage	Condition
1	Calm
2	Moderate wind
3	Strong wind
4	Gale
5	Storm

Convergence

1st-level divination
Casting Time: 1 action
Range: Self
Components: V, S
Duration: Concentration, up to 1 hour

This spell shows the direction toward the nearest creature susceptible of helping you. For the duration of the spell, an inner compass points you to the closest creature that meets the following requirements:

- Its Intelligence score is at least 6.
- It is located within 3 miles of you.
- Its interests match yours, it has ideals in common with you, it is attracted to you, it is well-disposed toward what you represent, or has any other reason to appreciate you. The spell doesn't charm the creature in question, it simply directs you toward someone who will feel inclined to help you.
- You do not know this creature or have no knowledge of its presence. For example, if an old friend of yours is located in the same town as you unbeknownst to you, the spell may point to this friend.

The spell only shows the direction toward the creature, without providing any indication of the distance that separates you from it, its identity, or the reason for its helpfulness. If another creature matching the conditions detailed above gets closer to you than the initial one, the spell immediately switches to the closer creature. As soon as you get within 10 feet of a creature matching the requirements, the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the duration increases by 1 hour and the maximum distance to the nearest creature increases by 3 miles for each slot level above 1st.

Corrosive Geyser



3rd-level evocation
Casting Time: 1 action
Range: 90 feet
Components: V, S, M (a drop of toad spit)
Duration: Instantaneous

A green pearl shoots from your pointed finger and shatters on a point within range, bursting into an acid column. Every creature caught in a 10-foot-radius, 40-foot-high cylinder centered on this point must make a Constitution saving throw, taking 8d6 acid damage on a failed save, or half as much damage on a successful one. If a creature fails its saving throw by a margin of 5 or more, all its nonmagical weapons and armor acquire the fragile property.

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.

Countershot



1st-level conjuration
Casting Time: 1 bonus action
Range: Self
Components: S
Duration: 1 minute

Until the spell ends, whenever you see a creature make a ranged weapon attack within 60 feet of you, you can use your reaction to intercept the attack with a shot of your own from a nocked bow, readied sling, or loaded crossbow. In this case, make a ranged spell attack. If the result of your attack roll is higher than or equal to that of the attack you reacted to, the two projectiles collide. Your projectile is destroyed, as is the attacker's if it was ammunition. If the attacker's projectile was a weapon, it falls in a space of your choice between the attacker and its target. You can use your reaction after the attacker has made its attack roll, but before any effects of the attack are applied.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, *countershot* possesses additional effects, as detailed in the following table:

Spell Slot Level	Special Effects	Bonus to Your Attack Roll Against the Projectile	Duration of the Spell
2nd	You can counter a projectile whose target is within 60 feet of you, regardless of the distance between you and the attacker.	+1	2 minutes
3rd	You can counter shots you cannot see (such as those made in darkness or out of your eyesight).	+2	3 minutes
4th	You can counter spells that require a ranged spell attack.	+3	4 minutes
5th	When you successfully counter a shot, the collision can, if you wish, result in one of the following effects: • Bright light, centered on the point of impact, shines in a 60-foot radius until the end of your next turn. • A burst of sound erupts from the point of impact, audible within 300 feet. • Your projectile keeps its course toward the attacker. You can immediately make a ranged weapon attack with the projectile in question against the attacker, subject to your weapon's range.	+4	5 minutes

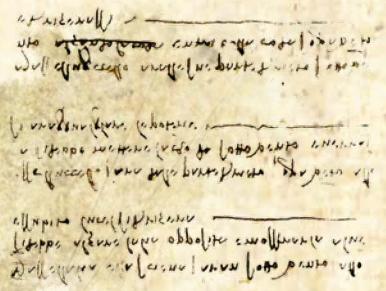
Counterspell

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

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

Create Food and Water



3rd-level conjuration
Casting Time: 10 minutes
Range: 30 feet
Components: V, S
Duration: Instantaneous

You create 45 pounds of food and 30 gallons of water on the ground or in containers within range, enough to sustain up to fifteen humanoids or five steeds for 24 hours. The food is bland but nourishing, and spoils if uneaten after 24 hours. The water is clean and doesn't go bad.

Origin of the Food

The spell aggregates and alters basic, easily accessible organic substances within 5 miles: crumbs, food waste, dust, dead insect fragments, peels, etc. The created food takes the shape of dry, friable crackers of a dull, gray-brown color. Similarly, the water is drawn from the environment: dew, atmospheric humidity, waterways, bodies of water, etc. The resulting liquid is pure and tasteless. Mixing the water and crackers together results in a flavorless porridge.
Due to its specifics, this spell has the following limitations and undesirable effects:

- In an arid desert, water, even within several miles, is rare. And *create food and water* cannot actually conjure water ex nihilo, only bring it to you. In other words, in a particularly dry area, this spell may yield as little as a gallon of water.
- The spell indiscriminately draws from whatever sources are available. It may thus pilfer the water supplies of individuals within the spell's radius.
- The crackers are severely lacking in vitamins and minerals, exposing its consumers to deficiencies should this diet continue for too long. After a week spent exclusively eating created food and water, your skin becomes unhealthy, your complexion waxy, your hair brittle, etc. You have disadvantage on saving throws against diseases and exhaustion.
- Most animals will be reluctant to feed from created food and water.

Create or Destroy Water

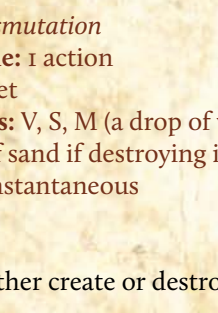


1st-level transmutation
Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a drop of water if creating water or a few grains of sand if destroying it)
Duration: Instantaneous

You either create or destroy water.

- ***Create Water.*** You create up to 10 gallons of clean water within range in an open container. Alternatively, the water falls as rain in a 30-foot cube within range, extinguishing exposed flames in the area.
- ***Destroy Water.*** You destroy up to 10 gallons of water in an open container within range. Alternatively, you destroy fog in a 30-foot cube within range.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you create or destroy 10 additional gallons of water, or the size of the cube increases by 5 feet, for each slot level above 1st.



Origin of the Water

The spell aggregates water within 5 miles. The water is drawn from the environment: dew, atmospheric humidity, waterways, bodies of water, etc. The resulting liquid is pure and tasteless.
Due to its specifics, this spell has the following limitations and undesirable effects:

- In an arid desert, water, even within several miles, is rare. And *create or destroy water* cannot actually conjure water ex nihilo, only bring it to you. In other words, in a particularly dry area, this spell may yield as little as a gallon of water.
- The spell indiscriminately draws from whatever sources are available. It may thus pilfer the water supplies of individuals within the spell's radius.

Create Undead



6th-level necromancy
Casting Time: 1 minute
Range: 10 feet
Components: V, S, M (one clay pot filled with grave dirt, one clay pot filled with brackish water, and one 150 gp black onyx stone for each corpse)
Duration: Instantaneous

You can cast this spell only at night. Choose up to three corpses of Medium or Small humanoids within range. Each corpse becomes a **ghoul** under your control. (For this creature's game statistics, see Bestiary, Ethereal Wanderers.)
As a bonus action on each of your turns, you can mentally command any creature you animated with this spell if the creature is within 120 feet of you (if you control multiple creatures, you can command any or all of them at the same time, issuing the same command to each one). You decide what action the creature will take and where it will move during its next turn, or you can issue a general command, such as to guard a particular chamber or corridor. If you issue no commands, the creature only defends itself against hostile creatures. Once given an order, the creature continues to follow it until its task is complete.
The creature 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 three creatures you have animated with this spell, rather than animating new ones.

At Higher Levels. When you cast this spell using a 7th-level spell slot, you can animate or reassert control over four **ghouls**. When you cast this spell using an 8th-level spell slot, you can animate or reassert control over five **ghouls** or two **ghasts** or **reprobates**. When you cast this spell using a 9th-level spell slot, you can animate or reassert control over six **ghouls**, three **ghasts** or **reprobates**, or two **mummies**.

Creation



5th-level illusion
Casting Time: 1 minute
Range: 30 feet
Components: V, S, M (a tiny piece of matter of the same type of the item you plan to create)
Duration: Special

You pull wisps of shadow material from the Ethereal Plane to create a nonliving object of vegetable matter within range: soft goods, rope, wood, or something similar. You can also use this spell to create mineral objects such as stone, crystal, or metal. The object created must be no larger than a 5-foot cube, and the object must be of a form and material that you have seen before.

The duration depends on the object's material. If the object is composed of multiple materials, use the shortest duration.

Material	Duration
Vegetable matter	1 day
Stone or crystal	12 hours
Precious metals	1 hour
Gems	10 minutes
Adamantine or mithral	1 minute

Using any material created by this spell as another spell's material component causes that spell to fail.

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.

Cure Wounds

1st-level evocation
Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Instantaneous

A creature you touch regains a number of hit points equal to 1d8 + your spellcasting ability modifier. This spell has no effect on undead or constructs.

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

Dancing Lights

Evocation cantrip
Casting Time: 1 action
Range: 120 feet
Components: V, S, M (a bit of phosphorus or wychwood, or a glowworm)
Duration: Concentration, up to 1 minute

You create up to four torch-sized lights within range, making them appear as torches, lanterns, or glowing orbs that hover in the air for the duration. You can also combine the four lights into one glowing vaguely humanoid form of Medium size. Whichever form you choose, each light sheds dim light in a 10-foot radius.
As a bonus action on your turn, you can move the lights up to 60 feet to a new spot within range. A light must be within 20 feet of another light created by this spell, and a light winks out if it exceeds the spell's range.

When you reach 5th level, on your turn, you can move the lights without using a bonus action once per turn. At 11th level, you no longer need to concentrate on this spell, and you can alter the intensity, aspect, and color of each light independently. At 17th level, when you cast *dancing lights*, you can designate up to six creatures which, except for creatures with truesight, will be the only ones to perceive the light.

Darkness

2nd-level evocation
Casting Time: 1 action
Range: 60 feet
Components: V, M (bat fur and a drop of pitch or piece of coal)
Duration: Concentration, up to 10 minutes

Magical darkness spreads from a point you choose within range to fill a 15-foot-radius sphere for the duration. The darkness spreads around corners. A creature with darkvision can't see through this darkness, and nonmagical light can't illuminate it.
If the point you choose is on an object you are holding or one that isn't being worn or carried, the darkness emanates from the object and moves with it. Completely covering the source of the darkness with an opaque object, such as a bowl or a helm, blocks the darkness.
If any of this spell's area overlaps with an area of light created by a spell of 2nd level or lower, the spell that created the light is dispelled.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can increase the radius of the sphere by 5 feet and the duration increases by 10 minutes for each slot level above 2nd.

Darkvision



2nd-level transmutation
Casting Time: 1 action
Range: Touch
Components: V, S, M (an obsidian pebble)
Duration: 8 hour

You touch a willing creature to grant it the ability to see in the dark. For the duration, that creature has darkvision out to a range of 60 feet.



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.

Daylight



3rd-level evocation
Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: 1 hour

A 60-foot-radius sphere of light spreads out from a point you choose within range. The sphere is bright light and sheds dim light for an additional 60 feet.
If you chose a point on an object you are holding or one that isn't being worn or carried, the light shines from the object and moves with it. Completely covering the affected object with an opaque object, such as a bowl or a helm, blocks the light.
If any of this spell's area overlaps with an area of darkness created by a spell of 3rd level or lower, the spell that created the darkness is dispelled.



At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, it dispels darkness created by a spell of a level equal to or lower than that of the spell slot used. Additionally, the duration of this spell increases by 1 hour for each slot level above 3rd.

Decree



5th-level divination
Casting Time: 1 action
Range: Self
Components: V, S
Duration: Concentration, up to 1 minute

You alter fate in order to favor your allies and thwart your enemies. Until the spell ends, whenever a creature that you can see within 30 feet of you is about to make an attack roll, saving throw, or ability check, you can use your reaction to issue a decree. An unwilling creature can resist the effect with a Charisma saving throw.
Choose a decree among the following:

- ***Glory.*** The creature is automatically considered to have rolled a 20 (resulting in a critical hit in the case of an attack roll). You can use this decree once.
- ***Huzzah.*** The creature is automatically considered to have rolled a 15. You can use this decree three times.
- ***Alas.*** The creature is automatically considered to have rolled a 5. You can use this decree three times.

In the case of all three possible decrees, the creature does not roll the d20, the decree's effect replacing the roll.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the spell's radius increases by 30 feet and you can issue one more Huzzah and one more Alas for each slot level above 5th.

Delayed Blast Fireball

7th-level evocation
Casting Time: 1 action
Range: 150 feet
Components: V, S, M (a tiny ball of bat guano and sulfur)
Duration: Concentration, up to 1 minute

A beam of yellow light flashes from your pointing finger, then condenses to linger at a chosen point within range as a glowing bead for the duration. When the spell ends, either because your concentration is broken or because you decide to end it, the bead blossoms with a low roar into an explosion of flame that spreads around corners. Each creature in a 20-foot-radius sphere centered on that point must make a Dexterity saving throw. A creature takes fire damage equal to the total accumulated damage on a failed save, or half as much damage on a successful one.

The spell's base damage is 12d6. If at the end of your turn the bead has not yet detonated, the damage increases by 1d6.

If the glowing bead is touched before the interval has expired, the creature touching it must make a Dexterity saving throw. On a failed save, the spell ends immediately, causing the bead to erupt in flame. On a successful save, the creature can throw the bead up to 40 feet. When it strikes a creature or a solid object, the spell ends, and the bead explodes. The fire damages objects in the area and ignites flammable objects that aren't being worn or carried.

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

Demiplane

8th-level conjuration
Casting Time: 1 action
Range: 60 feet
Components: S
Duration: 1 hour

You create a shadowy door on a flat solid surface that you can see within range. The door is large enough to allow Medium creatures to pass through unhindered. When opened, the door leads to a demiplane that appears to be an empty room 30 feet in each dimension, made of wood or stone. When the spell ends, the door disappears, and any creatures or objects inside the demiplane remain trapped there, as the door also disappears from the other side.

Each time you cast this spell, you can create a new demiplane, or have the shadowy door connect to a demiplane you created with a previous casting of this spell. Additionally, if you know the nature and contents of a demiplane created by a casting of this spell by another creature, you can have the shadowy door connect to its demiplane instead.

Customized Demiplanes

Due to their nature as private spaces, demiplanes are a great asset for conjurers. Some demiplanes can be exceptionally expansive, large enough for their occupants to live in self-sufficiency. The creation of such sanctums requires massive preparations, usually involving months of arcane work.

In the course of their journeys, adventurers may discover extraordinary demiplanes crafted by reclusive wizards, imaginative warlocks, heroes who imprisoned abominable creatures, etc.

Detect Evil and Good



1st-level divination
Casting Time: 1 action
Range: Self
Components: V, S
Duration: Concentration, up to 10 minutes

For the duration, you know if there is an aberration, celestial, elemental, fey, fiend, ravager of Canker, or undead within 30 feet of you, as well as where the creature is located. Similarly, you know if there is a place or object within 30 feet of you that has been magically consecrated or desecrated.
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. This spell is blocked by an ethereal border (see the **Geomagic chapter**).



At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the radius increases by 30 feet for each slot level above 1st.

Detect Magic



1st-level divination (ritual)
Casting Time: 1 action
Range: Self
Components: V, S
Duration: Concentration, up to 10 minutes

For the duration, you sense the presence of magic within 30 feet of you. If you sense magic in this way, you can use your action to see a faint aura around any visible creature or object in the area that bears magic, and you learn its school of magic, if any.
The spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.
This spell is blocked by an ethereal border (see the **Geomagic chapter**).

Detect Poison and Disease



1st-level divination (ritual)
Casting Time: 1 action
Range: Self
Components: V, S, M (a yew leaf)
Duration: Concentration, up to 10 minutes

For the duration, you can sense the presence and location of poisons, poisonous creatures, and diseases within 30 feet of you. You also identify the kind of poison, poisonous creature, or disease in each case.
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. This spell is blocked by an ethereal border (see the **Geomagic chapter**).



At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the radius increases by 30 feet for each slot level above 1st.



Identifying the Evil

If your leader uses this option, you must make an Intelligence (Medicine) check for every poison or disease detected by this spell in order to identify it. Likewise, identifying a poisonous creature requires an Intelligence (Nature) check. By default, the DC is 15, but it can be lower if the specimen is very common or, conversely, higher in the case of an obscure specimen. On a failure, you only know that the object or creature is poisoned, poisonous, or diseased.

Detect Thoughts



2nd-level divination
Casting Time: 1 action
Range: Self
Components: V, S, M (a copper piece)
Duration: Concentration, up to 1 minute

For the duration, you can read the thoughts of certain creatures. When you cast the spell and as your action on each turn until the spell ends, you can focus your mind on any one creature that you can see within 30 feet of you. If the creature you choose has an Intelligence of 3 or lower or doesn't speak any language, the creature is unaffected.
Ethereal borders and Death's Ban (see the **Geomagic chapter**) thwart this spell.
You initially learn the surface thoughts of the creature—what is most on its mind in that moment. As an action, you can either shift your attention to another creature's thoughts or attempt to probe deeper into the same creature's mind. If you probe deeper, the target must make a Wisdom saving throw. If it fails, you gain insight into its reasoning (if any), its emotional state, and something that looms large in its mind (such as something it worries over, loves, or hates). If it succeeds, the spell ends. Either way, the target knows that you are probing into its mind, and unless you shift your attention to another creature's thoughts, the creature can use its action on its turn to make an Intelligence check contested by your Intelligence check; if it succeeds, the spell ends. Questions verbally directed at the target creature naturally shape the course of its thoughts, so this spell is particularly effective as part of an interrogation. You can also use this spell to detect the presence of thinking creatures you can't see. When you cast the spell or as your action during the duration, you can search for thoughts within 30 feet of you. The spell can penetrate barriers, but 2 feet of rock, 2 inches of any metal other than lead, or a thin sheet of lead blocks you. You can't detect a creature with an Intelligence of 3 or lower or one that doesn't speak any language. Once you detect the presence of a creature in this way, you can read its thoughts for the rest of the duration as described above, even if you can't see it, but it must still be within range.

Detect Tracks

2nd-level divination
Casting Time: 1 action
Range: Self
Components: V, S
Duration: Concentration, up to 10 minutes

Until the spell ends, you know whether creatures of tiny or larger size were present within 30 feet of you during the last week. As an action, you can focus on a track in particular to ascertain the species (and possible subspecies) and size of the corresponding creature, as well as the direction it took, its pace (leisurely or hurried, for example), and the date of its passage.

- *Detect tracks* thwarts *pass without trace*.
- *Nondetection* and any magic that protects against divination does not erase the track, but it muddles it, making it impossible to obtain information about it through this spell, even when focusing on it as an action (as detailed above).
- If more than 20 creatures of tiny or larger size were present in the radius during the last week, the spell is overloaded with information and you cannot obtain more details. However, when casting the spell, you can narrow down your research by specifying a size (tiny, small, medium, large, huge, or gargantuan) and/or a type of creature (aberration, beast, celestial, construct, dragon, elemental, fey, fiend, giant, humanoid, monstrosity, ooze, plant, ravager, or undead).
- 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 Tracks Ritual

If you use the Divination Ritual game option, *detect tracks* can be cast as a ritual.

Dimension Door



4th-level conjuration
Casting Time: 1 action
Range: 500 feet
Components: V
Duration: Instantaneous

You teleport yourself from your current location to any other spot within range. You arrive at exactly the spot desired. It can be a place you can see, one you can visualize, or one you can describe by stating distance and direction, such as "200 feet straight downward" or "upward to the northwest at a 45-degree angle, 300 feet."
You can bring along objects as long as their weight doesn't exceed what you can carry. You can also bring one willing creature of your size or smaller who is carrying gear up to its carrying capacity. The creature must be within 5 feet of you when you cast this spell. If you would arrive in a place already occupied by an object or a creature, you and any creature traveling with you each take 4d6 force damage, and the spell fails to teleport you.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you can bring one additional creature for each slot level above 4th.

Disguise Self

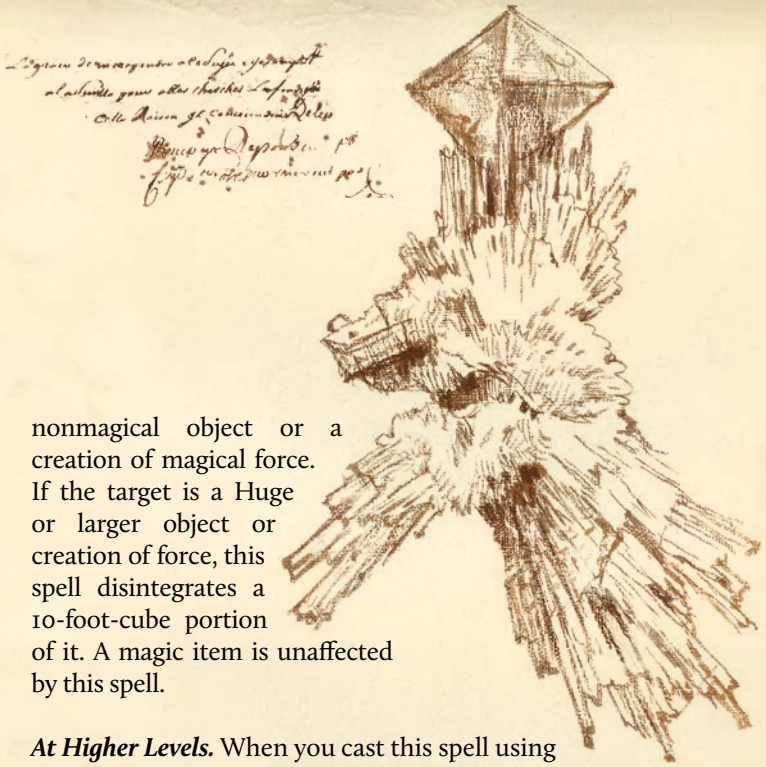


1st-level illusion
Casting Time: 1 action
Range: Self
Components: V, S
Duration: 1 hour

You make yourself—including your clothing, armor, weapons, and other belongings on your person—look different until the spell ends or until you use your action to dismiss it. You can seem 1 foot shorter or taller and can appear thin, fat, or in between. You can't change your body type, so you must adopt a form that has the same basic arrangement of limbs. Otherwise, the extent of the illusion is up to you.
The changes wrought by this spell fail to hold up to physical inspection. For example, if you use this spell to add a hat to your outfit, objects pass through the hat, and anyone who touches it would feel nothing or would feel your head and hair. If you use this spell to appear thinner than you are, the hand of someone who reaches out to touch you would bump into you while it was seemingly still in midair.
To discern that you are disguised, a creature can use its action to inspect your appearance and must succeed on an Intelligence (Investigation) check against your spell save DC.

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

Disintegrate



6th-level transmutation
Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a lodestone and a pinch of dust)
Duration: Instantaneous

A thin green ray springs from your pointing finger to a target that you can see within range. The target can be a creature, an object, or a creation of magical force, such as the wall created by *wall of force*.
A creature targeted by this spell must make a Dexterity saving throw. On a failed save, the target takes 10d6 + 40 force damage. If this damage reduces the target to 0 hit points, it is disintegrated.
A disintegrated creature and everything it is wearing and carrying, except magic items, are reduced to a pile of fine gray dust. The creature can be restored to life only by means of a *true resurrection* or a *wish* spell.
This spell automatically 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 7th level or higher, the damage increases by 3d6 for each slot level above 6th.

Dispel Evil and Good

5th-level abjuration
Casting Time: 1 action
Range: Self
Components: V, S, M (holy water or powdered silver and iron)
Duration: Concentration, up to 1 minute

Shimmering energy surrounds and protects you from elementals, fey, ravagers of Canker, undead, and creatures originating from beyond the Material Plane. For the duration, celestials, elementals, fey, fiends, ravagers of Canker, and undead have disadvantage on attack rolls against you.
You can end the spell early by using either of the following special functions.

Break Enchantment. As your action, you touch a creature you can reach that is charmed, frightened, or possessed by a celestial, an elemental, a fey, a fiend, a ravager of Canker, or an undead. The creature you touch is no longer charmed, frightened, or possessed by such creatures.

Dismissal. As your action, make a melee spell attack against a celestial, an elemental, a fey, a fiend, a ravager of Canker, or an undead you can reach. On a hit, you attempt to drive the creature back to its home plane. The creature must succeed on a Charisma saving throw or be sent back to its home plane (if it isn't there already). If they aren't on their home plane, undead are sent to the Ethereal Plane, and fey are sent to their native Faerie. Ravagers on Eana are **frightened** for 1 minute.

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

Dispel Magic

3rd-level abjuration
Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: Instantaneous

Choose one creature, object, or magical effect within range. Any spell of 3rd level or lower on the target ends. For each spell of 4th level or higher on the target, make an ability check using your spellcasting ability. The DC equals 10 + the spell's level. On a successful check, the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you automatically end the effects of a spell on the target if the spell's level is equal to or less than the level of the spell slot you used.

Divine Favor

1st-level evocation
Casting Time: 1 bonus action
Range: Self
Components: V, S
Duration: Concentration, up to 1 minute

Your prayer empowers you with divine radiance. Until the spell ends, your weapon attacks deal an extra 1d4 radiant damage on a hit.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the duration increases by 1 minute for each slot level above 1st. Additionally, when you cast this spell using a spell slot of 3rd level or higher, your weapon attacks deal an extra 1d6 radiant damage on a hit instead of 1d4.

Divine Word

7th-level evocation
Casting Time: 1 bonus action
Range: 30 feet
Components: V
Duration: Instantaneous

You utter a divine word, imbued with the power that shaped the world at the dawn of creation. Choose any number of creatures you can see within range. Each creature that can hear you must make a Charisma saving throw. On a failed save, a creature suffers an effect based on its current hit points:

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

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

Divination



4th-level divination (ritual)
Casting Time: 1 action
Range: Self
Components: V, S, M (incense and a sacrificial offering appropriate to your religion, together worth at least 25 gp, which the spell consumes)
Duration: Instantaneous

Your magic and an offering put you in contact with a god or a god's servants. You ask a single question concerning a specific goal, event, or activity to occur within 7 days. The leader offers a truthful reply. The reply might be a short phrase, a cryptic rhyme, or an omen.
The spell doesn't take into account any possible circumstances that might change the outcome, such as the casting of additional spells or the loss or gain of a companion.
If you cast the spell two or more times before finishing your next long rest, there is a cumulative 25 percent chance for each casting after the first that you get a random reading. The leader makes this roll in secret.

Announcing the Future

Below are two examples of metaphorical replies:

- An evil ritual is being prepared and will take place in five days. The organizers plan to rip out the hearts of a hundred victims. The divination could refer to this event as, "Five fingers closing around a hundred hearts." Here, the leader describes the future as it will be if the adventurers fail to change it.
- The adventurers are scheduling an expedition to a town in the midst of chaos and are wondering what they should expect. Since the spell cannot anticipate their actions, it provides a general outlook. The leader portrays a town plagued by smugglers and criminals: "A sail toward a torn city. The dead's gold passes from hand to hand. None see, all watch."

Dominate Beast



4th-level enchantment
Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Concentration, up to 1 minute

You attempt to beguile a beast that you can see within range. It must succeed on a Wisdom saving throw or be **charmed** by you for the duration. If you or creatures that are friendly to you are fighting it, it has advantage on the saving throw.
While the beast is charmed, you have a telepathic link with it as long as the two of you are on the same plane of existence. You can use this telepathic link to issue commands to the creature while you are conscious (no action required), which it does its best to obey. You can specify a simple and general course of action, such as "Attack that creature," "Run over there," or "Fetch that object." If the creature completes the order and doesn't receive further direction from you, it defends and preserves itself to the best of its ability.
You can use your action to take total and precise control of the target. Until the end of your next turn, the creature takes only the actions you choose, and doesn't do anything that you don't allow it to do. During this time, you can also cause the creature to use a reaction, but this requires you to use your own reaction as well. Each time the target takes damage, it makes a new Wisdom saving throw against the spell. If the saving throw succeeds, the spell ends.

At Higher Levels. When you cast this spell with a 5th-level spell slot, the duration is concentration, up to 10 minutes. When you use a 6th-level spell slot, the duration is concentration, up to 1 hour. When you use a spell slot of 7th level or higher, the duration is concentration, up to 8 hours.

A Non-Corrupted Variant of Dominate Beast/Monster/Person

Enchanters in particular are aware of the dangers of using corrupt spells. Rumors among spellcasters speak of non-corrupted variants of the *dominate beast*, *dominate monster*, and *dominate person* spells. This little-known knowledge relies on the following two imperatives:

- Using the spell sparingly (with the leader as the judge).
- Only employing it to avoid more severe consequences (such as an outburst of violence), and without compromising the target physically, mentally, or morally.

Certain arcanists believe that the alleged existence of these non-corrupted variants has no credible basis. Some even fear that it may only be a way to lure gullible spellcasters into the practice of corrupt magic.

Dominate Monster



8th-level enchantment
Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Concentration, up to 1 hour

You attempt to beguile a creature that you can see within range. It must succeed on a Wisdom saving throw or be **charmed** by you for the duration. If you or creatures that are friendly to you are fighting it, it has advantage on the saving throw. While the creature is charmed, you have a telepathic link with it as long as the two of you are on the same plane of existence. You can use this telepathic link to issue commands to the creature while you are conscious (no action required), which it does its best to obey. You can specify a simple and general course of action, such as "Attack that creature" "Run over there," or "Fetch that object." If the creature completes the order and doesn't receive further direction from you, it defends and preserves itself to the best of its ability.

You can use your action to take total and precise control of the target. Until the end of your next turn, the creature takes only the actions you choose, and doesn't do anything that you don't allow it to do. During this time, you can also cause the creature to use a reaction, but this requires you to use your own reaction as well. Each time the target takes damage, it makes a new Wisdom saving throw against the spell. If the saving throw succeeds, the spell ends.

At Higher Levels. When you cast this spell with a 9th level spell slot, the duration is concentration, up to 8 hours.

Dominate Person



5th-level enchantment
Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Concentration, up to 1 minute

You attempt to beguile a humanoid that you can see within range. It must succeed on a Wisdom saving throw or be **charmed** by you for the duration. If you or creatures that are friendly to you are fighting it, it has advantage on the saving throw.
While the target is charmed, you have a telepathic link with it as long as the two of you are on the same plane of existence. You can use this telepathic link to issue commands to the creature while you are conscious (no action required), which it does its best to obey. You can specify a simple and general course of action, such as "Attack that creature," "Run over there," or "Fetch that object." If the creature completes the order and doesn't receive further direction from you, it defends and preserves itself to the best of its ability.

You can use your action to take total and precise control of the target. Until the end of your next turn, the creature takes only the actions you choose, and doesn't do anything that you don't allow it to do. During this time you can also cause the creature to use a reaction, but this requires you to use your own reaction as well.
Each time the target takes damage, it makes a new Wisdom saving throw against the spell. If the saving throw succeeds, the spell ends.

At Higher Levels. When you cast this spell using a 6th-level spell slot, the duration is concentration, up to 10 minutes. When you use a 7th-level spell slot, the duration is concentration, up to 1 hour. When you use a spell slot of 8th level or higher, the duration is concentration, up to 8 hours.

Dream

5th-level illusion
Casting Time: 1 minute
Range: Special
Components: V, S, M (a handful of sand, a dab of ink, and a writing quill plucked from a sleeping bird)
Duration: 8 hours

This spell shapes a creature's dreams. Choose a creature known to you as the target of this spell. The target must be on the same plane of existence as you. Creatures that don't sleep, such as elves, can't be contacted by this spell. You, or a willing creature you touch, enters a trance state, acting as a messenger. While in the trance, the messenger is aware of his or her surroundings, but can't take actions or move.

If the target is asleep, the messenger appears in the target's dreams and can converse with the target as long as it remains asleep, through the duration of the spell. The messenger can also shape the environment of the dream, creating landscapes, objects, and other images. The messenger can emerge from the trance at any time, ending the effect of the spell early. The target recalls the dream perfectly upon waking. If the target is awake when you cast the spell, the messenger knows it, and can either end the trance (and the spell) or wait for the target to fall asleep, at which point the messenger appears in the target's dreams.

Nightmare

You can make the messenger appear monstrous and terrifying to the target. If you do, the messenger can deliver a message of no more than ten words and then the target must make a Wisdom saving throw. On a failed save, echoes of the phantasmal monstrosity spawn a nightmare that lasts the duration of the target's sleep and prevents the target from gaining any benefit from that rest. In addition, when the target wakes up, it takes 3d6 psychic damage.

If you have a body part, lock of hair, clipping from a nail, or similar portion of the target's body, the target makes its saving throw with disadvantage.

Sleep Deprivation

If the target of a nightmare fails its Wisdom saving throw by a margin of 10 or more, the sleep deprivation and mental shock are particularly taxing, resulting in a level of **exhaustion** in addition to the spell's other effects.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, you can add one of the following effects for each slot level above 5th. Each effect can be chosen several times:

- If the dream is a nightmare, the target takes an additional 1d6 psychic damage on a failed Wisdom save.
- If the dream is a nightmare, the target takes a level of **exhaustion** on a failed Wisdom save.
- If the dream isn't a nightmare, the target loses a level of exhaustion.

Druidcraft

Transmutation cantrip
Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Instantaneous

Whispering to the spirits of nature, you create one of the following effects within range:

- You create a tiny, harmless sensory effect that predicts what the weather will be at your location for the next 24 hours. The effect might manifest as a golden orb for clear skies, a cloud for rain, falling snowflakes for snow, and so on. This effect persists for 1 round.
- You influence the life cycle of a tiny plant. For example, you can instantly make a flower blossom, a seed pod open, a leaf bud bloom, or a fruit ripen. If you cast this spell several times on a seed, then on its bloom, and so on, you can bring a plant to maturity in a matter of seconds.

- You create an instantaneous, harmless sensory effect, such as falling leaves, a puff of wind, the sound of a small animal, or the faint odor of skunk. The effect must fit in a 5-foot cube.
- You instantly light or snuff out a candle, a torch, or a small campfire.

This spell's effects increase when you reach 5th, 11th, and 17th level, as per the table below:

Level	Delimitations of the Effect	Range	Maximum Size of the Targeted Plant
1st	5-foot cube	30 feet	Tiny
5th	10-foot cube	60 feet	Small
11th	15-foot cube	90 feet	Medium
17th	20-foot cube	120 feet	Large

Corrupt Prematurity

If you use this optional rule, *druidcraft* holds the seed of a corruption that will be quick to bloom under the influence of an overly hasty or greedy caster.

Casting this spell more than once per day on the same plant runs the risk of making its use corrupted. Starting from the second daily casting, follow the rules below:

- Count how many times *druidcraft* has been used on this plant today.
- The leader rolls a d20. If the result is equal to or lower than the number of daily uses of *druidcraft* on this plant, the casting of the spell is resolved as corrupted.
- The plant you cast *druidcraft* on is also corrupted.

Duplicate Potion

1st-level transmutation
Casting Time: 1 minute
Range: Touch
Components: V, S, M (water and a drop of honey)
Duration: 1 hour

You imbue the water used as a material component with the same properties as a magic potion you are holding. The slot level used determines how powerful a potion you can duplicate. You can only duplicate a potion created through physical means: alchemical process, fermentation, decoction, etc. You cannot, for example, duplicate a duplicated potion.

Among this book's appendices, you will find a list of the most common alchemical potions.

When the spell ends, if the duplicated potion hasn't been consumed, it evaporates.

Rarity of the Potion	Spell Slot Level Required
Common	1st
Uncommon	3rd
Rare	5th
Very rare	7th
Legendary	9th



Earthquake

8th-level evocation
Casting Time: 1 action
Range: 500 feet
Components: V, S, M (a pinch of dirt, a piece of rock, and a lump of clay)
Duration: Concentration, up to 1 minute

You create a seismic disturbance at a point on the ground that you can see within range. For the duration, an intense tremor rips through the ground in a 100-foot-radius circle centered on that point and shakes creatures and structures in contact with the ground in that area.

The ground in the area becomes difficult terrain. Each creature on the ground that is concentrating must make a Constitution saving throw. On a failed save, the creature's concentration is broken.

When you cast this spell and at the end of each turn you spend concentrating on it, each creature on the ground in the area must make a Dexterity saving throw. On a failed save, the creature is knocked **prone**. This spell can have additional effects depending on the terrain in the area, as determined by the leader.

Fissures. Fissures open throughout the spell's area at the start of your next turn after you cast the spell. A total of 1d6 such fissures open in locations chosen by the leader. Each is 1d10 × 10 feet deep, 10 feet wide, and extends from one edge of the spell's area to the opposite side. A creature standing on a spot where a fissure opens must succeed on a Dexterity saving throw or fall in. A creature that successfully saves moves with the fissure's edge as it opens. A fissure that opens beneath a structure causes it to automatically collapse (see below).

Structures. The tremor deals 50 bludgeoning damage to any structure in contact with the ground in the area when you cast the spell and at the start of each of your turns until the spell ends. If a structure drops to 0 hit points, it collapses and potentially damages nearby creatures. A creature within half the distance of a structure's height must make a Dexterity saving throw. On a failed save, the creature takes 5d6 bludgeoning damage, is knocked **prone**, and is buried in the rubble, requiring a DC 20 Strength (Athletics) check as an action to escape. The leader can adjust the DC higher or lower, depending on the nature of the rubble. On a successful save, the creature takes half as much damage and doesn't fall prone or become buried.

Eldritch Blast

Evocation cantrip
Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: Instantaneous

A beam of crackling energy streaks toward a creature within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 force damage.

The spell creates more than one beam when you reach higher levels: two beams at 5th level, three beams at 11th level, and four beams at 17th level. You can direct the beams at the same target or at different ones. Make a separate attack roll for each beam.

Elemental Weapon



1st-level evocation
Casting Time: 1 bonus action
Range: Self
Components: V
Duration: 1 minute

You wreathe your melee weapon in elemental power. Until the spell ends, whenever you make a successful attack with this weapon, you deal extra damage equal to your spellcasting ability modifier. Choose the type of the extra damage among the following when you cast the spell: acid, cold, fire, lightning, radiant, or thunder.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the extra damage is equal to twice your spellcasting ability modifier.

Enhance Ability



2nd-level transmutation
Casting Time: 1 action
Range: Touch
Components: V, S, M (fur or a feather from a beast)
Duration: Concentration, up to 1 hour

You touch a creature and bestow upon it a magical enhancement. Choose one of the following effects; the target gains that effect until the spell ends.

- ***Bear's Endurance.*** The target has advantage on Constitution checks. It also gains 2d6 temporary hit points, which are lost when the spell ends.
- ***Bull's Strength.*** The target has advantage on Strength checks, and his or her carrying capacity doubles.
- ***Cat's Grace.*** The target has advantage on Dexterity checks. It also doesn't take damage from falling 20 feet or less if it isn't incapacitated.
- ***Eagle's Splendor.*** The target has advantage on Charisma checks.
- ***Fox's Cunning.*** The target has advantage on Intelligence checks.
- ***Owl's Wisdom.*** The target has advantage on Wisdom checks.

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.

Enlarge/Reduce



2nd-level transmutation
Casting Time: 1 action
Range: 30 feet
Components: V, S, M (two similar items of different sizes)
Duration: Concentration, up to 1 minute

You cause a creature or an object you can see within range to grow larger or smaller for the duration. Choose either a creature or an object that is neither worn nor carried. If the target is unwilling, it can make a Constitution saving throw. On a success, the spell has no effect.
If the target is a creature, everything it is wearing and carrying changes size with it. Any item dropped by an affected creature returns to normal size at once.

- **Enlarge.** The target's size doubles in all dimensions, and its weight is multiplied by eight. This growth increases its size by one category—from Medium to Large, for example. If there isn't enough room for the target to double its size, the creature or object attains the maximum possible size in the space available. Until the spell ends, the target also has advantage on Strength checks and Strength saving throws. The target's weapons also grow to match its new size. While these weapons are enlarged, the target's attacks with them deal 1d4 extra damage.
- **Reduce.** The target's size is halved in all dimensions, and its weight is reduced to one-eighth of normal. This reduction decreases its size by one category—from Medium to Small, for example. Until the spell ends, the target also has disadvantage on Strength checks and Strength saving throws. The target's weapons also shrink to match its new size. While these weapons are reduced, the target's attacks with them deal 1d4 less damage (this can't reduce the damage below 1).

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

Entangle

1st-level conjuration
Casting Time: 1 action
Range: 90 feet
Components: V, S
Duration: Concentration, up to 1 minute

Grasping roots, weeds, bushes, and vines sprout from the ground in a 20-foot square starting from a point within range. For the duration, these plants turn the ground in the area into difficult terrain.
A creature in the area when you cast the spell must succeed on a Strength saving throw or be **restrained** by the entangling plants until the spell ends. A creature restrained by the plants can use its action to make a Strength check against your spell save DC. On a success, it frees itself.
When the spell ends, the conjured plants wilt away.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can increase the size of the square by 10 feet and the spell's duration increases by 2 minutes for each slot level above 1st. When you cast this spell using a spell slot of 5th level or higher and concentrate on the spell until it ends, the conjured plants persist after the end of the spell—though they no longer grasp at creatures. They remain until they die from normal causes: cold, lack of water, darkness, etc.

The Origin of the Entangling Plants

The plants sprout from the seeds naturally present in the soil. This means that this spell cannot be cast in an area devoid of potential vegetal life. However, you can add a handful of seeds as a material component for this spell (which the spell consumes), the entangling plants springing forth from the accelerated growth of the seeds. This material component can also be used to grow a particular type of plant, the seeds mixing with those naturally present in the soil.

Enthrall

2nd-level enchantment
Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: 1 minute

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

Etherealness

7th-level transmutation
Casting Time: 1 action
Range: Self
Components: V, S
Duration: Up to 8 hours

You step into the border regions of the Ethereal Plane, in the area where it overlaps with your current plane. You remain in the Border Ethereal for the duration or until you use your action to dismiss the spell. During this time, you can move in any direction. If you move up or down, every foot of movement costs an extra foot. You can see and hear the plane you originated from, but everything there looks gray, and you can't see anything more than 60 feet away. While on the Ethereal Plane, you can only affect and be affected by other creatures on that plane. Creatures that aren't on the Ethereal Plane can't perceive you and can't interact with you, unless a special ability or magic has given them the ability to do so.

You ignore all objects and effects that aren't on the Ethereal Plane, allowing you to move through objects you perceive on the plane you originated from.
When the spell ends, you immediately return to the plane you originated from in the spot you currently occupy. If you occupy the same spot as a solid object or creature when this happens, you are immediately shunted to the nearest unoccupied space that you can occupy and take force damage equal to twice the number of feet you are moved.
This spell has no effect if you cast it while you are on the Ethereal Plane or a plane that doesn't border it, such as one of the Outer Planes.

At Higher Levels. When you cast this spell using a spell slot of 8th level or higher, you can target up to three willing creatures (including you) for each slot level above 7th. The creatures must be within 10 feet of you when you cast the spell.

Expeditious Retreat



1st-level transmutation
Casting Time: 1 bonus action
Range: Self
Components: V, S
Duration: Concentration, up to 10 minutes

This spell allows you to move at an incredible pace. When you cast this spell, and then as a bonus action on each of your turns until the spell ends, you can take the Dash action.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, your speed increases by 5 feet for each slot level above 1st.

Expose



2nd-level transmutation
Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: 3 rounds

You point your finger toward a creature which must make a Charisma saving throw or become more vulnerable to a type of damage of your choice among the following: acid, bludgeoning, cold, fire, force, lightning, necrotic, piercing, poison, psychic, radiant, slashing, or thunder.
If the creature was immune to the type of damage, it now has resistance to it; if it had resistance to the type of damage, it loses it; if it had neither immunity nor resistance to the type of damage, it gains vulnerability to it. At the end of each of its turns, the creature can make another Charisma 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, you can make the target vulnerable to one additional type of damage for each slot level above 2nd.

Eyebite



6th-level necromancy
Casting Time: 1 action
Range: Self
Components: V, S
Duration: Concentration, up to 1 minute

For the spell's duration, your eyes become an inky void imbued with dread power. One creature of your choice within 60 feet of you that you can see must succeed on a Wisdom saving throw or be affected by one of the following effects of your choice for the duration. On each of your turns until the spell ends, you can use your action to target another creature but can't target a creature again if it has succeeded on a saving throw against this casting of eyebite.

- ***Asleep.*** The target falls **unconscious**. It wakes up if it takes any damage or if another creature uses its action to shake the sleeper awake.
- ***Panicked.*** The target is **frightened** of you. On each of its turns, the frightened creature must take the Dash action and move away from you by the safest and shortest available route, unless there is nowhere to move. If the target moves to a place at least 60 feet away from you where it can no longer see you, this effect ends.
- ***Sickened.*** The target has disadvantage on attack rolls and ability checks. At the end of each of its turns, it can make another Wisdom saving throw. If it succeeds, the effect ends.

Fabricate



4th-level transmutation
Casting Time: 10 minutes
Range: 120 feet
Components: V, S
Duration: Instantaneous

You convert raw materials into products of the same material. For example, you can fabricate a wooden bridge from a clump of trees, a rope from a patch of hemp, and clothes from flax or wool.

Choose raw materials that you can see within range. You can fabricate a Large or smaller object (contained within a 10-foot cube, or eight connected 5-foot cubes), given a sufficient quantity of raw material. If you are working with metal, stone, or another mineral substance, however, the fabricated object can be no larger than Medium (contained within a single 5-foot cube). The quality of objects made by the spell is commensurate with the quality of the raw materials.

Creatures or magic items can't be created or transmuted by this spell. You also can't use it to create items that ordinarily require a high degree of craftsmanship, such as jewelry, weapons, glass, or armor, unless you have proficiency with the type of artisan's tools used to craft such objects.

Faerie Fire



1st-level evocation
Casting Time: 1 action
Range: 60 feet
Components: V
Duration: Concentration, up to 1 minute

Each object in a 20-foot cube within range is outlined in blue, green, or violet light (your choice). Any creature in the area when the spell is cast is also outlined in light if it fails a Dexterity saving throw. For the duration, objects and affected creatures shed dim light in a 10-foot radius.

Any attack roll against an affected creature or object has advantage if the attacker can see it, and the affected creature or object can't benefit from being invisible.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can increase the size of the cube by 5 feet for each slot level above 1st.

Faithful Hound

4th-level conjuration
Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a tiny silver whistle, a piece of bone, and a thread)
Duration: 8 hours

You conjure a phantom watchdog in an unoccupied space that you can see within range, where it remains for the duration, until you dismiss it as an action, or until you move more than 100 feet away from it.
The hound is invisible to all creatures except you and can't be harmed. When a Small or larger creature comes within 30 feet of it without first speaking the password that you specify when you cast this spell, the hound starts barking loudly. The hound sees invisible creatures and can see into the Ethereal Plane. It ignores illusions.
At the start of each of your turns, the hound attempts to bite one creature within 5 feet of it that is hostile to you. The hound's attack bonus is equal to your spellcasting ability modifier + your proficiency bonus. On a hit, it deals 4d8 piercing damage.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage inflicted by the dog increases by 1d8 for each slot level above 4th.

False Life

1st-level necromancy
Casting Time: 1 action
Range: Self
Components: V, S, M (a small amount of alcohol or distilled spirits)
Duration: 1 hour

Bolstering yourself with a necromantic facsimile of life, you gain 1d4 + 4 temporary hit points for the duration.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you gain 5 additional temporary hit points for each slot level above 1st.

Fateful Twist

1st-level divination
Casting Time: 1 reaction, which you take after making an ability check, attack roll, or saving throw, but before being informed of its result
Range: Self
Components: V
Duration: Instantaneous

With a word, you subtly alter your action through a combination of precognition and fate manipulation. You gain a +1 capped bonus to the roll you just made.

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

Fear

3rd-level illusion
Casting Time: 1 action
Range: Self (30-foot cone)
Components: V, S, M (the withered head of a small or tiny animal)
Duration: Concentration, up to 1 minute

You project a phantasmal image of a creature's worst fears. Each creature in a 30-foot cone must succeed on a Wisdom saving throw or drop whatever it is holding and become **frightened** for the duration. While frightened by this spell, a creature 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, the creature can make a Wisdom saving throw. On a successful save, the spell ends for that creature.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the duration increases by 1 minute and you can increase the size of the cone by 10 feet for each slot level above 3rd.

Mad with Fear

If your leader makes use of this option, the consequences of a *fear* spell can be more severe and durable. If the target of a *fear* spell rolls a 1 on its Wisdom saving throw, it takes a short-term madness effect (see the **Madness chapter**).
When you cast this spell using a spell slot of 6th level or higher, the madness is long-term instead. When you cast this spell using a spell slot of 9th level, the madness is indefinite.

Feather Fall

1st-level transmutation
Casting Time: 1 reaction, which you take when you or a creature within 60 feet of you falls
Range: 60 feet
Components: V, M (a small feather or piece of down)
Duration: 1 minute

Choose up to five falling creatures within range. A falling creature's rate of descent slows to 60 feet per round until the spell ends. If the creature lands before the spell ends, it takes no falling damage and can land on its feet, and the spell ends for that creature.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target up to three additional creatures for each slot level above 1st.



Feeblemind



8th-level enchantment
Casting Time: 1 action
Range: 150 feet
Components: V, S, M (a handful of clay, crystal, glass, or mineral spheres)
Duration: Instantaneous

You blast the mind of a creature that you can see within range, attempting to shatter its intellect and personality. The target takes 4d6 psychic damage and must make an Intelligence saving throw.
On a failed save, the creature's Intelligence and Charisma scores become 1. The creature can't cast spells, activate magic items, understand language, or communicate in any intelligible way. The creature can, however, identify its friends, follow them, and even protect them.
At the end of every 30 days, the creature can repeat its saving throw against this spell. If it succeeds on its saving throw, the spell ends.
The spell can also be ended by *greater restoration*, *heal*, or *wish*.

Find Familiar

1st-level conjuration (ritual)
Casting Time: 1 hour
Range: 10 feet
Components: V, S, M (10 gp worth of charcoal, incense, and herbs that must be consumed by fire in a brass brazier)
Duration: Instantaneous

You gain the service of a familiar, a spirit that takes an animal form you choose: **bat**, **cat**, **crab**, frog (**toad**), **hawk**, **lizard**, **octopus**, **owl**, **poisonous snake**, fish (**quipper**), **rat**, **raven**, **sea horse**, **spider**, or **weasel**. Appearing in an unoccupied space within range, the familiar has the statistics of the chosen form, though it is a celestial, fey, or fiend (your choice) instead of a beast.
Your familiar acts independently of you, but it always obeys your commands. In combat, it rolls its own initiative and acts on its own turn. A familiar can't attack, but it can take other actions as normal.
When the familiar drops to 0 hit points, it disappears, leaving behind no physical form. It reappears after you cast this spell again.
While your familiar is within 100 feet of you, you can communicate with it telepathically. Additionally, as an action, you can see through your familiar's eyes and hear what it hears until the start of your next turn, gaining the benefits of any special senses that the familiar has. During this time, you are **deaf** and **blind** with regard to your own senses.
As an action, you can temporarily dismiss your familiar. It disappears into a pocket dimension where it awaits your summons. Alternatively, you can dismiss it forever. As an action while it is temporarily dismissed, you can cause it to reappear in any unoccupied space within 30 feet of you.
You can't have more than one familiar at a time. If you cast this spell while you already have a familiar, you instead cause it to adopt a new form. Choose one of the forms from the above list. Your familiar transforms into the chosen creature.
Finally, when you cast a spell with a range of touch, your familiar can deliver the spell as if it had cast the spell. Your familiar must be within 100 feet of you, and it must use its reaction to deliver the spell when you cast it. If the spell requires an attack roll, you use your attack modifier for the roll.

More Powerful Familiars

If the leader wants to give their players more freedom and grant them access to potentially more dangerous animals, they can allow other tiny beasts as familiars.
In addition, this optional rule grants all familiars a +4 increase to Intelligence and darkvision out to a range of 30 feet.

Find Flying Steed

5th-level conjuration
Casting Time: 10 minutes
Range: 30 feet
Components: V, S
Duration: Instantaneous

You summon a spirit that assumes the form of an unusually intelligent, strong, and loyal flying steed, creating a long-lasting bond with it. Appearing in an unoccupied space within range, the steed takes on a form that you choose: a **griffon**, a **pegasus**, or a **fallen angel** (see **Bestiary**). (Your leader might allow other animals to be summoned as steeds.) The steed has the statistics of the chosen form, with the following differences in the case of a griffon: it is a fey instead of a monstrosity, it has an Intelligence of 6, and it gains the ability to understand one language of your choice that you speak.

Your steed serves you as a mount, both in combat and out, and you have an instinctive bond with it that allows you to fight as a seamless unit. While mounted on your steed, you can make any spell you cast that targets only you also target your steed.

When the steed drops to 0 hit points, it disappears, leaving behind no physical form. You can also dismiss your steed at any time as an action, causing it to disappear. In either case, casting this spell again summons the same steed, restored to its hit point maximum.

While your steed is within 1 mile of you, you can communicate with each other telepathically.

You can't have more than one steed bonded by this spell or by *find steed* at a time. As an action, you can release the steed from its bond at any time, causing it to disappear.



Find Steed

2nd-level conjuration
Casting Time: 10 minutes
Range: 30 feet
Components: V, S
Duration: Instantaneous

You summon a spirit that assumes the form of an unusually intelligent, strong, and loyal steed, creating a long-lasting bond with it. Appearing in an unoccupied space within range, the steed takes on a form that you choose: a **warhorse**, a **pony**, a **camel**, an **elk**, or a **mastiff**. (Your leader might allow other animals to be summoned as steeds.) The steed has the statistics of the chosen form, though it is a celestial, fey, or fiend (your choice) instead of its normal type. Additionally, if your steed has an Intelligence of 5 or less, its Intelligence becomes 6, and it gains the ability to understand one language of your choice that you speak.

Your steed serves you as a mount, both in combat and out, and you have an instinctive bond with it that allows you to fight as a seamless unit. While mounted on your steed, you can make any spell you cast that targets only you also target your steed.

When the steed drops to 0 hit points, it disappears, leaving behind no physical form. You can also dismiss your steed at any time as an action, causing it to disappear. In either case, casting this spell again summons the same steed, restored to its hit point maximum.

While your steed is within 1 mile of you, you can communicate with each other telepathically.

You can't have more than one steed bonded by this spell or by *find flying steed* at a time. As an action, you can release the steed from its bond at any time, causing it to disappear.

The Right Place

If this option is used, the ritual tag is added to this spell, but in order to summon your steed, you must cast find steed in a location related to the nature of the conjured entity.

- **Celestial**: A holy place, a location bathed in sunlight.
- **Fey**: A wild place close to a fey kingdom.
- **Fiend**: A locale where a crime was committed, a cursed location, a frightening dark place.

Find the Path

6th-level divination
Casting Time: 1 minute
Range: Self
Components: V, S, M (a set of divinatory tools—such as bones, ivory sticks, cards, teeth, or carved runes-worth 100 gp and an object from the location you wish to find)
Duration: Concentration, up to 1 day

This spell allows you to find the shortest, most direct physical route to a specific fixed location that you are familiar with on the same plane of existence. If you name a destination on another plane of existence, a destination that moves (such as a mobile fortress), or a destination that isn't specific (such as "a green dragon's lair"), the spell fails.
For the duration, as long as you are on the same plane of existence as the destination, you know how far it is and in what direction it lies. While you are traveling there, whenever you are presented with a choice of paths along the way, you automatically determine which path is the shortest and most direct route (but not necessarily the safest route) to the destination.

Find the Path Ritual

If you use the Divination Ritual game option, *find the path* can be cast as a ritual.

An Invisible Guide

If your leader makes use of this option, *find the path* calls upon a spirit that knows of your destination, but which may be difficult to deal with, or whose knowledge may be obsolete. The spirit can be the soul of a deceased creature or an animal spirit associated with Eana.
Until the spell ends, the spellcaster sees the invisible guide as a ghostly shape with an iridescent outline, and can hear its instructions telepathically—but must address it out loud. By default, the invisible guide remains within 10 feet of the spellcaster, but the spellcaster may request it to scout the area within 150 feet, for example to find a more practicable path.
Your leader can roll a template spirit on the table below or come up with one suited to the circumstances.

d6	Nature of the Spirit
1	The spirit knows the destination as it was 1d10 × 100 years ago. It takes you through the paths of that time, which may have become impracticable, impassable, or simply nonexistent, as in the case of a collapsed tunnel or a crumbled bridge across a chasm.
2	The spirit can fly or is particularly agile. The path it takes is suited to its abilities, but not necessarily to those of the spellcaster.
3	The spirit moves toward the destination in a straight line, which may lead to complications if the way is fraught with obstacles and obstructions. It progresses without regard for the spellcaster and must frequently wait or turn back, irritated by those mortals and their material constraints.
4	The spirit is foolhardy. It seizes every opportunity to guide the adventurers toward eventful situations, which may lead to danger.
5	The spirit is cautious and takes the safest paths. This significantly reduces the chance of making dangerous encounters or stumbling into hazards (quicksand, landslide, etc.), but makes the journey longer.
6	The spirit used to be a guide, patrolman, smuggler, etc. It knows shortcuts and secret pathways that allow for quicker progress.

Find Traps

2nd-level divination
Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: Instantaneous

You sense the presence of any trap within range that is within line of sight. A trap, for the purpose of this spell, includes anything that would inflict a sudden or unexpected effect you consider harmful or undesirable, which was specifically intended as such by its creator. Thus, the spell would sense an area affected by the *alarm* spell, a glyph of warding, or a mechanical pit trap, but it would not reveal a natural weakness in the floor, an unstable ceiling, or a hidden sinkhole.
This spell merely reveals that a trap is present. You don't learn the location of each trap, but you do learn the general nature of the danger posed by a trap you sense.
This spell is blocked by an ethereal border (see the **Geomagic chapter**).



Finger of Death

7th-level necromancy
Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Instantaneous

You send negative energy coursing through a creature that you can see within range, causing it searing pain. The target must make a Constitution saving throw. It takes 7d8 + 30 necrotic damage on a failed save, or half as much damage on a successful one.
A humanoid killed by this spell rises at the start of your next turn as a zombie that is permanently under your command, following your verbal orders to the best of its ability.

At Higher Levels. When you cast this spell using a spell slot of 8th level or higher, the damage increases by 1d8+4 for each slot level above 7th.

Fireball

3rd-level evocation
Casting Time: 1 action
Range: 150 feet
Components: V, S, M (a tiny ball of bat guano and sulfur)
Duration: Instantaneous

A bright streak flashes from your pointing finger to a point you choose within range and then blossoms with a low roar into an explosion of flame. Each creature in a 20-foot-radius sphere centered on that point must make a Dexterity saving throw. A target takes 8d6 fire damage on a failed save, or half as much damage on a successful one.
The fire spreads around corners. 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 1d6 for each slot level above 3rd.

Fire Bolt

Evocation cantrip
Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: Instantaneous

You hurl a mote of fire at a creature or object within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 fire damage. A flammable object hit by this spell ignites if it isn't being worn or carried.
This spell's damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

Fire Shield

4th-level evocation
Casting Time: 1 action
Range: Self
Components: V, S, M (a bit of phosphorus or a firefly)
Duration: 10 minutes

Thin and wispy flames wreathe your body for the duration, shedding bright light in a 10-foot radius and dim light for an additional 10 feet. You can end the spell early by using an action to dismiss it.
The flames provide you with a warm shield or a cold shield, as you choose. The warm shield grants you resistance to cold damage, and the chill shield grants you resistance to fire damage. In addition, whenever a creature within 5 feet of you hits you with a melee attack, the shield erupts with flame. The attacker takes 2d8 fire damage from a warm shield, or 2d8 cold damage from a cold shield.

At Higher Levels. When you cast this spell using a spell slot of 6th or 7th level, the damage increases to 3d8. When you cast it using a spell slot of 8th or 9th level, the damage increases to 4d8 and you gain immunity to the chosen damage type.

Fire Storm

7th-level evocation
Casting Time: 1 action
Range: 150 feet
Components: V, S
Duration: Instantaneous

A storm made up of sheets of roaring flame appears in a location you choose within range. The area of the storm consists of up to ten 10-foot cubes, which you can arrange as you wish. Each cube must have at least one face adjacent to the face of another cube. Each creature in the area must make a Dexterity saving throw. It takes 7d10 fire damage on a failed save, or half as much damage on a successful one.
The fire damages objects in the area and ignites flammable objects that aren't being worn or carried. If you choose, plant life in the area is unaffected by this spell.

At Higher Levels. When you cast this spell using a spell slot of 8th level or higher, the damage increases by 1d10 for each slot level above 7th.

Flame Blade

2nd-level evocation
Casting Time: 1 bonus action
Range: Self
Components: V, S, M (leaf of sumac)
Duration: Concentration, up to 10 minutes

You evoke a fiery blade in your free hand. The blade is similar in size and shape to a scimitar, and it lasts for the duration. If you let go of the blade, it disappears, but you can evoke the blade again as a bonus action.
You can use your action to make a melee spell attack with the fiery blade. On a hit, the target takes 3d6 fire damage.
The flaming blade sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

At Higher Levels. 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.

Flame Strike

5th-level evocation
Casting Time: 1 action
Range: 60 feet
Components: V, S, M (pinch of sulfur)
Duration: Instantaneous

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

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



Flaming Sphere

2nd-level conjuration
Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a bit of tallow, a pinch of brimstone, and a dusting of powdered iron)
Duration: Concentration, up to 1 minute

A 5-foot- diameter sphere of fire appears in an unoccupied space of your choice within range and lasts for the duration. Any creature that ends its turn within 5 feet of the sphere must make a Dexterity saving throw. The creature takes 2d6 fire damage on a failed save, or half as much damage on a successful one.

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 the saving throw against the sphere's damage, and the sphere stops moving this turn.

When you move the sphere, you can direct it over barriers up to 5 feet tall and jump it across pits up to 10 feet wide. The sphere ignites flammable objects not being worn or carried, and it sheds bright light in a 20-foot radius and dim light for an additional 20 feet.

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.

Fleeting Aegis



1st-level abjuration
Casting Time: 1 reaction, which you take when you see a creature within 60 feet of you cast a spell
Range: 60 feet
Components: S
Duration: Instantaneous

This spell bolsters your allies' defenses against an imminent spell. When you use your reaction, before *fleeting aegis* proper is cast, you are informed of the following characteristics of the spell you reacted to:

- If it is of 3rd level or lower
- If the spell involves a saving throw or attack roll immediately upon its casting
- If the spell's casting time is 1 action or less

If all the conditions above are not met, you can choose not to cast *fleeting aegis*. In this case, your reaction is still spent, but not the corresponding spell slot.

If all the conditions above are met, you and up to three creatures that you can see within range have advantage on saving throws against the triggering spell, and the triggering spell's attack rolls have disadvantage against the beneficiaries. This effect ends once the initial effects of the triggering spell have been resolved.

At Higher Levels. When you cast this spell using a spell slot of 3rd or 4th level, *fleeting aegis* can be cast against spells of 5th level or lower; with a spell slot of 5th or 6th level, *fleeting aegis* can be cast against spells of 7th level or lower; with a spell slot of 7th level or higher, *fleeting aegis* can be cast against spells of any level.

Flesh Pouch



1st-level transmutation (ritual)
Casting Time: 1 action
Range: Self
Components: S
Duration: Until dispelled

You permanently alter your flesh in order to store objects within your body. Stored items cannot be more than 3 feet in any dimension in the case of a Medium creature (2 feet for a Small creature, 6 feet for a Large creature, then twice as much for every size category beyond Large). Stored items are added to your total load but do not otherwise hinder you. Objects stored within your body cannot be spotted through nonmagical means. On your turn, you can store an object within your flesh pouch as an action, whereas removing one is considered interacting with an object (see **Adventurers**, **Combat: Other Activity on Your Turn**).



Brutal Dispelling

If your leader makes use of this option, the dispelling of a flesh pouch can have dangerous effects.
If the flesh pouch contains objects when it is dispelled, roll a d20. On a result of 9 to 20, the objects within you are expelled harmlessly; on a result of 1 to 8, they remain inside your body, resulting in discomfort and pain whose severity depends on the size of the objects stored. For every object with at least one dimension of equal or greater size than half the maximum allowed (1½ feet in the case of a Medium creature), you take 1d4 necrotic damage every minute until the object is extracted. Extracting an object requires a DC 20 Wisdom (Medicine) check. If the check is failed by a margin of 5 or more, you take 3d6 slashing damage.

Flesh to Stone



6th-level transmutation
Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a pinch of lime, water, and earth)
Duration: Concentration, up to 1 minute

You attempt to turn one creature that you can see within range into stone. If the target's body is made of flesh, the creature must make a Constitution saving throw. On a failed save, it is **restrained** as its flesh begins to harden. On a successful save, the creature isn't affected.

A creature restrained by this spell must make another Constitution saving throw at the end of each of its turns. If it successfully saves against this spell three times, the spell ends. If it fails its saves three times, it is turned to stone and subjected to the **petrified** condition for the duration. The successes and failures don't need to be consecutive; keep track of both until the target collects three of a kind.

If the creature is physically broken while petrified, it suffers from similar deformities if it reverts to its original state.

If you maintain your concentration on this spell for the entire possible duration, the creature is turned to stone until the effect is removed.

At Higher Levels. When you cast this spell using a spell slot of 8th level or higher, you can target one additional creature.

Floating Disk



1st-level conjuration (ritual)
Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a drop of mercury)
Duration: 1 hour

This spell creates a circular, horizontal plane of force, 3 feet in diameter and 1 inch thick, that floats 3 feet above the ground in an unoccupied space of your choice that you can see within range. The disk remains for the duration, and can hold up to 500 pounds. If more weight is placed on it, the spell ends, and everything on the disk falls to the ground.

The disk is immobile while you are within 20 feet of it. If you move more than 20 feet away from it, the disk follows you so that it remains within 20 feet of you. It can move across uneven terrain, up or down stairs, slopes and the like, but it can't cross an elevation change of 10 feet or more. For example, the disk can't move across a 10-foot-deep pit, nor could it leave such a pit if it was created at the bottom.

If you move more than 100 feet from the disk (typically because it can't move around an obstacle to follow you), the spell ends.

Fly



3rd-level transmutation
Casting Time: 1 action
Range: Touch
Components: V, S, M (a wing feather from any bird)
Duration: Concentration, up to 10 minutes

You touch a willing creature. The target gains a flying speed of 60 feet for the duration. When the spell ends, the target falls if it is still aloft, unless it can stop the fall.

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.

Fog Cloud



1st-level conjuration
Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: Concentration, up to 1 hour

You create a 20-foot-radius sphere of fog 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.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the radius of the fog increases by 20 feet for each slot level above 1st.

Forbiddance



6th-level abjuration (ritual)
Casting Time: 10 minutes
Range: Touch
Components: V, S, M (a sprinkling of holy water, rare incense, and powdered ruby worth at least 1,000 gp)
Duration: 1 day

You create a ward against magical travel that protects up to 40,000 square feet of floor space (such as 50 × 800 feet or 100 × 400 feet) to a height of 30 feet above the floor. For the duration, creatures can't teleport into the area or use portals, such as those created by the *gate* spell, to enter the area. The spell proofs the area against planar travel, and therefore prevents creatures from accessing the area by way of the Astral Plane, Ethereal Plane, or the *plane shift* spell.
In addition, the spell damages types of creatures that you choose when you cast it. Choose one or more of the following: celestials, elementals, fey, fiends, ravagers of Canker, and undead. When a chosen creature enters the spell's area for the first time on a turn or starts its turn there, the creature takes 5d10 radiant or necrotic damage (your choice when you cast this spell).
When you cast this spell, you can designate a password. A creature that speaks the password as it enters the area takes no damage from the spell.
The spell's area can't overlap with the area of another *forbiddance* spell. If you cast *forbiddance* every day for 30 days in the same location, the spell lasts until it is dispelled, and the material components are consumed on the last casting.

Forcecage



7th-level evocation
Casting Time: 1 action
Range: 100 feet
Components: V, S, M (ruby dust worth 1,500 gp)
Duration: 1 hour

An immobile, invisible, cube-shaped prison composed of magical force springs into existence around an area you choose within range. The prison can be a cage or a solid box, as you choose.
A prison in the shape of a cage can be up to 20 feet on a side and is made from 1/2-inch diameter bars spaced 1/2 inch apart.
A prison in the shape of a box can be up to 10 feet on a side, creating a solid barrier that prevents any matter from passing through it and blocking any spells cast into or out from the area.
When you cast the spell, any creature that is completely inside the cage's area is trapped. Creatures only partially within the area, or those too large to fit inside the area, are pushed away from the center of the area until they are completely outside the area.
A creature inside the cage can't leave it by nonmagical means. If the creature tries to use teleportation or interplanar travel to leave the cage, it must first make a Charisma saving throw. On a success, the creature can use that magic to exit the cage. On a failure, the creature can't exit the cage and wastes the use of the spell or effect. The cage also extends into the Ethereal Plane, blocking ethereal travel.
This spell can't be dispelled by *dispel magic*.

At Higher Levels. When you cast this spell using a spell slot of 8th level, the duration becomes 8 hours. With a spell slot of 9th level, it becomes 24 hours.



Foresight

9th-level divination
Casting Time: 1 minute
Range: Touch
Components: V, S, M (a hummingbird feather)
Duration: 8 hours

You touch a willing creature and bestow a limited ability to see into the immediate future. For the duration, the target can't be surprised and has advantage on attack rolls, ability checks, and saving throws. Additionally, other creatures have disadvantage on attack rolls against the target for the duration.
This spell immediately ends if you cast it again before its duration ends.

Freedom of Movement

4th-level abjuration
Casting Time: 1 action
Range: Touch
Components: V, S, M (a leather strap, bound around the arm or a similar appendage)
Duration: 1 hour

You touch a willing creature. For the duration, the target's movement is unaffected by difficult terrain, and spells and other magical effects can neither reduce the target's speed nor cause the target to be paralyzed or restrained.
The target can also spend 5 feet of movement to automatically escape from nonmagical restraints, such as manacles or a creature that has it grappled. Finally, being underwater imposes no penalties on the target's movement or attacks.

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.

Freezing Sphere

6th-level evocation
Casting Time: 1 action
Range: 300 feet
Components: V, S, M (a small crystal sphere)
Duration: Instantaneous

A frigid globe of cold energy streaks from your fingertips to a point of your choice within range, where it explodes in a 60-foot-radius sphere. Each creature within the area must make a Constitution saving throw. On a failed save, a creature takes 10d6 cold damage. On a successful save, it takes half as much damage.
If the globe strikes a body of water or a liquid that is principally water (not including water-based creatures), it freezes the liquid to a depth of 6 inches over an area 30 feet square. This ice lasts for 1 minute. Creatures that were swimming on the surface of frozen water are trapped in the ice. A trapped creature can use an action to make a Strength check against your spell save DC to break free.
You can refrain from firing the globe after completing the spell, if you wish. A small globe about the size of a sling stone, cool to the touch, appears in your hand. At any time, you or a creature you give the globe to can throw the globe (to a range of 40 feet) or hurl it with a sling (to the sling's normal range). It shatters on impact, with the same effect as the normal casting of the spell. You can also set the globe down without shattering it. After 1 minute, if the globe hasn't already shattered, it explodes.

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.





Gaseous Form

3rd-level transmutation
Casting Time: 1 action
Range: Touch
Components: V, S, M (a bit of gauze and a wisp of smoke)
Duration: Concentration, up to 1 hour

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

While in this form, the target's only method of movement is a flying speed of 10 feet. The target can enter and occupy the space of another creature. The target has resistance to nonmagical damage, and it has advantage on Strength, Dexterity, and Constitution saving throws. The target can pass through small holes, narrow openings, and even mere cracks, though it treats liquids as though they were solid surfaces. The target can't fall and remains hovering in the air even when stunned or otherwise incapacitated.

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

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.

Gate

9th-level conjuration
Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a diamond worth at least 5,000 gp)
Duration: Concentration, up to 1 minute

You conjure a portal linking an unoccupied space you can see within range to a precise location on the Astral Plane, the Ethereal Plane, Eternity, a feyland, Furnace, Gemoniae, or Melancholia. The portal is a circular opening, which you can make 5 to 20 feet in diameter. You can orient the portal in any direction you choose. The portal lasts for the duration.

The portal has a front and a back on each plane where it appears. Travel through the portal is possible only by moving through its front. Anything that does so is instantly transported to the other plane, appearing in the unoccupied space nearest to the portal.

Deities and other planar rulers can prevent portals created by this spell from opening in their presence or anywhere within their domains.

When you cast this spell, you can speak the name of a specific creature (a pseudonym, title, or nickname doesn't work). If that creature is on a plane other than the one you are on, the portal opens in the named creature's immediate vicinity and draws the creature through it to the nearest unoccupied space on your side of the portal. You gain no special power over the creature, and it is free to act as the leader deems appropriate. It might leave, attack you, or help you.

Geas



5th-level enchantment
Casting Time: 1 minute
Range: 60 feet
Components: V
Duration: 30 days

You place a magical command on a creature that you can see within range, forcing it to carry out some service or refrain from some action or course of activity as you decide. If the creature can understand you, it must succeed on a Wisdom saving throw or become **charmed** by you for the duration. While the creature is charmed by you, it takes 5d10 psychic damage each time it acts in a manner directly counter to your instructions, but no more than once each day. A creature that can't understand you is unaffected by the spell.

You can issue any command you choose, short of an activity that would result in certain death. Should you issue a suicidal command, the spell ends.

You can end the spell early by using an action to dismiss it. A *remove curse*, *greater restoration*, or *wish* spell also ends it.

At Higher Levels. When you cast this spell using a spell slot of 7th or 8th level, the duration is 1 year. When you cast this spell using a spell slot of 9th level, the spell lasts until it is ended by one of the spells mentioned above.

Harsher Geas

If your leader makes use of this option, a creature under the effect of a geas takes 5d10 psychic damage each time it acts in a manner directly counter to the spellcaster's instructions, the difference being that this can occur once each hour, and not only once each day.

Gentle Repose



2nd-level necromancy (ritual)
Casting Time: 1 action
Range: Touch
Components: V, S, M (a pinch of salt and one copper piece placed on each of the corpse's eyes, which must remain there for the duration)
Duration: 10 days

You touch a corpse or other remains. For the duration, the target is protected from decay and can't become undead.

The spell also effectively extends the time limit on raising the target from the dead, since days spent under the influence of this spell don't count against the time limit of spells such as *raise dead*.

Giant Insect



4th-level transmutation
Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Concentration, up to 10 minutes

You transform up to ten centipedes, three spiders, five wasps, or one scorpion within range into giant versions of their natural forms for the duration. A centipede becomes a **giant centipede**, a spider becomes a **giant spider**, a wasp becomes a **giant wasp**, and a scorpion becomes a **giant scorpion** (see Bestiary).

Each creature obeys your verbal commands, and in combat, they act on your turn each round. The leader has the statistics for these creatures and resolves their actions and movement.

A creature remains in its giant size for the duration, until it drops to 0 hit points, or until you use an action to dismiss the effect on it.

The leader might allow you to choose different targets of a similar nature. For example, if you transform a bee, its giant version might have the same statistics as a giant wasp.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the duration increases by 10 minutes for each slot level above 4th.

The Tyrant's Temptation

Creatures transformed by *giant insect* may go as far as to give their lives in your service. The spell is considered corrupted if you make use of *giant insect* without regard for the life or well-being of the beasts that serve you.

When you are about to make a corrupted use of *giant insect*, your leader secretly makes a DC 15 Intelligence (Nature) check for you. On a success, your leader informs you that you are about to cross the line leading to corruption; on a failure, you are not aware of the corrupted nature of your action.

Gift of Conscience

5th-level transmutation
Casting Time: 8 hours
Range: Touch
Components: V, S, M (an agate worth at least 1,000 gp, which the spell consumes)
Duration: Instantaneous

After spending the casting time tracing magical pathways within a precious gemstone, you touch a Huge or smaller beast or plant. The target must have either no Intelligence score or an Intelligence of 3 or less. The target gains an Intelligence of 10. The target also gains the ability to speak one language you know. If the target is a plant, it gains the ability to move its limbs, roots, vines, creepers, and so forth, and it gains senses similar to a human's. Your leader chooses statistics appropriate for the awakened plant, such as the statistics for the **animated shrub** or the **animated tree** (see **Bestiary**, **Feylands**).
The beast or plant is **charmed** by you for 30 days or until you or your companions do anything harmful to it. When the charmed condition ends, the creature chooses whether to remain friendly to you, based on how you treated it while it was charmed.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, you can animate one additional creature for each slot level above 5th.

Glibness

8th-level transmutation
Casting Time: 1 action
Range: Self
Components: V
Duration: 1 hour

Until the spell ends, when you make a Charisma check, you can replace the number you roll with a 15. Additionally, no matter what you say, magic that would determine if you are telling the truth indicates that you are being truthful.

Globe of Invulnerability

6th-level abjuration
Casting Time: 1 action
Range: Self (10-foot radius)
Components: V, S, M (a glass or crystal bead that shatters when the spell ends)
Duration: Concentration, up to 1 minute

An immobile, faintly shimmering barrier springs into existence in a 10-foot radius around you and remains for the duration. Any spell of 5th level or lower cast from outside the barrier can't affect creatures or objects within it, even if the spell is cast using a higher level spell slot. Such a spell can target creatures and objects within the barrier, but the spell has no effect on them. Similarly, the area within the barrier is excluded from the areas affected by such spells.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the barrier blocks spells of one level higher for each slot level above 6th.

Glyph of Warding

3rd-level abjuration
Casting Time: 1 hour
Range: Touch
Components: V, S, M (incense and powdered diamond worth at least 200 gp, which the spell consumes)
Duration: Until dispelled or triggered

When you cast this spell, you inscribe a glyph that harms other creatures, either upon a surface (such as a table or a section of floor or wall) or within an object that can be closed (such as a book, a scroll, or a treasure chest) to conceal the glyph. If you choose a surface, the glyph can cover an area of the surface no larger than 10 feet in diameter. If you choose an object, that object must remain in its place; if the object or surface is moved more than 10 feet from where you cast this spell, the glyph is broken, and the spell ends without being triggered.

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 object on which the glyph is inscribed. For glyphs inscribed within an object, the most common triggers include opening 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 ward could be set to affect aberrations or drow), or alignment. You can also set conditions for creatures that don't trigger the glyph, such as those who say a certain password.

When you inscribe the glyph, choose *explosive runes* or a *spell glyph*.

- ***Explosive Runes.*** When triggered, the glyph erupts with magical energy in a 20-foot-radius sphere centered on the glyph. The sphere spreads around corners. Each creature in the area must make a Dexterity saving throw. A creature takes 5d8 acid, cold, fire, lightning, or thunder damage on a failed saving throw (your choice when you create the glyph), or half as much damage on a successful one.
- ***Spell Glyph.*** You can store a prepared spell of 3rd level or lower in the glyph by casting it as part of creating the glyph. The spell must target a single creature or an area. The spell being stored has no immediate effect when cast in this way. When the glyph is triggered, the stored spell is cast. If the spell has a target, it targets the creature that triggered the glyph. If the spell affects an area, the area is centered on that creature. If the spell summons hostile creatures or creates harmful objects or traps, they appear as close as possible to the intruder and attack it. If the spell requires concentration, it lasts until the end of its full duration.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage of an explosive runes glyph increases by 1d8 for each slot level above 3rd. If you create a *spell glyph*, you can store any spell of up to the same level as the slot you use for the *glyph of warding*.

Goodberry

1st-level transmutation
Casting Time: 1 action
Range: Touch
Components: V, S, M (a sprig of a plant that bears berries)
Duration: Instantaneous

Up to ten berries appear on the sprig you hold in your hand and are infused with magic. A creature can use its action to eat one berry. Eating a berry restores 1 hit point, and the berry provides enough nourishment to sustain a creature for one day. However, it does not provide hydration. The berries lose their potency if they have not been consumed within 24 hours of the casting of this spell.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you create five more berries for each slot level above 1st.

Grease

1st-level conjuration
Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a bit of pork rind or butter)
Duration: 1 minute

Slick grease covers the ground in a 10-foot square centered on a point within range and turns it into difficult terrain for the duration.
When the grease appears, each creature standing in its area must succeed on a Dexterity saving throw or fall **prone**. A creature that enters the area or ends its turn there must also succeed on a Dexterity saving throw or fall **prone**.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can increase the size of the square by 5 feet for each slot level above 1st.



Greater Invisibility

4th-level illusion
Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Concentration, up to 1 minute

You or a creature you touch becomes **invisible** until the spell ends. Anything the target is wearing or carrying is invisible as long as it is on the target's person.

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.

Greater Restoration

5th-level abjuration
Casting Time: 1 action
Range: Touch
Components: V, S, M (diamond dust worth at least 100 gp, which the spell consumes)
Duration: Instantaneous

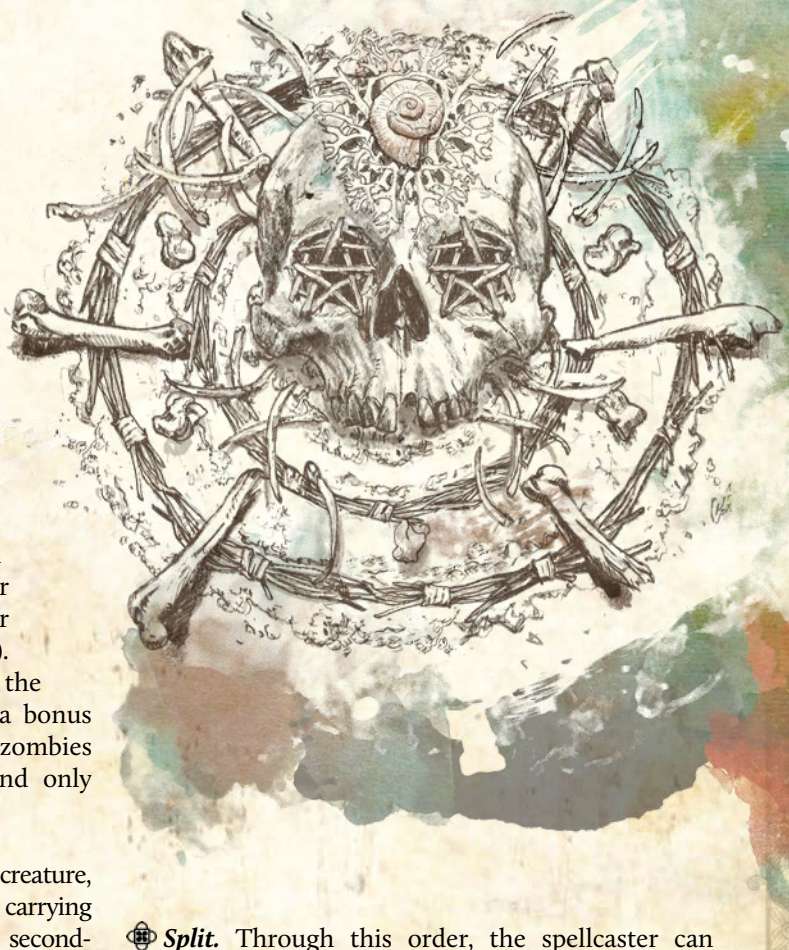
You imbue a creature you touch with positive energy to undo a debilitating effect. You can reduce the target's exhaustion level by one, or end one of the following effects on the target:

- One effect that charmed or petrified the target.
- One curse, including the target's attunement to a cursed magic item.
- Any reduction to one of the target's ability scores.
- One effect reducing the target's hit point maximum.

Mud

There exists a less common spell with similar effects to *grease*: *mud*. This variant conjures a slippery coat of mud about a foot deep, with the same effects as a *grease* spell. The material components of a *mud* spell are a bit of clay and water.

Grim Escort



4th-level necromancy
Casting Time: 1 action
Range: Self
Components: V, S, M (a handful of humanoid bone ash)
Duration: 1 hour

You are surrounded by a ghastly aura and a very fine black dust rises in your wake. Until the spell ends, all medium and small humanoids that you reduce to 0 hit points rise at the start of your next turn as **zombies** (the game statistics for these creatures are included in Bestiary). The zombies obey only you, and only react to the following orders, which you can issue as a bonus action. Outside of the "Attack" order, the zombies remain passive toward other creatures, and only attack in reaction to an aggression:

- ***Attack.*** The zombies attack the nearest creature, excluding the spellcaster and any creature carrying the spellcaster's blood. As such, first and second-degree relatives are spared (children, parents, siblings, half-siblings, grandchildren, and grandparents), as well as creatures with some of the spellcaster's blood on them (whether from being splashed or from the spellcaster deliberately marking them).
- ***Follow.*** The zombies follow the spellcaster to the best of their abilities.
- ***Move.*** The zombies move up to a visible, easily identifiable location, such as a hilltop or a village square.
- ***Rampage.*** The escort strikes at the nearest inanimate element without attacking creatures. It prioritizes objects, then plants.
- ***Split.*** Through this order, the spellcaster can organize maneuvers such as a pincer movement by instructing part of the escort to follow a path while the rest follows the spellcaster.
- ***Stop.*** The zombies stand still. They strike back if they are attacked, but will not move.

You cannot raise more zombies with the use of this spell than twice your spellcasting ability modifier. If you reduce a creature to 0 hit points when you have already reached your limit, the risen zombie automatically replaces the one with the least hit points, which becomes a simple corpse. Likewise, when the spell ends, all the zombies become ordinary bodies.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the spell's power increases as detailed in the table below. Zombies in large numbers can be given the **mass** archetype, described in Bestiary:

Spell Slot Level	Spell Duration	Maximum Number of Zombies	Additional Benefits (the Effects Stack)
5th	6 hours	Spellcasting ability modifier × 3	All the zombies have resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks and damage, and rise with 33 hp instead of the normal 22 hp.
6th	12 hours	Spellcasting ability modifier × 4	All the zombies have an Intelligence of 6, enabling them to understand more complex instructions. However, they are still unable to tell creatures apart, except from the presence of your blood.
7th	24 hours	Spellcasting ability modifier × 5	
8th	1 week	Spellcasting ability modifier × 10	Victims of your zombies rise as part of your grim escort (the maximum number still applies).
9th	1 month	No maximum	Within 800 feet of you, creatures killed by carriers of your blood rise as part of your grim escort.

Guardian of Faith

4th-level conjuration
Casting Time: 1 action
Range: 30 feet
Components: V
Duration: 8 hours

A Large spectral guardian appears and hovers for the duration in an unoccupied space of your choice that you can see within range. The guardian occupies that space and is indistinct except for a gleaming sword and shield emblazoned with the symbol of your deity.
Any creature hostile to you that moves to a space within 10 feet of the guardian for the first time on a turn must succeed on a Dexterity saving throw. The creature takes 20 radiant damage on a failed save, or half as much damage on a successful one. The guardian vanishes when it has dealt a total of 60 damage.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the total damage the guardian deals before vanishing increases by 20 for each slot level above 4th.

Guards and Wards

6th-level abjuration
Casting Time: 10 minutes
Range: Touch
Components: V, S, M (burning incense, a small measure of brimstone and oil, a knotted string, a small amount of aberration blood, and a small silver rod worth at least 10 gp)
Duration: 24 hours

You create a ward that protects up to 2,500 square feet of floor space (an area 50 feet square, or one hundred 5-foot squares or twenty-five 10-foot squares). The warded area can be up to 20 feet tall, and shaped as you desire. You can ward several stories of a stronghold by dividing the area among them, as long as you can walk into each contiguous area while you are casting the spell.
When you cast this spell, you can specify individuals that are unaffected by any or all of the effects that you choose. You can also specify a password that, when spoken aloud, makes the speaker immune to these effects.
Guards and wards creates the following effects within the warded area.

Corridors

Fog fills all the warded corridors, making them heavily obscured. In addition, at each intersection or branching passage offering a choice of direction, there is a 50 percent chance that a creature other than you will believe it is going in the opposite direction from the one it chooses.

Doors

All doors in the warded area are magically locked, as if sealed by an *arcane lock* spell. In addition, you can cover up to ten doors with an illusion (equivalent to the illusory object function of the *minor illusion* spell) to make them appear as plain sections of wall.

Stairs

Webs fill all stairs in the warded area from top to bottom, as the *web* spell. These strands regrow in 10 minutes if they are burned or torn away while *guards and wards* lasts.

Other Spell Effect

You can place your choice of one of the following magical effects within the warded area of the stronghold.

- Place *dancing lights* in four corridors. You can designate a simple program that the lights repeat as long as *guards and wards* lasts.
- Place *magic mouth* in two locations.
- Place *stinking cloud* in two locations. The vapors appear in the places you designate; they return within 10 minutes if dispersed by wind while *guards and wards* lasts.
- Place a constant *gust of wind* in one corridor or room.
- Place a *suggestion* in one location. You select an area of up to 5 feet square, and any creature that enters or passes through the area receives the suggestion mentally.

The whole warded area radiates magic. A *dispel magic* cast on a specific effect, if successful, removes only that effect.
You can create a permanently guarded and warded structure by casting this spell there every day for one year.

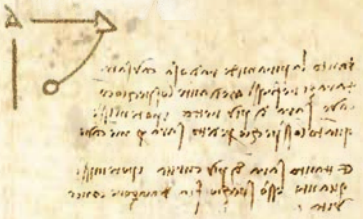
At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the duration increases by 24 hours for each slot level above 6th.

Guidance

Divination cantrip
Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Concentration, up to 1 minute

You touch one willing creature. Once before the spell ends, the target can roll a d4 and add the number rolled to one ability check of its choice. It can roll the die before or after making the ability check. The spell then ends.

Guiding Bolt



1st-level evocation
Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: 1 round

A flash of light streaks toward a creature of your choice within range. Make a ranged spell attack against the target. On a hit, the target takes 4d6 radiant damage, and the next attack roll made against this target before the end of your next turn has advantage, thanks to the mystical dim light glittering on the target until then.

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.

Gust of Wind

2nd-level evocation
Casting Time: 1 action
Range: Self (60-foot line)
Components: V, S
Duration: Concentration, up to 1 minute

A line of strong wind 60 feet long and 10 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 15 feet away from you in a direction following the line.
Any creature in the line must spend 2 feet of movement for every 1 foot it moves when moving closer to you.
The gust disperses gas or vapor, and it extinguishes candles, torches, and similar unprotected flames in the area. It causes protected flames, such as those of lanterns, to dance wildly and has a 50 percent chance to extinguish them.
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.



Hallow

5th-level evocation
Casting Time: 24 hours
Range: Touch
Components: V, S, M (herbs, oils, and incense worth at least 1,000 gp, which the spell consumes)
Duration: Until dispelled

You touch a point and infuse an area around it with holy (or unholy) power. The area can have a radius up to 60 feet, and the spell fails if the radius includes an area already under the effect of a *hallow* spell. The affected area is subject to the following effects.

First, celestials, elementals, fey, fiends, ravagers of Canker, and undead can't enter the area, nor can such creatures charm, frighten, or possess creatures within it. Any creature charmed, frightened, or possessed by such a creature is no longer charmed, frightened, or possessed upon entering the area. You can exclude one or more of those types of creatures from this effect.

Second, you can bind an extra effect to the area. Choose the effect from the following list, or choose an effect offered by the leader. Some of these effects apply to creatures in the area; you can designate whether the effect applies to all creatures, creatures that follow a specific deity or leader, or creatures of a specific sort, such as orcs or trolls. When a creature that would be affected enters the spell's area for the first time on a turn or starts its turn there, it can make a Charisma saving throw. On a success, the creature ignores the extra effect until it leaves the area.

- ***Courage.*** Affected creatures can't be frightened while in the area.
- ***Darkness.*** Darkness fills the area. Normal light, as well as magical light created by spells of a lower level than the slot you used to cast this spell, can't illuminate the area.
- ***Daylight.*** Bright light fills the area. Magical darkness created by spells of a lower level than the slot you used to cast this spell can't extinguish the light.
- ***Energy Protection.*** Affected creatures in the area have resistance to one damage type of your choice, except for bludgeoning, piercing, or slashing.
- ***Energy Vulnerability.*** Affected creatures in the area have vulnerability to one damage type of your choice, except for bludgeoning, piercing, or slashing.
- ***Everlasting Rest.*** Dead bodies interred in the area can't be turned into undead.
- ***Extradimensional Interference.*** Affected creatures can't move or travel using teleportation or by extradimensional or interplanar means.
- ***Fear.*** Affected creatures are **frightened** while in the area.
- ***Healing.*** Affected creatures have advantage on Constitution saving throws made against poisons and diseases, as well as to heal Wounds. In addition, finishing a long rest in the area removes two levels of exhaustion instead of one.
- ***Nondetection.*** Nothing within the area can be the target of a divination spell or detected by methods of magical scrying.
- ***Silence.*** No sound can emanate from within the area, and no sound can reach into it.
- ***Tongues.*** Affected creatures can communicate with any other creature in the area, even if they don't share a common language.
- ***Verdant Abundance.*** Nature in the area thrives throughout the year, as if in early summer. Within what looks like a fairytale garden, plants grow into natural shelters.



At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, you can increase the spell's radius by 60 feet or add one extra effect for each slot level above 5th.

Hallucinatory Terrain

4th-level illusion
Casting Time: 10 minutes
Range: 300 feet
Components: V, S, M (a stone, a twig, and a bit of green plant)
Duration: 24 hours

You make natural terrain in a 150-foot cube in range look, sound, and smell like some other sort of natural terrain. Thus, open fields or a road can be made to resemble a swamp, hill, crevasse, or some other difficult or impassable terrain. A pond can be made to seem like a grassy meadow, a precipice like a gentle slope, or a rock-strewn gully like a wide and smooth road. Manufactured structures, equipment, and creatures within the area aren't changed in appearance.

The tactile characteristics of the terrain are unchanged, so creatures entering the area are likely to see through the illusion. If the difference isn't obvious by touch, a creature carefully examining the illusion can attempt an Intelligence (Investigation) check against your spell save DC to disbelieve it. A creature who discerns the illusion for what it is, sees it as a vague image superimposed on the terrain.

Seeing from Afar and Spotting the Hallucination

A *hallucinatory terrain* spell affects whoever sees it, even from a great distance: a hill in a valley, an oasis in the middle of a desert, an island in an ocean, a maelstrom in the sea, etc. An attentive observation of the area can reveal the mirage. However, the creature must have a reason for suspecting the presence of an illusion, for example if it knows that the area should be wooded, if it remembers the presence of a river, if what it sees doesn't match what its map shows, etc. A successful Intelligence (Investigation) check against your spell save DC informs the observer that magic is at work.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the range increases by 30 feet, you can increase the size of the cube by 50 feet, and the duration increases by 12 hours for each slot level above 4th.

Harm

6th-level necromancy
Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Instantaneous

You unleash a virulent disease on a creature that you can see within range. The target must make a Constitution saving throw. On a failed save, it takes 14d6 necrotic damage, or half as much damage on a successful save. The damage can't reduce the target's hit points below 1. If the target fails the saving throw, its hit point maximum is reduced for 1 hour by an amount equal to the necrotic damage it took. Any effect that removes a disease allows a creature's hit point maximum to return to normal before that time passes.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the damage increases by 2d6 for each slot level above 6th.

Haste

3rd-level transmutation
Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a shaving of licorice root)
Duration: Concentration, up to 1 minute

Choose a willing creature that you can see within range. Until the spell ends, the target's speed is doubled, it gains a +2 bonus to AC, it has advantage on Dexterity saving throws, and it gains an additional action on each of its turns. That action can be used only to take the Attack (one weapon attack only), Dash, Disengage, Hide, or Use an Object action.
When the spell ends, the target can't move or take actions until after its next turn, as a wave of lethargy sweeps over 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.

Heal

6th-level evocation
Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Instantaneous

Choose a creature that you can see within range. A surge of positive energy washes through the creature, causing it to regain 70 hit points. This spell also ends blindness, deafness, and any diseases affecting the target.

This spell has no effect on constructs or undead.

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

Healing Word

1st-level evocation
Casting Time: 1 bonus action
Range: 60 feet
Components: V
Duration: Instantaneous

A creature of your choice that you can see within range regains hit points equal to 1d4 + your spellcasting ability modifier.

This spell has no effect on undead or constructs.

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

Healthy Carrier

4th-level necromancy
Casting Time: 1 minute
Range: Touch
Components: V, S, M (a contagious sample, which the spell consumes, and an hourglass)
Duration: Special

You touch a creature and inoculate it with a disease. The sample used as a material component determines the nature of the disease. If the creature is unwilling, it can resist the spell with a Constitution saving throw. Otherwise, it becomes the vehicle of your magic and the spell's healthy carrier.

- ***Incubation.*** Initially, the healthy carrier transports the disease without showing symptoms. The duration of this phase is defined by the flowing of the sand contained in the hourglass used as a material component (between 1 and 24 hours). The hourglass can be given to the healthy carrier so that it is aware of the remaining time. At the end of this period, either the healthy carrier is rid of the disease or it begins showing symptoms.
- ***Transmission of the disease.*** In the course of the initial phase, the healthy carrier can transmit the disease to a maximum of four creatures. Every creature whose skin comes in contact with the healthy carrier's must make a Constitution saving throw or be contaminated. If the healthy carrier successfully contaminates four creatures, it is rid of the disease. With the exception of the healthy carrier, a contaminated creature cannot transmit the disease or be rid of it until the spell ends (see below).
- ***Appearance of the symptoms.*** Once the initial phase of the spell has ended, the healthy carrier (if it is not rid of the disease) and all contaminated creatures suffer the full effects of the disease. The effects match those occurring at the end of the disease's incubation period (thus making it much shorter than normal), then the disease runs its course normally.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you can inoculate two additional healthy carriers, and the number of creatures that each healthy carrier must contaminate to be rid of the disease increases by two for each slot level above 4th. Additionally, when you cast this spell using a spell slot of 8th level or higher, contaminated creatures become healthy carriers until the spell ends.

Healthy Poison Carrier

If you use this option, *healthy carrier* can also be used to inoculate the healthy carrier with a poison. This alternative works as follows:

- One or several doses of poison are substituted for the contagious sample, with a maximum of 4 doses (+2 for each spell slot level above 4th).
- The maximum number of contaminated creatures is limited by the number of doses inoculated to the healthy carrier. Only one dose can be transmitted per creature. For example, a healthy carrier inoculated with two doses of poison can poison two creatures. Once all the doses have been transmitted, the healthy carried is rid of the poison.
- Creatures who carry the poison can transmit it as long as the hourglass has not emptied. Unlike a disease, the poison is transferred and the initial carrier no longer carries it. It is not possible to transmit the poison back to a creature that previously carried it within the context of this spell.
- A creature cannot make a Constitution saving throw to resist receiving the poison.
- When the hourglass is empty, all the creatures that carry the poison suffer its effects.

Heat Metal

2nd-level transmutation
Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a piece of iron and a flame)
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 glow red-hot. Any creature in physical contact with the object takes 2d8 fire damage when you cast the spell. Until the spell ends, you can use a bonus action on each of your subsequent turns to cause this damage again.
If a creature is holding or wearing the object and takes the damage from it, the creature must succeed on a Constitution saving throw or drop the object if it can. If it doesn't drop the object, it has disadvantage on attack rolls and ability checks until the start of your next turn.

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

Heroes' Feast

6th-level conjuration
Casting Time: 10 minutes
Range: 30 feet
Components: V, S, M (a gem-encrusted bowl worth at least 1,000 gp, which the spell consumes)
Duration: Instantaneous

You bring forth a great feast, including magnificent food and drink. The feast takes 1 hour to consume and disappears at the end of that time, and the beneficial effects don't set in until this hour is over. Up to twelve creatures can partake of the feast.
A creature that partakes of the feast gains several benefits. The creature is cured of all diseases and poison, becomes immune to poison and being frightened, and makes all Wisdom saving throws with advantage. Its hit point maximum also increases by 2d10, and it gains the same number of hit points. These benefits last for 24 hours.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, twelve additional creatures can partake of the feast for each slot level above 6th.

Origin of the Feast

Magic cannot create food, only transport it. In practice, *heroes' feast* teleports dishes to the spellcaster's taste within 60 miles. This will certainly incur the locals' wrath should they learn of the spellcaster's implication. In addition, if no food is available within 60 miles, the feast will be empty, and if only poor fare is available, the feast will inevitably be comprised of such dishes. However, provided any food at all is available, the spell's magic will still enchant it, giving it the benefits detailed in the spell's description.

Heroism

1st-level enchantment
Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Concentration, up to 1 minute

A willing creature you touch is imbued with bravery. Until the spell ends, the creature is immune to being frightened and gains temporary hit points equal to your spellcasting ability modifier at the start of each of its turns. When the spell ends, the target loses any remaining temporary hit points from this spell.

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.

Hideous Laughter

1st-level enchantment
Casting Time: 1 action
Range: 30 feet
Components: V, S, M (tiny tarts and a feather that is waved in the air)
Duration: Concentration, up to 1 minute

A creature of your choice that you can see within range perceives everything as hilariously funny and falls into fits of laughter if this spell affects it. The target must succeed on a Wisdom saving throw or fall **prone**, becoming **incapacitated** and unable to stand up for the duration. A creature with an Intelligence score of 4 or less isn't affected.
At the end of each of its turns, and each time it takes damage, the 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 ends.

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.



Hold Monster

5th-level enchantment
Casting Time: 1 action
Range: 90 feet
Components: V, S, M (a small, straight piece of iron)
Duration: Concentration, up to 1 minute

Choose a creature that you can see within range. The target must succeed on a Wisdom saving throw or be **paralyzed** for the duration. This spell has no effect on undead. At the end of each of its turns, the 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.

Hold Person

2nd-level enchantment
Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a small, straight piece of iron)
Duration: Concentration, up to 1 minute

Choose a humanoid that you can see within range. The target must succeed on a Wisdom saving throw or be **paralyzed** for the duration. At the end of each of its turns, the 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 3rd level or higher, you can target one additional humanoid for each slot level above 2nd. The humanoids must be within 30 feet of each other when you target them.

Holy Aura

8th-level abjuration
Casting Time: 1 action
Range: Self
Components: V, S, M (a tiny reliquary worth at least 1,000 gp containing a sacred relic, such as a scrap of cloth from a saint's robe or a piece of parchment from a religious text)
Duration: Concentration, up to 1 minute

Divine light washes out from you and coalesces in a soft radiance in a 30-foot radius around you. Creatures of your choice in that radius when you cast this spell shed dim light in a 5-foot radius and have advantage on all saving throws, and other creatures have disadvantage on attack rolls against them until the spell ends. In addition, when a fiend or an undead hits an affected creature with a melee attack, the aura flashes with brilliant light. The attacker must succeed on a Constitution saving throw or be **blinded** until the spell ends.

Hunter's Haven

1st-level conjuration
Casting Time: 1 minute
Range: 30 feet
Components: S, M (special, see description)
Duration: 1 hour

With a gesture, you summon a refuge among the surrounding nature. The hunter's haven takes the shape of a burrow about 100 square feet in size, with a maximum ceiling height of 6 feet. It is accessed via a door 5 feet high and 5 feet wide, which you can make appear on the ground, on a tree trunk, on a rock wall, etc. The door remains open until you enter it or close it.
From the outside, only you can open the door, but it is possible to destroy it. The door has an AC equal to your spell save DC and hp equal to ten times the level of the spell slot used.

This spell can only be cast in a natural environment, meaning an area of at least 500 square feet left uncultivated for a minimum of one year. The wild earth constitutes the spell's material component.
You can only have one hunter's haven at a given time. If you cast this spell while another hunter's haven is active, the previous one disappears and everything it contains is expelled.
The inside of the haven is evocative of the surrounding environment: sand walls in a desert, roots in a forest, a pod-like structure in a swamp, etc.

A Fey Outpost

When you cast this spell using a spell slot of 4th level or higher, the conjured haven is an extradimensional space of the same nature as feylands.
If you are allied with nearby fey or djinn, your haven includes a path that leads to an entrance to their domain. Your haven cannot be more than 2 miles distant from the kingdom in question (3 if this spell is cast with a spell slot of 5th level or higher). The kingdom's fey or djinn can freely use the path and enter your haven, but you can only enter their domain with their blessing.
In addition, the following circumstances apply inside the haven:

- If there is water in the surroundings, your haven includes a source of pure water.
- The inside of the haven is lit by a dim light emanating from the walls.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the haven's duration and size increase as per the table below:

Spell Slot Level	Duration	Size
2nd	8 hours	150 square feet
3rd	24 hours	300 square feet
4th	1 week	500 square feet
5th	Until dispelled	1,000 square feet

Hunter's Mark



1st-level divination
Casting Time: 1 bonus action
Range: 90 feet
Components: V
Duration: Concentration, up to 1 hour

You choose a creature you can see within range and mystically mark it as your quarry. Until the spell ends, you deal an extra 1d6 damage to the target whenever you hit it with a weapon attack, and you have advantage on any Wisdom (Perception) or Wisdom (Survival) check you make to find it. If the target drops to 0 hit points before this spell ends, you can use a bonus action on a subsequent turn of yours to mark a new creature.

At Higher Levels. When you cast this spell using a spell slot of 3rd or 4th level, you can maintain your concentration on the spell for up to 8 hours. When you use a spell slot of 5th level or higher, you can maintain your concentration on the spell for up to 24 hours.

Hypnotic Pattern



3rd-level illusion
Casting Time: 1 action
Range: 120 feet
Components: S, M (a glowing stick of incense or a crystal vial filled with phosphorescent material)
Duration: Concentration, up to 1 minute

You create a twisting pattern of colors that weaves through the air inside a 30-foot cube within range. The pattern appears for a moment and vanishes. Each creature in the area who sees the pattern must make a Wisdom saving throw. On a failed save, the creature 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.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the duration increases by 5 minutes for each slot level above 3rd.



Ice Storm

4th-level evocation
Casting Time: 1 action
Range: 300 feet
Components: V, S, M (a pinch of dust and a few drops of water)
Duration: Instantaneous

A hail of rock-hard ice pounds to the ground in a 20-foot-radius, 40-foot-high cylinder centered on a point within range. Each creature in the cylinder must make a Dexterity saving throw. A creature takes 2d8 bludgeoning damage and 4d6 cold damage on a failed save, or half as much damage on a successful one.
Hailstones turn the storm's area of effect into difficult terrain until the end of your next turn.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the bludgeoning damage increases by 1d8 for each slot level above 4th.

Identify

1st-level divination (ritual)
Casting Time: 1 minute
Range: Touch
Components: V, S, M (a pearl worth at least 100 gp and an owl feather)
Duration: Instantaneous

You choose one object that you must touch throughout the casting of the spell. If it is a magic item or some other magic-imbued object, you learn its properties and how to use them, whether it requires attunement to use, and how many charges it has, if any. You learn whether any spells are affecting the item and what they are. If the item was created by a spell, you learn which spell created it.
If you instead touch a creature throughout the casting, you learn what spells, if any, are currently affecting it.

Illusory Script

1st-level illusion (ritual)
Casting Time: 1 minute
Range: Touch
Components: S, M (calligraphy inks worth at least 10 gp, which the spell consumes)
Duration: 10 days

You write on parchment, paper, or some other suitable writing material and imbue it with a potent illusion that lasts for the duration.
To you and any creatures you designate when you cast the spell, the writing appears normal, written in your hand, and conveys whatever meaning you intended when you wrote the text. To all others, the writing appears as if it were written in an unknown or magical script that is unintelligible. Alternatively, you can cause the writing to appear to be an entirely different message, written in a different hand and language, though the language must be one you know.
Should the spell be dispelled, the original script and the illusion both disappear.
A creature with truesight can read the hidden message.

Something off

When a creature other than the recipients of an illusory script reads it, the creature can make a Wisdom (Insight) check against your spell save DC. On a success, the creature cannot read the hidden message, but it gets the feeling that something eludes it.
Once it has realized this, the creature can ascertain that magic is at work with a DC 15 Intelligence (Arcana) check.



Imprisonment



9th-level abjuration
Casting Time: 1 minute
Range: 30 feet
Components: V, S, M (a vellum depiction or a carved statuette in the likeness of the target, and a special component that varies according to the version of the spell you choose, worth at least 500 gp per Hit Die of the target)
Duration: Until dispelled

You create a magical restraint to hold a creature that you can see within range. The target must succeed on a Wisdom saving throw or be bound by the spell; if it succeeds, it is immune to this spell if you cast it again. While affected by this spell, the creature doesn't need to breathe, eat, or drink, and it doesn't age. Divination spells can't locate or perceive the target.
When you cast the spell, you choose one of the following forms of imprisonment.

- ***Burial.*** The target is entombed far beneath the earth in a sphere of magical force that is just large enough to contain the target. Nothing can pass through the sphere, nor can any creature teleport or use planar travel to get into or out of it.
  The special component for this version of the spell is a small mithral orb.
- ***Chaining.*** Heavy chains, firmly rooted in the ground, hold the target in place. The target is **restrained** until the spell ends, and it can't move or be moved by any means until then.
  The special component for this version of the spell is a fine chain of precious metal.
- ***Hedged Prison.*** The spell transports the target into a tiny demiplane that is warded against teleportation and planar travel. The demiplane can be a labyrinth, a cage, a tower, or any similar confined structure or area of your choice.
  The special component for this version of the spell is a miniature representation of the prison made from jade.
- ***Minimus Containment.*** The target shrinks to a height of 1 inch and is imprisoned inside a gemstone or similar object. Light can pass through the gemstone normally (allowing the target to see out and other creatures to see in), but nothing else can pass through, even by means of teleportation or planar travel. The gemstone can't be cut or broken while the spell remains in effect.
  The special component for this version of the spell is a large, transparent gemstone, such as a corundum, diamond, or ruby.
- ***Slumber.*** The target falls asleep and can't be awoken.
  The special component for this version of the spell consists of rare soporific herbs.
- ***Ending the Spell.*** During the casting of the spell, in any of its versions, you can specify a condition that will cause the spell to end and release the target. The condition can be as specific or as elaborate as you choose, but the leader must agree that the condition is reasonable and has a likelihood of coming to pass. The conditions can be based on a creature's name, identity, or deity but otherwise must be based on observable actions or qualities and not based on intangibles such as level, class, or hit points.

A *dispel magic* spell can end the spell only if it is cast as a 9th-level spell, targeting either the prison or the special component used to create it.
You can use a particular special component to create only one prison at a time. If you cast the spell again using the same component, the target of the first casting is immediately freed from its binding.

Incendiary Cloud



8th-level conjuration
Casting Time: 1 action
Range: 150 feet
Components: V, S
Duration: Concentration, up to 1 minute

A swirling cloud of smoke shot through with white-hot embers appears in a 20-foot-radius sphere centered on a point within range.
The cloud spreads around corners and 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. When the cloud appears, each creature in it must make a Dexterity saving throw. A creature takes 10d8 fire damage on a failed save, or half as much damage on a successful one. A creature must also make this saving throw when it enters the spell's area for the first time on a turn or ends its turn there. The cloud moves 10 feet directly away from you in a direction that you choose at the start of each of your turns.

Inflict Wounds



1st-level necromancy
Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Instantaneous

Make a melee spell attack against a creature you can reach. On a hit, the target takes 3d10 necrotic damage.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d10 for each slot level above 1st.

Insect Plague



5th-level conjuration
Casting Time: 1 action
Range: 300 feet
Components: V, S, M (a few grains of sugar, some kernels of grain, and a smear of fat)
Duration: Concentration, up to 10 minutes

Swarming, biting locusts fill a 20-foot-radius sphere centered on a point you choose within range. The sphere spreads around corners. The sphere remains for the duration, and its area is lightly obscured. The sphere's area is difficult terrain.

When the area appears, each creature in it must make a Constitution saving throw. A creature takes 4d10 piercing damage on a failed save, or half as much damage on a successful one. A creature must also make this saving throw when it enters the spell's area for the first time on a turn or ends its turn there.

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.

Instant Summons



6th-level conjuration (ritual)
Casting Time: 1 minute
Range: Touch
Components: V, S, M (a sapphire worth 1,000 gp)
Duration: Until dispelled

You touch an object weighing 10 pounds or less whose longest dimension is 6 feet or less. The spell leaves an invisible mark on its surface and invisibly inscribes the name of the item on the sapphire you use as the material component. Each time you cast this spell, you must use a different sapphire.

At any time thereafter, you can use your action to speak the item's name and crush the sapphire. The item instantly appears in your hand regardless of physical or planar distances, and the spell ends.

If another creature is holding or carrying the item, crushing the sapphire doesn't transport the item to you, but instead you learn who the creature possessing the object is and roughly where that creature is located at that moment. If the creature holding or carrying the item is located within an area protected from divination spells (for example through the use of Death's Ban), you become aware of it when you hold the sapphire. In this situation, crushing the sapphire only provides you with a hazy idea of the creature's location, for example through a brief vision of its surroundings or by giving you a vague idea of the direction toward it. *Dispel magic* or a similar effect successfully applied to the sapphire ends this spell's effect.

Invisibility



2nd-level illusion
Casting Time: 1 action
Range: Touch
Components: V, S, M (an eyelash encased in gum arabic)
Duration: Concentration, up to 1 hour

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

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.

Irresistible Dance

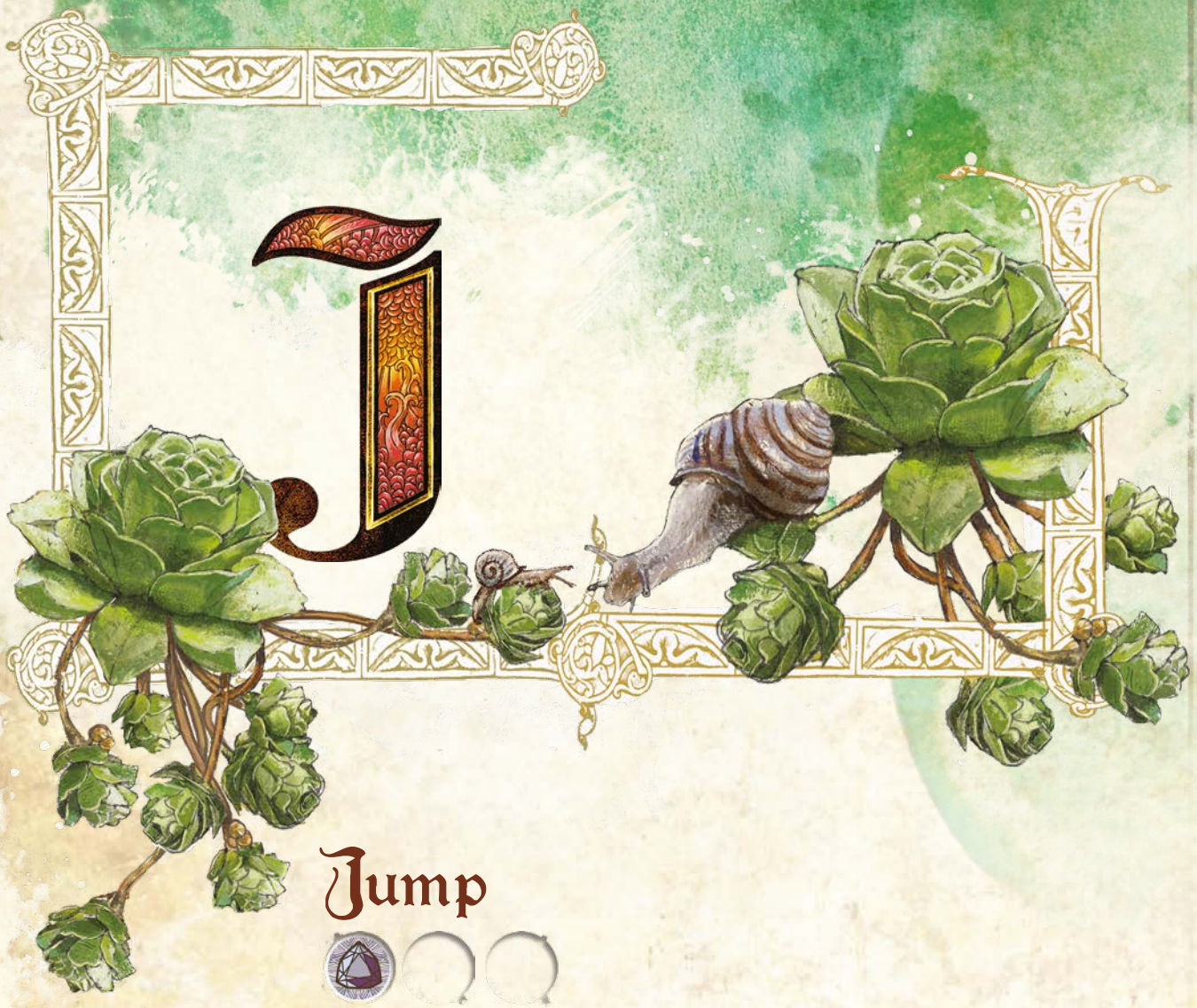


6th-level enchantment
Casting Time: 1 action
Range: 30 feet
Components: V
Duration: Concentration, up to 1 minute

Choose one creature that you can see within range. The target begins a comic dance in place: shuffling, tapping its feet, and capering for the duration. Creatures that can't be charmed are immune to this spell.

A dancing creature must use all its movement to dance without leaving its space and has disadvantage on Dexterity saving throws and attack rolls. While the target is affected by this spell, other creatures have advantage on attack rolls against it. As an action, a dancing creature makes a Wisdom saving throw to regain control of itself. On a successful save, the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, you can target one additional creature for each slot level above 6th.



Jump

1st-level transmutation
Casting Time: 1 action
Range: Touch
Components: V, S, M (a grasshopper's hind leg)
Duration: 1 minute

You touch a creature. The creature's jump distance is tripled until the spell ends.

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. Additionally, when you cast this spell using a slot of 3rd level or higher, the duration increases to 10 minutes; with a spell slot of 4th level or higher, the range becomes 20 feet; with a spell slot of 6th level or higher, the duration increases to 1 hour.



Killer Shot

2nd-level transmutation
Casting Time: 1 bonus action
Range: Touch
Components: S, M (the projectile used)
Duration: 1 minute

You point your finger toward a creature and enchant a projectile to make it especially deadly against this creature. Any ammunition or weapon with the thrown property can be enchanted. Until the spell ends, the next time the enchanted projectile hits the designated creature, the attack inflicts 4d10 additional damage of the weapon's type. The projectile counts as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage. If the projectile hits another target than the one initially designated, it deals normal damage. If you attack the designated creature with the projectile and miss, the projectile immediately returns to your hand, ready to be used again. When the projectile has inflicted damage to the designated creature, another creature uses it, or the spell ends, the projectile loses its magic.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d10 for each slot level above 2nd.

Knock

2nd-level transmutation
Casting Time: 1 action
Range: 60 feet
Components: V
Duration: Instantaneous

Choose an object that you can see within range. The object can be a door, a box, a chest, a set of manacles, a padlock, or another object that contains a mundane or magical means that prevents access.
A target that is held shut by a mundane lock or that is stuck or barred becomes unlocked, unstuck, or unbarred. If the object has multiple locks, only one of them is unlocked.
If you choose a target that is held shut with *arcane lock*, that spell is suppressed for 10 minutes, during which time the target can be opened and shut normally.
When you cast the spell, a loud knock, audible from as far away as 300 feet, emanates from the target object.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can reduce the noise's range by 100 feet for each slot level above 2nd. Therefore, with a spell slot of 5th level or higher, the spell produces no sound.

The Sound of a Knock

Depending on your playstyle, you can use either of the variants below concerning the noise a *knock* spell produces.

Reverberation

The spell makes a loud, brief, reverberating noise. Outdoors, it is audible up to 300 feet, but indoors, echoes and repercussions can carry it up to 600 feet. Simply by being mindful of their environment, adventurers can easily ascertain how far sounds carry, and therefore how blatant a *knock* spell would be.

Magical Chime

The sound emanating from the target object within a 300 feet radius is a pure, clear magical chime. It is immediately audible and traceable by any creature within range, and causes no discomfort or deafening.



Leech

4th-level necromancy
Casting Time: 1 action
Range: Self (30-foot radius)
Components: V, S
Duration: 10 minutes

Vampiric energy radiates from you in a 30-foot radius. Until the spell ends, the aura moves with you, centered on you. Once per round, when a creature of at least small size that you can see within range takes bludgeoning, piercing, or slashing damage, you can recover a number of hit points equal to half the damage taken by the creature. This effect cannot apply if the creature's type is among the following: construct, elemental, ooze, plant, and undead.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the radius increases by 10 feet for each slot level above 4th.

Legend Lore

5th-level divination
Casting Time: 10 minutes
Range: Self
Components: V, S, M (incense worth at least 250 gp, which the spell consumes, and four ivory strips worth at least 50 gp each)
Duration: Instantaneous

Name or describe a person, place, or object. The spell brings to your mind a brief summary of the significant lore about the thing you named. The lore might consist of current tales, forgotten stories, or even secret lore that has never been widely known. If the thing you named isn't of legendary importance, you gain no information. The more information you already have about the thing, the more precise and detailed the information you receive is.
The information you learn is accurate but might be couched in figurative language. For example, if you have a mysterious magic axe on hand, the spell might yield this information: "Woe to the evildoer whose hand touches the axe, for even the haft slices the hand of the evil ones. Only a true Child of Stone, lover and beloved of Blacksmith, may awaken the true powers of the axe, and only with the sacred word *Rudnogg* on the lips."

Where do the Answers Come from?

You receive your answers from deceased creatures, most of which reside in the domain of Death. These beings are forbidden from answering questions concerning a subject marked by Death's Ban. If this is the case, you become aware of it when casting the spell and can stop before the spell slot is expended and before the incense used as a material component is consumed.

Lesser Restoration



2nd-level abjuration
Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Instantaneous

You touch a creature and can end either one disease or one condition afflicting it. The condition can be blinded, deafened, paralyzed, or poisoned.

Levitate



2nd-level transmutation
Casting Time: 1 action
Range: 60 feet
Components: V, S, M (either a small leather loop or a piece of golden wire bent into a cup shape with a long shank on one end)
Duration: Concentration, up to 10 minutes

One creature or loose object of your choice that you can see within range rises vertically, up to 20 feet, and remains suspended there for the duration. The spell can levitate a target that weighs up to 500 pounds. An unwilling creature that succeeds on a Constitution saving throw is unaffected.

The target can move only by pushing or pulling against a fixed object or surface within reach (such as a wall or a ceiling), which allows it to move as if it were climbing. You can change the target's altitude by up to 20 feet in either direction on your turn. If you are the target, you can move up or down as part of your move. Otherwise, you can use your action to move the target, which must remain within the spell's range. When the spell ends, the target floats gently to the ground if it is still aloft.

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

Light



Evocation cantrip
Casting Time: 1 action
Range: Touch
Components: V, M (a firefly or phosphorescent moss)
Duration: 1 hour

You touch one object that is no larger than 10 feet in any dimension. Until the spell ends, the object sheds bright light in a 20-foot radius and dim light for an additional 20 feet. The light can be colored as you like. Completely covering the object with something opaque blocks the light. The spell ends if you cast it again or dismiss it as an action.
If you target an object held or worn by a hostile creature, that creature must succeed on a Dexterity saving throw to avoid the spell.

When you reach 5th, 11th, and 17th level, you can create 1, 2, and 3 additional lights respectively. At these same levels, the light radius increases to 30 feet, 40 feet, and 50 feet respectively. At 11th level, as a bonus action, you can modify the light's radius from 0 feet to its maximum. At 17th level, when you cast light, you can designate up to six creatures that, except for creatures with truesight, will be the only ones to perceive the light.

Lightning Bolt



3rd-level evocation
Casting Time: 1 action
Range: Self (100-foot line)
Components: V, S, M (a bit of fur and a rod of amber, crystal, or glass)
Duration: Instantaneous

A stroke of lightning forming a line 100 feet long and 5 feet wide blasts out from you in a direction you choose. Each creature in the line must make a Dexterity saving throw. A creature takes 8d6 lightning damage on a failed save, or half as much damage on a successful one.
The lightning ignites flammable objects in the area that aren't being worn or carried.

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.

Lightning Strike



5th-level conjuration
Casting Time: 1 action
Range: Self
Components: S, V
Duration: Instantaneous

You spin and teleport to an unoccupied space that you can see within 60 feet, then immediately make a melee spell attack against every creature of your choice within your reach. On a success, the target takes 6d10 force damage.
Once you have made your attacks, you can instantly teleport back to the space you occupied when casting the spell.

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.

Locate Animals or Plants



2nd-level divination (ritual)
Casting Time: 1 action
Range: Self
Components: V, S, M (a bit of fur from a bloodhound)
Duration: Instantaneous

Describe or name a specific kind of beast or plant. Concentrating on the voice of nature in your surroundings, you learn the direction and distance to the closest creature or plant of that kind within 5 miles, if any are present.

Locate Creature



4th-level divination
Casting Time: 1 action
Range: Self
Components: V, S, M (a bit of fur from a bloodhound)
Duration: Concentration, up to 1 hour

Describe or name a creature that is familiar to you. You sense the direction to the creature's location, as long as that creature is within 1,000 feet of you. If the creature is moving, you know the direction of its movement.
The spell can locate a specific creature known to you, or the nearest creature of a specific kind (such as a human or a unicorn), so long as you have seen such a creature up close -within 30 feet- at least once. If the creature you described or named is in a different form, such as being under the effect of a *polymorph* spell, this spell doesn't locate the creature.
This spell can't locate a creature if running water at least 10 feet wide blocks a direct path between you and the creature. Ethereal borders and Death's Ban (see the **Geomagic chapter**) thwart this spell.

Locate Object

2nd-level divination
Casting Time: 1 action
Range: Self
Components: V, S, M (a forked twig)
Duration: Concentration, up to 10 minutes

Describe or name an object that is familiar to you. You sense the direction to the object's location, as long as that object is within 1,000 feet of you. If the object is in motion, you know the direction of its movement.

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

This spell can't locate an object if any thickness of lead, even a thin sheet, blocks a direct path between you and the object. Ethereal borders and Death's Ban (see the **Geomagic chapter**) thwart this spell.

Longstrider

1st-level transmutation
Casting Time: 1 action
Range: Touch
Components: V, S, M (a pinch of dirt)
Duration: 1 hour

You touch a creature. The target's speed increases by 10 feet until the spell ends.

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.





Mage Armor

1st-level abjuration
Casting Time: 1 action
Range: Touch
Components: V, S, M (a piece of cured leather)
Duration: 8 hours

You touch a willing creature who isn't wearing armor, and a protective magical force surrounds it until the spell ends. The target's base AC becomes 13 + its Dexterity modifier. The spell ends if the target dons armor or if you dismiss the spell as an action.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the target's base AC becomes 14 + its Dexterity modifier; with a spell slot of 5th level or higher, the target's base AC becomes 15 + its Dexterity modifier; with a spell slot of 7th level or higher, the target has resistance to bludgeoning, piercing, and slashing damage.

Mage Hand

Conjuration cantrip
Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: 1 minute

A spectral, floating hand appears at a point you choose within range. The hand lasts for the duration or until you dismiss it as an action. The hand vanishes if it is ever more than 30 feet away from you or if you cast this spell again.
You can use your action to control the hand. You can use the hand to manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, or pour the contents out of a vial. You can move the hand up to 30 feet each time you use it.
The hand can't attack, activate magic items, or carry more than 10 pounds.

When you reach 5th, 11th, and 17th level, you respectively conjure 1, 2, and 3 additional hands. Additionally, at 11th level, each hand can carry up to 20 pounds. At 17th level, the hands can be up to 60 feet away from you without vanishing. However, controlling a hand still requires you to be within 30 feet of it—beyond that range, a hand can only take repeated actions.

Magic Circle



3rd-level abjuration
Casting Time: 1 minute
Range: 10 feet
Components: V, S, M (holy water or powdered silver and iron worth at least 100 gp, which the spell consumes)
Duration: 1 hour

You create a 10-foot-radius, 20-foot-tall cylinder of magical energy centered on a point on the ground that you can see within range. Glowing runes appear wherever the cylinder intersects with the floor or other surface.
Choose one or more of the following types of creatures: celestials, elementals, fey, fiends, ravagers of Canker, or undead. The circle affects a creature of the chosen type in the following ways:

- The creature can't willingly enter the cylinder by nonmagical means. If the creature tries to use teleportation or interplanar travel to do so, it must first succeed on a Charisma saving throw.
- The creature has disadvantage on attack rolls against targets within the cylinder.
- Targets within the cylinder can't be charmed, frightened, or possessed by the creature.

When you cast this spell, you can elect to cause its magic to operate in the reverse direction, preventing a creature of the specified type from leaving the cylinder and protecting targets outside it.

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

Magic Jar



6th-level necromancy
Casting Time: 1 minute
Range: Self
Components: V, S, M (a gem, crystal, reliquary, or some other ornamental container worth at least 500 gp)
Duration: Until dispelled

Your body falls into a catatonic state as your soul leaves it and enters the container you used for the spell's material component. While your soul inhabits the container, you are aware of your surroundings as if you were in the container's space. You can't move or use reactions. The only action you can take is to project your soul up to 100 feet out of the container, either returning to your living body (and ending the spell) or attempting to possess a humanoid's body.
You can attempt to possess any humanoid within 100 feet of you that you can see (creatures warded by a *protection from evil and good* or *magic circle* spell can't be possessed). The target must make a Charisma saving throw. On a failure, your soul moves into the target's body, and the target's soul becomes trapped in the container. On a success, the target resists your efforts to possess it, and you can't attempt to possess it again for 24 hours.
Once you possess a creature's body, you control it. Your game statistics are replaced by the statistics of the creature, though you retain your alignment and your Intelligence, Wisdom, and Charisma scores. You retain the benefit of your own class features. If the target has any class levels, you can't use any of its class features.
Meanwhile, the possessed creature's soul can perceive from the container using its own senses, but it can't move or take actions at all.
While possessing a body, you can use your action to return from the host body to the container if it is within 100 feet of you, returning the host creature's soul to its body. If the host body dies while you're in it, the creature dies, and you must make a Charisma saving throw against your own spellcasting DC. On a success, you return to the container if it is within 100 feet of you. Otherwise, you die.
If the container is destroyed or the spell ends, your soul immediately returns to your body. If your body is more than 100 feet away from you or if your body is dead when you attempt to return to it, you die. If another creature's soul is in the container when it is destroyed, the creature's soul returns to its body if the body is alive and within 100 feet. Otherwise, that creature dies.
When the spell ends, the container is destroyed.



At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, all the ranges in the spell's description increase by 100 feet for each slot level above 6th.

Magic Missile



1st-level evocation
Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: Instantaneous

You create three glowing darts of magical force. Each dart hits a creature of your choice that you can see within range. A dart deals 1d4 + 1 force damage to its target. The darts all strike simultaneously, and you can direct them to hit one creature or several.

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

Magic Mouth



2nd-level illusion (ritual)
Casting Time: 1 minute
Range: 30 feet
Components: V, S, M (a small bit of honeycomb and jade dust worth at least 10 gp, which the spell consumes)
Duration: Until dispelled

You implant a message within an object in range, a message that is uttered when a trigger condition is met. Choose an object that you can see and that isn't being worn or carried by another creature. Then speak the message, which must be 25 words or less, though it can be delivered over as long as 10 minutes. Finally, determine the circumstance that will trigger the spell to deliver your message.
When that circumstance occurs, a magical mouth appears on the object and recites the message in your voice and at the same volume you spoke. If the object you chose has a mouth or something that looks like a mouth (for example, the mouth of a statue), the magical mouth appears there so that the words appear to come from the object's mouth.
When you cast this spell, you can have the spell end after it delivers its message, or it can remain and repeat its message whenever the trigger occurs.
The triggering circumstance can be as general or as detailed as you like, though it must be based on visual or audible conditions that occur within 30 feet of the object. For example, you could instruct the mouth to speak when any creature moves within 30 feet of the object or when a silver bell rings within 30 feet of it.

Magic Theft



2nd-level abjuration
Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a square of dark cloth)
Duration: Instantaneous

Designate a creature that you can see within range and choose a spell that it has cast, which must have a duration of more than 1 round and still be active. The creature must make a saving throw with its spellcasting ability. If the slot level of the spell you're trying to steal is higher than the one you used to cast *magic theft*, the creature has advantage on the saving throw.
If the creature fails the saving throw, its spell is still active, but you gain the spell's control and are now considered its caster. The spell's parameters (target, duration, etc.) remain the same, but your spellcasting ability modifier and proficiency bonus are now used instead.
If the theft leads to a situation that prevents the spell from functioning (if you are too far away from its target, for example), the spell ends.

Magic Weapon



2nd-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 rolls and damage rolls.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the bonus increases to +2. When you use a spell slot of 6th level or higher, the bonus increases to +3.

Better Magic Weapon

If you use this variant, when you cast this spell using a spell slot of 5th level or higher, you don't need to concentrate on this spell.

Magnificent Mansion

7th-level conjuration
Casting Time: 1 minute
Range: 300 feet
Components: V, S, M (a miniature portal carved from ivory, a small piece of polished marble, and a tiny silver spoon, each item worth at least 5 gp)
Duration: 24 hours

You conjure an extradimensional dwelling in range that lasts for the duration. You choose where its one entrance is located. The entrance shimmers faintly and is 5 feet wide and 10 feet tall. You and any creature you designate when you cast the spell can enter the extradimensional dwelling as long as the portal remains open. You can open or close the portal if you are within 30 feet of it. While closed, the portal is invisible.

Beyond the portal is a magnificent foyer with numerous chambers beyond. The atmosphere is clean, fresh, and warm.

You can create any floor plan you like, but the space can't exceed 50 cubes, each cube being 10 feet on each side. The place is furnished and decorated as you choose. It contains sufficient food to serve a nine-course banquet for up to 100 people. A staff of 100 near-transparent servants attends all who enter. You decide the visual appearance of these servants and their attire. They are completely obedient to your orders. Each servant can perform any task a normal human servant could perform, but they can't attack or take any action that would directly harm another creature. Thus the servants can fetch things, clean, mend, fold clothes, light fires, serve food, pour wine, and so on. The servants can go anywhere in the mansion but can't leave it. Furnishings and other objects created by this spell dissipate into smoke if removed from the mansion. When the spell ends, any creatures inside the extradimensional space are expelled into the open spaces nearest to the entrance.

The Inner Workings of the Mansion

Using the options below will complicate the use of a magnificent mansion, and possibly even expose an unscrupulous spellcaster to corruption.

The Location of the Extradimensional Dwelling

The conjured dwelling exists in the Ethereal Plane, and can thus be seen and interacted with by the creatures that inhabit it. The walls of your mansion have the following statistics:

- AC = your spell save DC
- Hp = level of the spell slot used × 5

Origin of the Food

Magic cannot create food, only transport it. In practice, *magnificent mansion* teleports dishes to the spellcaster's taste within 60 miles in the Material Plane. This will certainly incur the locals' wrath should they learn of the spellcaster's implication. In addition, if no food is available within 60 miles, the banquet will be empty, and if only poor fare is available, the meal will inevitably be comprised of such dishes.

Nature of the Servants

If the unseen servants are born from your psyche, the spell's casting is uncorrupted. If the unseen servants are stray souls, the spell's casting is corrupted.

Born from Your Psyche

The unseen servants are the product of your psyche. The constant mental effort required to sustain their existence gives you disadvantage on all Intelligence, Wisdom, and Charisma checks until the spell ends. However, as a result of being extensions of your mind, the unseen servants have the same proficiencies as you. They are considered to have a proficiency bonus of +2 and a score of 10 in all abilities except for Strength and Dexterity.

If you are proficient in Animal Handling, the unseen servants will be capable of skillfully tending to horses; if you are proficient in farming tools, they will be able to cultivate plants, etc.

Stray Souls

The unseen servants are the souls of recently deceased mortals wandering through the Ethereal Plane. In this case, *magnificent mansion* is a corrupt spell that snatches the unfortunate souls and temporarily enslaves them. Even if the servants are disembodied souls, they are still sentient beings and they suffer from their servitude. The unseen servants are proficient in the same skills as when they were alive (at the leader's discretion).

Major Image



3rd-level illusion
Casting Time: 1 action
Range: 120 feet
Components: V, S, M (a bit of fleece)
Duration: Concentration, up to 10 minutes

You create the image of an object, a creature, or some other visible phenomenon that is no larger than a 20-foot cube. The image appears at a spot that you can see within range and lasts for the duration. It seems completely real, including sounds, smells, and temperature appropriate to the thing depicted. You can't create sufficient heat or cold to cause damage, a sound loud enough to deal thunder damage or deafen a creature, or a smell that might sicken a creature (like a troglodyte's stench).
As long as you are within range of the illusion, you can use your action to cause the image to move to any other spot within range. As the image changes location, you can alter its appearance so that its movements appear natural for the image. For example, if you create an image of a creature and move it, you can alter the image so that it appears to be walking. Similarly, you can cause the illusion to make different sounds at different times, even making it carry on a conversation, for example.
Physical interaction with the image reveals it to be an illusion, because things can pass through it. A creature that uses its action to examine the image can determine that it is an illusion with a successful Intelligence (Investigation) check against your spell save DC. If a creature discerns the illusion for what it is, the creature can see through the image, and its other sensory qualities become faint to the creature.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the spell lasts until dispelled, without requiring your concentration.

Mass Cure Wounds



5th-level evocation
Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Instantaneous

A wave of healing energy washes out from a point of your choice within range. Choose up to six creatures in a 30-foot-radius sphere centered on that point. Each target regains hit points equal to 3d8 + your spellcasting ability modifier. This spell has no effect on undead or constructs.

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

Mass Heal



9th-level evocation
Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Instantaneous

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

Mass Healing Word



3rd-level evocation
Casting Time: 1 bonus action
Range: 60 feet
Components: V
Duration: Instantaneous

As you call out words of restoration, up to six creatures of your choice that you can see within range regain hit points equal to 1d4 + your spellcasting ability modifier. This spell has no effect on undead or constructs.

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

Mass Suggestion

6th-level enchantment
Casting Time: 1 action
Range: 60 feet
Components: V, M (a snake's tongue and either a bit of honeycomb or a drop of sweet oil)
Duration: 24 hours

You suggest a course of activity (limited to a sentence or two) and magically influence up to twelve creatures of your choice that you can see within range and that can hear and understand you. Creatures that can't be charmed are immune to this effect. The suggestion must be worded in such a manner as to make the course of action sound reasonable. Asking the creature to stab itself, throw itself onto a spear, immolate itself, or do some other obviously harmful act automatically negates the effect of the spell. Likewise, asking the creature to go directly against its morals or interests ends the spell.

Each target must make a Wisdom saving throw. On a failed save, it pursues the course of action you described to the best of its ability. The suggested course of action can continue for the entire duration. If the suggested activity can be completed in a shorter time, the spell ends when the subject finishes what it was asked to do.

You can also specify conditions that will trigger a special activity during the duration. For example, you might suggest that a group of soldiers give their purse to the first beggar they meet. If the condition isn't met before the spell ends, the activity isn't performed.

If you or any of your companions damage a creature affected by this spell, the spell ends for that creature.

At Higher Levels. When you cast this spell using a 7th-level spell slot, the duration is 10 days. When you use an 8th-level spell slot, the duration is 30 days. When you use a 9th-level spell slot, the duration is a year and a day.

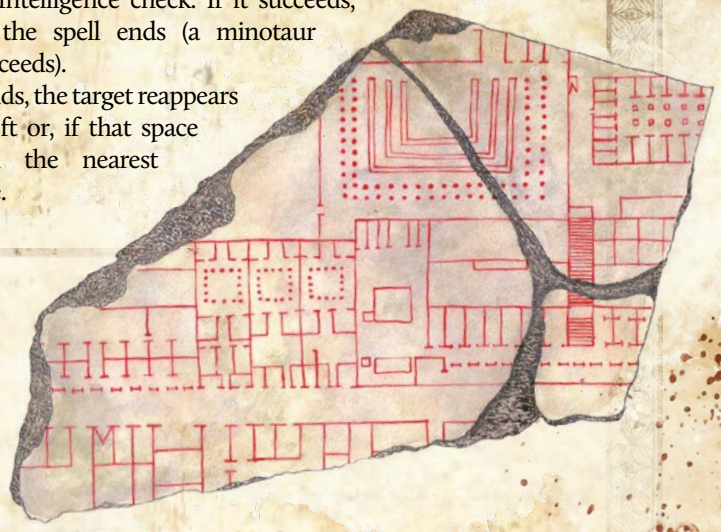
Maze

8th-level conjuration
Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Concentration, up to 10 minutes

You banish a creature that you can see within range into a labyrinthine demiplane. The target remains there for the duration or until it escapes the maze.

The target can use its action to attempt to escape. When it does so, it makes a DC 20 Intelligence check. If it succeeds, it escapes, and the spell ends (a minotaur automatically succeeds).

When the spell ends, the target reappears in the space it left or, if that space is occupied, in the nearest unoccupied space.



Meld into Stone

3rd-level transmutation (ritual)
Casting Time: 1 action
Range: Touch
Components: V, S
Duration: 8 hours

You step into a stone object or surface large enough to fully contain your body, melding yourself and all the equipment you carry with the stone for the duration. Using your movement, you step into the stone at a point you can touch. Nothing of your presence remains visible or otherwise detectable by nonmagical senses.

While merged with the stone, you can't see what occurs outside it, and any Wisdom (Perception) checks you make to hear sounds outside it are made with disadvantage. You remain aware of the passage of time and can cast spells on yourself while merged in the stone. You can use your movement to leave the stone where you entered it, which ends the spell. You otherwise can't move.

Minor physical damage to the stone doesn't harm you, but its partial destruction or a change in its shape (to the extent that you no longer fit within it) expels you and deals 6d6 bludgeoning damage to you. The stone's complete destruction (or transmutation into a different substance) expels you and deals 50 bludgeoning damage to you. If expelled, you fall **prone** in an unoccupied space closest to where you first entered.

Mending

Transmutation cantrip
Casting Time: 1 minute
Range: Touch
Components: V, S, M (two lodestones)
Duration: Instantaneous

This spell repairs a single break or tear in an object you touch, such as a broken chain link, two halves of a broken key, a torn cloak, or a leaking wineskin. As long as the break or tear is no larger than 1 foot in any dimension, you mend it, leaving no trace of the former damage. This spell can physically repair a magic item or construct, but the spell can't restore magic to such an object.

The Fine Details

To be fully effective, *mending* must be cast on the components of the target object in their totality: shards of a broken vial, threads of a torn piece of cloth, metal rings from chainmail, etc. If a portion is missing, *mending* can still be cast on the object, but the repair will be more or less visible and fragile depending on how much of the object was missing. The leader then determines in what circumstances the object may break again.
In addition, it is not possible to cast *mending* twice on the same object or object part. For example, it is possible to mend all four wheels of a cart separately, but not the same wheel twice.

Turn Back Time

If you use this option, when you reach 5th level, you can cast another variant of mending. In this variant, the spell has a range of 5 feet and a casting time of 1 action. Its effects are to bring an object back to the state it was in on the previous round, provided that all of its components are within range. Anything that has been swallowed, incorporated, fused, has been used to inflict damage, or is held is unaffected by this spell. For example, if a glass of liquid has been shattered, it is possible to bring it back to its previous condition, along with the liquid it contained, but if its contents have just been drunk, they cannot be brought back.
When you reach 11th level, this variant's range becomes 10 feet and you can restore an object damaged during the two previous rounds. At 17th level, casting this variant restores all objects within the spell's range.

Message

Transmutation cantrip
Casting Time: 1 action
Range: 120 feet
Components: V, S, M (a short piece of copper wire)
Duration: 1 round

You point your finger toward a creature within range and whisper a message of 10 words or less. The target (and only the target) hears the message and can reply in a whisper that only you can hear.
You can cast this spell through solid objects if you're familiar with the target and know it is beyond the barrier. Magical silence, 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood blocks the spell. Likewise, magical barriers such as ethereal borders (see the **Geomagic chapter**) thwart this spell. The spell doesn't have to follow a straight line and can travel freely around corners or through openings.

When you reach 11th level, this spell is no longer blocked by magical silence, and you can target a number of creatures equal to your spellcasting ability modifier (minimum of 1).

Meteor Swarm

9th-level evocation
Casting Time: 1 action
Range: 1 mile
Components: V, S
Duration: Instantaneous

Blazing orbs of fire plummet to the ground at four different points you can see within range. Each creature in a 40-foot-radius sphere centered on each point you choose must make a Dexterity saving throw. The sphere spreads around corners. A creature takes 20d6 fire damage and 20d6 bludgeoning damage on a failed save, or half as much damage on a successful one. A creature in the area of more than one fiery burst is affected only once.
The spell damages objects in the area and ignites flammable objects that aren't being worn or carried.

Mind Blank



8th-level abjuration
Casting Time: 1 action
Range: Touch
Components: V, S
Duration: 24 hours

Until the spell ends, one willing creature you touch is immune to psychic damage, any effect that would sense its emotions or read its thoughts, divination spells, and the charmed condition. The spell even foils *wish* spells and spells or effects of similar power used to affect the target's mind or to gain information about the target.

Mind Blast



5th-level enchantment
Casting Time: 1 action
Range: Self (30-foot cone)
Components: S
Duration: Instantaneous

You unleash a wave of psychic energy. Each creature in a 30-foot cone must make an Intelligence saving throw. On a failed save, the creature takes 4d8 psychic damage and is **stunned** for 1 minute. On a successful save, the creature takes half as much damage and isn't stunned.
At the end of each of its turns, the creature can make another Intelligence saving throw. On a success, the creature is no longer stunned.

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

Minor Illusion



Illusion cantrip
Casting Time: 1 action
Range: 30 feet
Components: S, M (a bit of fleece)
Duration: 1 minute

You create a sound or an image of an object within range that lasts for the duration. The illusion also ends if you dismiss it as an action or cast this spell again. You can only conjure sounds and images you have already heard or seen.
If you create a sound, its volume can range from a whisper to a scream. It can be your voice, someone else's voice, a lion's roar, a beating of drums, or any other sound you choose. The sound continues unabated throughout the duration, or you can make discrete sounds at different times before the spell ends.
If you create an image of a still object—such as a chair, muddy footprints, or a small chest—it must be no larger than a 5-foot cube. The image can't create sound, light, smell, or any other sensory effect. Physical interaction with the image reveals it to be an illusion, because things can pass through it.
If a creature uses its action to examine the sound or image, the creature can determine that it is an illusion with a successful Intelligence (Investigation) check against your spell save DC. If a creature discerns the illusion for what it is, the illusion becomes faint to the creature.

When you reach 5th level, the range of this spell becomes 60 feet. When you reach 11th level, you can create two illusions at the same time. When you reach 17th level, you can create three illusions at the same time.

Mirage Arcane

7th-level illusion
Casting Time: 10 minutes
Range: Sight
Components: V, S
Duration: 10 days

You make terrain in an area up to 1 mile square look, sound, smell, and even feel like some other sort of terrain. The terrain's general shape remains the same, however. Open fields or a road could be made to resemble a swamp, hill, crevasse, or some other difficult or impassable terrain. A pond can be made to seem like a grassy meadow, a precipice like a gentle slope, or a rock-strewn gully like a wide and smooth road.

Similarly, you can alter the appearance of structures, or add them where none are present. The spell doesn't disguise, conceal, or add creatures.

The illusion includes audible, visual, tactile, and olfactory elements, so it can turn clear ground into difficult terrain (or vice versa or otherwise impede movement through the area. Any piece of the illusory terrain (such as a rock or stick that is removed from the spell's area disappears immediately.

Creatures with truesight can see through the illusion to the terrain's true form; however, all other elements of the illusion remain, so while the creature is aware of the illusion's presence, the creature can still physically interact with the illusion.

At Higher Levels. When you cast this spell using a spell slot of 8th level or higher, you can increase the size of the mirage by 1 mile for each slot level above 7th.

Seeing from Afar and Spotting the Mirage

A *mirage arcane* spell affects whoever sees it, even from a great distance: a military camp settled in a valley, an oasis in the middle of a desert, an island in an ocean, a maelstrom in the sea, etc.

An attentive observation of the area can reveal the mirage. However, the observer must have a reason for suspecting the presence of an illusion, for example if it knows that the area should be uninhabited, if it remembers the presence of a river, if what it sees doesn't match what its map shows, etc. A successful Intelligence (Investigation) check against your spell save DC informs the observer that magic is at work.

Mirror Image

2nd-level illusion
Casting Time: 1 action
Range: Self
Components: V, S
Duration: 1 minute

Three illusory duplicates of yourself appear in your space. Until the spell ends, the duplicates move with you and mimic your actions, shifting position so it's impossible to track which image is real. You can use your action to dismiss the illusory duplicates.

Each time a creature targets you with an attack during the spell's duration, roll a d20 to determine whether the attack instead targets one of your duplicates.

If you have three duplicates, you must roll a 6 or higher to change the attack's target to a duplicate. With two duplicates, you must roll an 8 or higher. With one duplicate, you must roll an 11 or higher.

A duplicate's AC equals 10 + your Dexterity modifier. If an attack hits a duplicate, the duplicate is destroyed. A duplicate can be destroyed only by an attack that hits it. It ignores all other damage and effects. The spell ends when all three duplicates are destroyed.

A creature is unaffected by this spell if it can't see, if it relies on senses other than sight, such as blindsight, or if it can perceive illusions as false, as with truesight.

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

Mislead

5th-level illusion
Casting Time: 1 action
Range: Self
Components: S
Duration: Concentration, up to 1 hour

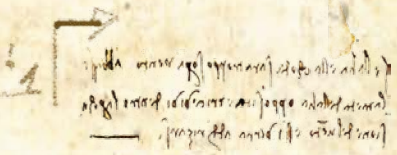
You become **invisible** at the same time that an illusory double of you appears where you are standing. The double lasts for the duration, but the invisibility ends if you attack or cast a spell.

You can use your action to move your illusory double up to twice your speed and make it gesture, speak, and behave in whatever way you choose.

You can see through its eyes and hear through its ears as if you were located where it is. On each of your turns as a bonus action, you can switch from using its senses to using your own, or back again. While you are using its senses, you are **blinded** and **deafened** in regard to your own surroundings.

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.

Misty Step



2nd-level conjuration
Casting Time: 1 bonus action
Range: Self
Components: V
Duration: Instantaneous

Briefly surrounded by silvery mist, you teleport up to 30 feet to an unoccupied space that you can see.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can teleport up to 15 additional feet for each slot level above 2nd.

Modify Memory

5th-level enchantment
Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Concentration, up to 1 minute

You attempt to reshape another creature's memories. One creature that you can see must make a Wisdom saving throw. If you are fighting the creature, it has advantage on the saving throw. On a failed save, the target becomes **charmed** by you for the duration. The charmed target is **incapacitated** and unaware of its surroundings, though it can still hear you. If it takes any damage or is targeted by another spell, this spell ends, and none of the target's memories are modified.

While this charm lasts, you can affect the target's memory of an event that it experienced within the last 24 hours and that lasted no more than 10 minutes. You can permanently eliminate all memory of the event, allow the target to recall the event with perfect clarity and exacting detail, change its memory of the details of the event, or create a memory of some other event.

You must speak to the target to describe how its memories are affected, and it must be able to understand your language for the modified memories to take root. Its mind fills in any gaps in the details of your description. If the spell ends before you have finished describing the modified memories, the creature's memory isn't altered. Otherwise, the modified memories take hold when the spell ends.

A modified memory doesn't necessarily affect how a creature behaves, particularly if the memory contradicts the creature's natural inclinations, alignment, or beliefs. An illogical modified memory, such as implanting a memory of how much the creature enjoyed dousing itself in acid, is dismissed, perhaps as a bad dream. The leader might deem a modified memory too nonsensical to affect a creature in a significant manner.

A *remove curse* or *greater restoration* spell cast on the target restores the creature's true memory.

At Higher Levels. If you cast this spell using a spell slot of 6th level or higher, you can alter the target's memories of an event that took place up to 7 days ago (6th level), 30 days ago (7th level), 1 year ago (8th level), or any time in the creature's past (9th level).

Moonbeam



2nd-level evocation
Casting Time: 1 action
Range: 120 feet
Components: V, S, M (several seeds of any moonseed plant and a piece of opalescent feldspar)
Duration: Concentration, up to 1 minute

A silvery beam of pale light shines down in a 5-foot-radius, 40-foot-high cylinder centered on a point within range. Until the spell ends, dim light fills the cylinder.

When a creature enters the spell's area for the first time on a turn or starts its turn there, it is engulfed in ghostly flames that cause searing pain, and it must make a Constitution saving throw. It takes 2d10 radiant damage on a failed save, or half as much damage on a successful one.

A shapechanger makes its saving throw with disadvantage. If it fails, it also instantly reverts to its original form and can't assume a different form until it leaves the spell's light.

On each of your turns after you cast this spell, you can use an action to move the beam up to 60 feet in any direction.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d10 for each slot level above 2nd.

Move Earth

6th-level transmutation
Casting Time: 1 action
Range: 120 feet
Components: V, S, M (an iron blade and a small bag containing a mixture of soils—clay, loam, and sand)
Duration: Concentration, up to 2 hours

Choose an area of terrain no larger than 40 feet on a side within range. You can reshape dirt, sand, or clay in the area in any manner you choose for the duration. You can raise or lower the area's elevation, create or fill in a trench, erect or flatten a wall, or form a pillar. The extent of any such changes can't exceed half the area's largest dimension. So, if you affect a 40-foot square, you can create a pillar up to 20 feet high, raise or lower the square's elevation by up to 20 feet, dig a trench up to 20 feet deep, and so on. It takes 10 minutes for these changes to complete.

At the end of every 10 minutes you spend concentrating on the spell, you can choose a new area of terrain to affect.

Because the terrain's transformation occurs slowly, creatures in the area can't usually be trapped or injured by the ground's movement.

This spell can't manipulate natural stone or stone construction. Rocks and structures shift to accommodate the new terrain. If the way you shape the terrain would make a structure unstable, it might collapse.

Similarly, this spell doesn't directly affect plant growth. The moved earth carries any plants along with it.





Nondetection

3rd-level abjuration
Casting Time: 1 action
Range: Touch
Components: V, S, M (a pinch of diamond dust worth 25 gp sprinkled over the target, which the spell consumes)
Duration: 8 hours

For the duration, you hide a target that you touch from divination magic. The target can be a willing creature or a place or an object no larger than 10 feet in any dimension. The target can't be targeted by any divination magic or perceived through magical scrying sensors.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you can target a creature, place, or object 10 feet larger in any dimension for each slot level above 3rd.

Overpowering Weapon



4th-level evocation
Casting Time: 1 bonus action
Range: Self
Components: V
Duration: Concentration, up to 1 minute

You fill your melee weapon with the overwhelming might of your divinity. Until the spell ends, whenever you make a successful attack with this weapon, you deal extra force damage equal to twice your spellcasting ability modifier and the target must make a Strength saving throw or be knocked 10 feet away from you and fall **prone**.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the extra damage is equal to three times your spellcasting ability modifier.



Passwall

5th-level transmutation
Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a pinch of plaster)
Duration: 1 hour

A passage appears at a point of your choice that you can see on a wooden, plaster, or stone surface (such as a wall, a ceiling, or a floor) within range, and lasts for the duration. You choose the opening's dimensions: up to 5 feet wide, 8 feet tall, and 20 feet deep. The passage creates no instability in a structure surrounding it.
When the opening disappears, any creatures or objects still in the passage created by the spell are safely ejected to an unoccupied space nearest to the surface on which you cast the spell.

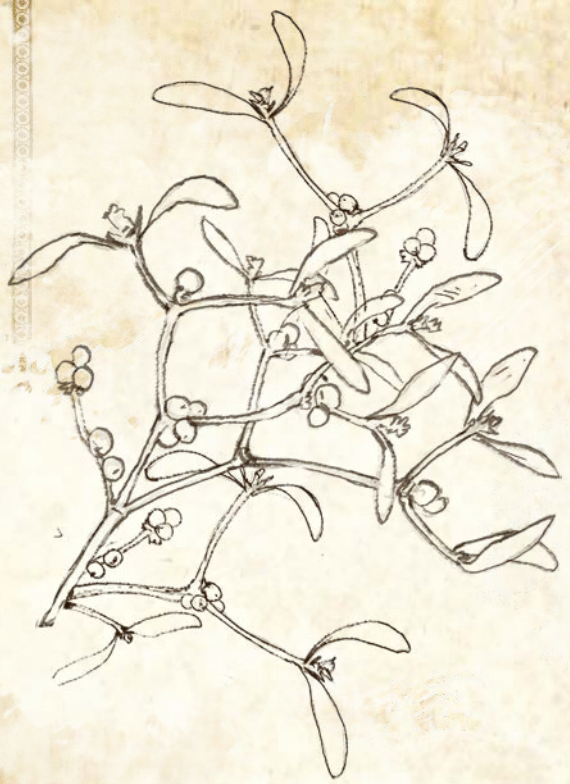
At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, you can make the passage 5 feet wider, 8 feet taller, or 10 feet deeper for each slot level above 5th.

Pass Without Trace

2nd-level abjuration
Casting Time: 1 action
Range: Self
Components: V, S, M (ashes from a burned leaf of mistletoe and a sprig of spruce)
Duration: Concentration, up to 1 hour

A veil of shadows and silence radiates from you, masking you and your companions from detection. For the duration, each creature you choose within 30 feet of you (including you) has a +10 bonus to Dexterity (Stealth) checks and can't be tracked except by magical means. A creature that receives this bonus leaves behind no tracks or other traces of its passage.
Detect tracks thwarts *pass without trace*.

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.



Phantasmal Killer

4th-level illusion
Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: Concentration, up to 1 minute

You tap into the nightmares of a creature you can see within range and create an illusory manifestation of its deepest fears, visible only to that creature. The target must make a Wisdom saving throw. On a failed save, the target becomes **frightened** for the duration. At the end of each of the target's turns before the spell ends, the target must succeed on a Wisdom saving throw or take 4d10 psychic damage. On a successful save, the spell ends.

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.

Phantom Steed

3rd-level illusion (ritual)
Casting Time: 1 minute
Range: 30 feet
Components: V, S
Duration: 1 hour

A Large quasi-real, horselike creature appears on the ground in an unoccupied space of your choice within range. You decide the creature's appearance, but it is equipped with a saddle, bit, and bridle. Any of the equipment created by the spell vanishes in a puff of smoke if it is carried more than 10 feet away from the steed. For the duration, you or a creature you choose can ride the steed. The creature uses the statistics for a riding horse, except it has a speed of 100 feet and can travel 10 miles in an hour, or 13 miles at a fast pace. When the spell ends, the steed gradually fades, giving the rider 1 minute to dismount. The spell ends if you use an action to dismiss it or if the steed takes any damage.



Planar Ally

6th-level conjuration
Casting Time: 10 minutes
Range: 60 feet
Components: V, S
Duration: Instantaneous

You beseech an otherworldly entity for aid. The being must be known to you: a god, a primordial, a demon prince, or some other being of cosmic power. That entity sends a celestial, an elemental, or a fiend loyal to it to aid you, making the creature appear in an unoccupied space within range. If you know a specific creature's name, you can speak that name when you cast this spell to request that creature, though you might get a different creature anyway (leader's choice).

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

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

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

After the creature completes the task, or when the agreed-upon duration of service expires, the creature returns to its home plane after reporting back to you, if appropriate to the task and if possible.

If you are unable to agree on a price for the creature's service, the creature immediately returns to its home plane.

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

Planar Binding



5th-level abjuration
Casting Time: 1 hour
Range: 60 feet
Components: V, S, M (a jewel worth at least 1,000 gp, which the spell consumes)
Duration: 24 hours



With this spell, you attempt to bind a celestial, an elemental, a fey, or a fiend to your service. The creature must be within range for the entire casting of the spell. (Typically, the creature is first summoned into the center of an inverted magic circle in order to keep it trapped while this spell is cast.) At the completion of the casting, the target must make a Charisma saving throw. On a failed save, it is bound to serve you for the duration. If the creature was summoned or created by another spell, that spell's duration is extended to match the duration of this spell.

A bound creature must follow your instructions to the best of its ability. You might command the creature to accompany you on an adventure, to guard a location, or to deliver a message. The creature obeys the letter of your instructions, but if the creature is hostile to you, it strives to twist your words to achieve its own objectives. If the creature carries out your instructions completely before the spell ends, it travels to you to report this fact if you are on the same plane of existence. If you are on a different plane of existence, it returns to the place where you bound it and remains there until the spell ends.

At Higher Levels. When you cast this spell using a spell slot of a higher level, the duration increases to 10 days with a 6th-level slot, to 30 days with a 7th-level slot, to 180 days with an 8th-level slot, and to a year and a day with a 9th-level spell slot.

Plane Shift

7th-level conjuration
Casting Time: 1 action
Range: Touch
Components: V, S, M (the key to the plane of destination, worth at least 1,000 gp)
Duration: Instantaneous

You and up to eight willing creatures who link hands in a circle are transported to a destination among the following: the Astral Plane, the Ethereal Plane, Eternity, a feyland, Furnace, Gemoniae, Melancholia. You can specify a target destination in general terms, such as "the threshold of the domain of demon prince Liridem the Bitter," in which case you are transported as close to your destination as possible, at the leader's discretion. Powerful entities usually guard their domains with magical wards, blocking any form of scrying or teleportation, with the exception of heavily secured teleportation circles. In such cases, the most this spell can do is transport you to the outer boundaries of your destination.

Alternatively, if you know the sigil sequence of a teleportation circle on another plane of existence, this spell can take you to that circle. If the teleportation circle is too small to hold all the creatures you transported, they appear in the closest unoccupied spaces next to the circle.

You can use this spell to banish an unwilling creature to another plane. Choose a creature within your reach and make a melee spell attack against it. On a hit, the creature must make a Charisma saving throw. If the creature fails this save, it is transported to a random location on the plane of existence you specify. A creature so transported must find its own way back to your current plane of existence.

Plant Growth

3rd-level transmutation
Casting Time: 1 action or 8 hours
Range: 150 feet
Components: V, S
Duration: Instantaneous

This spell channels vitality into plants within a specific area. There are two possible uses for the spell, granting either immediate or long-term benefits.

If you cast this spell using 1 action, choose a point within range. All normal plants in a 100-foot radius centered on that point become thick and overgrown. A creature moving through the area must spend 4 feet of movement for every 1 foot it moves. You can exclude one or more areas of any size within the spell's area from being affected.

If you cast this spell over 8 hours, you enrich the land. All plants in a half-mile radius centered on a point within range become enriched for 1 year. The plants yield twice the normal amount of food when harvested.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the radius increases by 30 feet (if you cast this spell instantaneously) or 300 feet (if you cast this spell over 8 hours) for each slot level above 3rd. In addition, when you cast this spell using a spell slot of 6th level or higher and you cast this spell over 8 hours, nature within the radius is regenerated and can be purged of hauntings and curses.



Plant Kingdom

3rd-level conjuration
Casting Time: 1 bonus action
Range: 60 feet
Components: S, M (a seed or pit, which the spell consumes)
Duration: 10 minutes

Lush vegetation sprouts within 60 feet of the chosen point. Until the spell ends, the area is difficult terrain for creatures hostile to you, and when a hostile creature enters the area for the first time on its turn or starts its turn there, it must make a Strength saving throw or be **restrained** until the start of its next turn.

The vegetation does not hinder the movements of your allies, and even facilitates yours. You can use the Dash action as a bonus action if the corresponding movement starts in the spell's area, and all your Strength and Dexterity checks have advantage while you are in the spell's area.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you can designate one creature who gains the same benefits as you for each slot level above 3rd.

Poison Spray

Conjuration cantrip
Casting Time: 1 action
Range: 10 feet
Components: V, S
Duration: Instantaneous

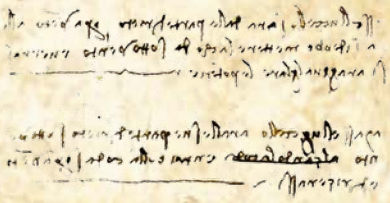
You extend your hand toward a creature you can see within range and project a puff of noxious gas from your palm. The creature must succeed on a Constitution saving throw or take 1d12 poison damage.

This spell's damage increases by 1d12 when you reach 5th level (2d12), 11th level (3d12), and 17th level (4d12).

Polymorph



4th-level transmutation
Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a caterpillar cocoon)
Duration: Concentration, up to 1 hour



This spell transforms a creature that you can see within range into a new form. The creature must have at least 1 hit point. An unwilling creature must make a Wisdom saving throw to avoid the effect. A shapechanger automatically succeeds on this saving throw.

The transformation lasts for the duration, or until the target drops to 0 hit points or dies. The new form can be any beast whose challenge rating is equal to or less than the target's (or the target's level, if it doesn't have a challenge rating). The target's game statistics, including mental ability scores, are replaced by the statistics of the chosen beast. It retains its alignment and personality.

The target assumes the hit points of its new form. When it reverts to its normal form, the creature returns to the number of hit points it had before it transformed. If it reverts as a result of dropping to 0 hit points, any excess damage carries over to its normal form. As long as the excess damage doesn't reduce the creature's normal form to 0 hit points, it isn't knocked unconscious.

The creature is limited in the actions it can perform by the nature of its new form, and it can't speak, cast spells, or take any other action that requires hands or speech.

The target's gear melds into the new form. The creature can't activate, use, wield, or otherwise benefit from any of its equipment.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the duration increases by 1 hour for each slot level above 4th.

Powerful Weapon



1st-level transmutation
Casting Time: 1 bonus action
Range: Self
Components: V, S
Duration: 1 minute

You imbue the weapon you're holding with increased efficacy. Until the spell ends, whenever you roll damage for this weapon and get a result lower than the average, you are considered to have rolled the average instead, as per the following table:

Type of Die and Initial Result	Final Result
d4 (1-2)	3
d6 (1-3)	4
d8 (1-4)	5
d10 (1-5)	6
d12 (1-6)	7

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, resistance to bludgeoning, piercing, and slashing damage doesn't apply against the enchanted weapon.

Power Word Kill

9th-level enchantment
Casting Time: 1 action
Range: 60 feet
Components: V
Duration: Instantaneous

You utter a word of power that can compel one creature you can see within range to die instantly. If the creature you choose has 100 hit points or fewer, it dies. Otherwise, the spell has no effect.

Power Word Stun

8th-level enchantment
Casting Time: 1 action
Range: 60 feet
Components: V
Duration: Instantaneous

You speak a word of power that can overwhelm the mind of one creature you can see within range, leaving it dumbfounded. If the target has 150 hit points or fewer, it is **stunned**. Otherwise, the spell has no effect.
The stunned target must make a Constitution saving throw at the end of each of its turns. On a successful save, this stunning effect ends.

Prayer of Healing

2nd-level evocation
Casting Time: 10 minutes
Range: 30 feet
Components: V
Duration: Instantaneous

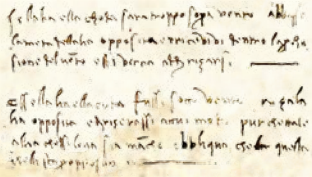
Up to six creatures of your choice that you can see within range each regain hit points equal to 2d8 + your spellcasting ability modifier. This spell has no effect on undead or constructs.

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.

Prehensile Appendage



4th-level transmutation
Casting Time: 1 action
Range: Self
Components: S
Duration: 1 hour



A 5-foot tentacle-like appendage grows from your back. You can control it as easily as your dominant arm. When inactive, it sways lazily behind you, offering a disturbing sight to observers. Until the end of the spell, as long as you are not incapacitated, you gain the following benefits:

- ***Prehension.*** As long as your appendage is free, its suckers can grip any surface. For any Athletics check that makes use of your appendage, use your spellcasting ability instead of the normal ability. In addition, you gain a climbing speed equal to your walking speed.
- ***Extra Action.*** As long as the appendage is free, you can take one of the following actions as a bonus action on your turn: Attack (including grappling or shoving a creature), Help, or Parry (see Parry). Once per round, you can also make an attack of opportunity with your appendage, without using your reaction.
- ***Attack.*** When you take the Attack action with your appendage, use your spellcasting ability modifier for attack and damage rolls. This also applies when you use it to grapple or shove a creature. You cannot use your appendage to wield a weapon and attack with it. A successful attack with the appendage deals bludgeoning damage equal to 1d4 + your spellcasting ability modifier. The appendage has a reach of 5 feet and is considered a magical weapon.
- ***Parry.*** Until the start of your next turn, all melee attacks made against you by opponents you can see have disadvantage.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you create one additional appendage for each slot level above 4th. Using your bonus action lets you use the Extra Acton benefit with every one of your appendages.

A Psychurge's Appendages

Psychurge sorcerers can cast a non-corrupted variant of this spell, in which the conjured appendages are made of raw psychic energy, manifesting as a materialization of the psychurge's mind. A psychurge's appendages are the reflection of their soul (alignment, characteristics, corruption, etc.): when their mind is pure and serene, multiple appendages can take the shape of glowing wings or a peacock's train.
However, psychurges are the spellcasters most exposed to madness and, as a consequence, to corruption. As such, few can keep psychic appendages devoid of any taint for long. Those who manage it have proven able to successfully fight off an ever-threatening downfall.

Prestidigitation

Transmutation cantrip
Casting Time: 1 action
Range: 10 feet
Components: V, S
Duration: Up to 1 hour

This spell is a minor magical trick that novice spellcasters use for practice. You create one of the following magical effects within range:

- You create an instantaneous, harmless sensory effect, such as a shower of sparks, a puff of wind, faint musical notes, or an odd odor.
- You instantaneously light or snuff out a candle, a torch, or a small campfire.
- You instantaneously clean or soil an object no larger than 1 cubic foot.
- You chill, warm, or flavor up to 1 cubic foot of nonliving material for 1 hour.
- You make a color, a small mark, or a symbol appear on an object or a surface for 1 hour.
- You create a nonmagical trinket or an illusory image that can fit in your hand and that lasts until the end of your next turn.

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

This spell's effects increase when you reach 5th, 11th, and 17th level, as per the table below:

Level	Maximum Volume of the Cube	Range
1st	1 cubic foot	10 feet
5th	2 cubic feet	20 feet
11th	3 cubic feet	30 feet
17th	4 cubic feet	40 feet

Prismatic Spray

7th-level evocation
Casting Time: 1 action
Range: Self (60-foot cone)
Components: V, S
Duration: Instantaneous

Eight multicolored rays of light flash from your hand. Each ray is a different color and has a different power and purpose. Each creature in a 60-foot cone must make a Dexterity saving throw. For each target, roll a d8 to determine which color ray affects it.

1. ***Red***. The target takes 10d6 fire damage on a failed save, or half as much damage on a successful one.
2. ***Orange***. The target takes 10d6 acid damage on a failed save, or half as much damage on a successful one.
3. ***Yellow***. The target takes 10d6 lightning damage on a failed save, or half as much damage on a successful one.
4. ***Green***. The target takes 10d6 poison damage on a failed save, or half as much damage on a successful one.
5. ***Blue***. The target takes 10d6 cold damage on a failed save, or half as much damage on a successful one.
6. ***Indigo***. On a failed save, the target is **restrained**. It must then make a Constitution saving throw at the end of each of its turns. If it successfully saves three times, the spell ends. If it fails its save three times, it permanently turns to stone and is subjected to the **petrified** condition. The successes and failures don't need to be consecutive; keep track of both until the target collects three of a kind.
7. ***Violet***. On a failed save, the target is **blinded**. It must then make a Wisdom saving throw at the start of your next turn. A successful save ends the blindness. If it fails that save, the creature is transported to another plane of existence of the leader's choosing and is no longer blinded. (Typically, a creature that is on a plane that isn't its home plane is banished home, while other creatures are usually cast into the Astral or Ethereal planes.)
8. ***Special***. The target is struck by two rays. Roll twice more, rerolling any 8.

At Higher Levels. When you cast this spell using a spell slot of 8th level, the damage of the red, orange, yellow, green, and blue rays increases by 2d6. When you cast this spell using a spell slot of 9th level, in addition to the extra damage, the targets are struck by two rays (three if you roll an 8 on the d8).

Prismatic Wall



9th-level abjuration
Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: 10 minutes

A shimmering, multicolored plane of light forms a vertical opaque wall—up to 90 feet long, 30 feet high, and 1 inch thick—centered on a point you can see within range. Alternatively, you can shape the wall into a sphere up to 30 feet in diameter centered on a point you choose within range. The wall remains in place for the duration. If you position the wall so that it passes through a space occupied by a creature, the spell fails, and your action and the spell slot are wasted.

The wall sheds bright light out to a range of 100 feet and dim light for an additional 100 feet. You and creatures you designate at the time you cast the spell can pass through and remain near the wall without harm. If another creature that can see the wall moves to within 20 feet of it or starts its turn there, the creature must succeed on a Constitution saving throw or become **blinded** for 1 minute.

The wall consists of seven layers, each with a different color. When a creature attempts to reach into or pass through the wall, it does so one layer at a time through all the wall's layers. As it passes or reaches through each layer, the creature must make a Dexterity saving throw or be affected by that layer's properties as described below.

The wall can be destroyed, also one layer at a time, in order from red to violet, by means specific to each layer. Once a layer is destroyed, it remains so for the duration of the spell. An *antimagic field* has no effect on it.

1. ***Red***. The creature takes 10d6 fire damage on a failed save, or half as much damage on a successful one. While this layer is in place, nonmagical ranged attacks can't pass through the wall. The layer can be destroyed by dealing at least 25 cold damage to it.
2. ***Orange***. The creature takes 10d6 acid damage on a failed save, or half as much damage on a successful one. While this layer is in place, magical ranged attacks can't pass through the wall. The layer is destroyed by a strong wind.
3. ***Yellow***. The creature takes 10d6 lightning damage on a failed save, or half as much damage on a successful one. This layer can be destroyed by dealing at least 60 force damage to it.
4. ***Green***. The creature takes 10d6 poison damage on a failed save, or half as much damage on a successful one. A *passwall* spell, or another spell of equal or greater level that can open a portal on a solid surface, destroys this layer.
5. ***Blue***. The creature takes 10d6 cold damage on a failed save, or half as much damage on a successful one. This layer can be destroyed by dealing at least 25 fire damage to it.
6. ***Indigo***. On a failed save, the creature is **restrained**. It must then make a Constitution saving throw at the end of each of its turns. If it successfully saves three times, the spell ends. If it fails its save three times, it permanently turns to stone and is subjected to the **petrified** condition. The successes and failures don't need to be consecutive; keep track of both until the creature collects three of a kind.
   While this layer is in place, spells can't be cast through the wall. The layer is destroyed by bright light shed by a *daylight* spell or a similar spell of equal or higher level.
7. ***Violet***. On a failed save, the creature is **blinded**. It must then make a Wisdom saving throw at the start of your next turn. A successful save ends the blindness. If it fails that save, the creature is transported to another plane of the leader's choosing and is no longer blinded. (Typically, a creature that is on a plane that isn't its home plane is banished home, while other creatures are usually cast into the Astral or Ethereal planes.) This layer is destroyed by a *dispel magic* spell or a similar spell of equal or higher level that can end spells and magical effects.

Private Sanctum

4th-level abjuration
Casting Time: 10 minutes
Range: 120 feet
Components: V, S, M (a thin sheet of lead, a piece of opaque glass, a wad of cotton or cloth, and powdered chrysolite)
Duration: 24 hours

You make an area within range magically secure. The area is a cube that can be as small as 5 feet to as large as 100 feet on each side. The spell lasts for the duration or until you use an action to dismiss it.
When you cast the spell, you decide what sort of security the spell provides, choosing any or all of the following properties:

- Sound can't pass through the barrier at the edge of the warded area.
- The barrier of the warded area appears dark and foggy, preventing vision (including darkvision) through it.
- Sensors created by divination spells can't appear inside the protected area or pass through the barrier at its perimeter.
- Creatures in the area can't be targeted by divination spells.
- Nothing can teleport into or out of the warded area.
- Planar travel is blocked within the warded area.

Casting this spell on the same spot every day for a year makes this effect permanent.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you can increase the size of the cube by 100 feet for each slot level beyond 4th. Thus you could protect a cube that can be up to 200 feet on one side by using a spell slot of 5th level.

Produce Flame

Conjuration cantrip
Casting Time: 1 action
Range: Self
Components: V, S
Duration: 10 minutes

A flickering flame appears in your hand. The flame remains there for the duration and harms neither you nor your equipment. The flame sheds bright light in a 10-foot radius and dim light for an additional 10 feet. The spell ends if you dismiss it as an action or if you cast it again.

You can also attack with the flame, although doing so ends the spell. When you cast this spell, or as an action on a later turn, you can hurl the flame at a creature within 30 feet of you. Make a ranged spell attack. On a hit, the target takes 1d8 fire damage. This spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Programmed Illusion

6th-level illusion
Casting Time: 1 action
Range: 120 feet
Components: V, S, M (a bit of fleece and jade dust worth at least 25 gp)
Duration: Until dispelled

You create an illusion of an object, a creature, or some other visible phenomenon within range that activates when a specific condition occurs. The illusion is imperceptible until then. It must be no larger than a 30-foot cube, and you decide when you cast the spell how the illusion behaves and what sounds it makes. This scripted performance can last up to 5 minutes.
When the condition you specify occurs, the illusion springs into existence and performs in the manner you described. Once the illusion finishes performing, it disappears and remains dormant for 10 minutes. After this time, the illusion can be activated again. The triggering condition can be as general or as detailed as you like, though it must be based on visual or audible conditions that occur within 30 feet of the area. For example, you could create an illusion of yourself to appear and warn off others who attempt to open a trapped door, or you could set the illusion to trigger only when a creature says the correct word or phrase.
Physical interaction with the image reveals it to be an illusion, because things can pass through it. A creature that uses its action to examine the image can determine that it is an illusion with a successful Intelligence (Investigation) check against your spell save DC. If a creature discerns the illusion for what it is, the creature can see through the image, and any noise it makes sounds hollow to the creature.

At Higher Levels. When you cast this spell using a spell slot of 7th level, the illusion's scripted performance can last up to 15 minutes; with a spell slot of 8th level, it can last up to 1 hour; with a spell slot of 9th level, it can last up to 12 hours.

Project Image

7th-level illusion
Casting Time: 1 action
Range: 500 miles
Components: V, S, M (a small replica of you made from materials worth at least 5 gp)
Duration: Concentration, up to 1 day

You create an illusory copy of yourself that lasts for the duration. The copy can appear at any location within range that you have seen before, regardless of intervening obstacles. The illusion looks and sounds like you but is intangible. If the illusion takes any damage, it disappears, and the spell ends.
You can use your action to move this illusion up to twice your speed, and make it gesture, speak, and behave in whatever way you choose. It mimics your mannerisms perfectly.
You can see through its eyes and hear through its ears as if you were in its space. On your turn as a bonus action, you can switch from using its senses to using your own, or back again. While you are using its senses, you are **blinded** and **deafened** in regard to your own surroundings.
Physical interaction with the image reveals it to be an illusion, because things can pass through it. A creature that uses its action to examine the image can determine that it is an illusion with a successful Intelligence (Investigation) check against your spell save DC. If a creature discerns the illusion for what it is, the creature can see through the image, and any noise it makes sounds hollow to the creature.

Protection from Death



4th-level abjuration
Casting Time: 1 action
Range: Touch
Components: V, S
Duration: 8 hours

You touch a creature and grant it a measure of protection from death.

The first time the target would drop to 0 hit points as a result of taking damage, the target instead drops to 1 hit point, and the spell ends.

If the spell is still in effect when the target is subjected to an effect that would kill it instantaneously without dealing damage, that effect is instead negated against the target, and the spell ends.

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.

Protection from Energy



3rd-level abjuration
Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Concentration, up to 1 hour

For the duration, the willing creature you touch has resistance to one damage type of your choice: acid, cold, fire, lightning, or thunder.

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.

Protection from Evil and Good

1st-level abjuration
Casting Time: 1 action
Range: Touch
Components: V, S, M (holy water or powdered silver and iron, which the spell consumes)
Duration: Concentration, up to 10 minutes

Until the spell ends, one willing creature you touch is protected against certain types of creatures: aberrations, celestials, elementals, fey, fiends, ravagers of Canker, and undead.
The protection grants several benefits. Creatures of those types have disadvantage on attack rolls against the target. The target also can't be charmed, frightened, or possessed by them. If the target is already charmed, frightened, or possessed by such a creature, the target has advantage on any new saving throw against the relevant effect.

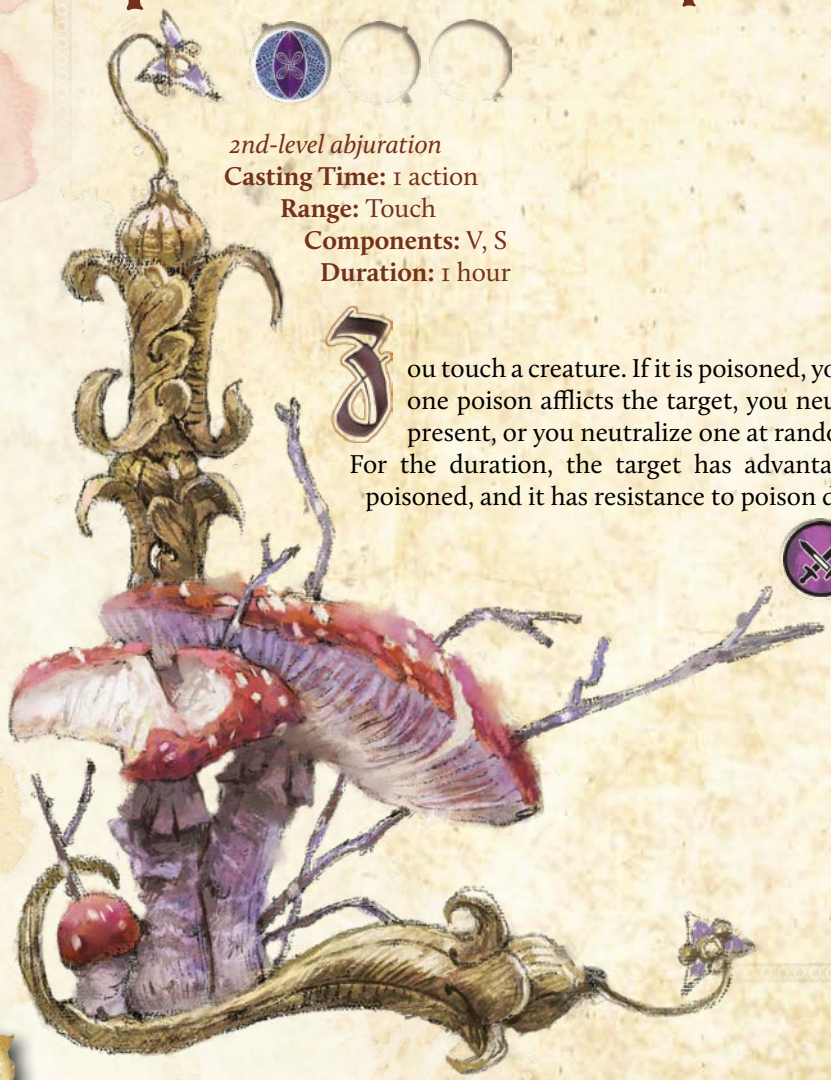
At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.

Protection from Poison

2nd-level abjuration
Casting Time: 1 action
Range: Touch
Components: V, S
Duration: 1 hour

You touch a creature. If it is poisoned, you neutralize the poison. If more than one poison afflicts the target, you neutralize one poison that you know is present, or you neutralize one at random.
For the duration, the target has advantage on saving throws against being poisoned, and it has resistance to poison damage.

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.



Psychic Weapon

Conjuration cantrip
Casting Time: 1 bonus action
Range: Self
Components: V, S
Duration: 1 minute

You conjure in your hands a weapon of pure psychic energy. Choose the nature of the weapon from those you are proficient in. You make your attack and damage rolls as you would with a mundane version of the weapon, with the difference that a psychic weapon deals psychic damage. For example, you can attack with a psychic dagger using either your Strength or Dexterity modifier, and it will deal psychic damage equal to 1d4 + either your Strength or Dexterity modifier.
If you stop holding a psychic weapon, it disappears.

Purify Food and Drink

1st-level transmutation (ritual)
Casting Time: 1 action
Range: 10 feet
Components: V, S
Duration: Instantaneous

All nonmagical food and drink within a 5-foot-radius sphere centered on a point of your choice within range is purified and rendered free of poison and disease.

Raise Dead

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

You return a dead creature you touch to life, provided that it has been dead no longer than 10 days. If the creature's soul is both willing and at liberty to rejoin the body, the creature returns to life with 1 hit point.
This spell also neutralizes any poisons and cures nonmagical diseases that affected the creature at the time it died. This spell doesn't, however, remove magical diseases, curses, or similar effects; if these aren't first removed prior to casting the spell, they take effect when the creature returns to life. The spell can't return an undead creature to life.
This spell closes all 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.
If the creature had an exhaustion level of 6 or more, it is brought back to life with an **exhaustion** level of 5.
Coming back from the dead is an ordeal. The target takes a -4 penalty to all attack rolls, saving throws, and ability checks. Every time the target finishes a long rest, the penalty is reduced by 1 until it disappears.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the death of the target can date back to 5 additional days for each slot level above 5th.

Raven's Claws

2nd-level conjuration
Casting Time: 1 action
Range: Self (20-foot cone)
Components: V, S, M (a throwing weapon made of metal)
Duration: Instantaneous

You project a hail of sharp projectiles on your enemies. Each creature in a 20-foot cone must make a Dexterity saving throw. A creature takes 3d8 slashing damage on a failed save, or half as much damage on a successful one. On a margin of failure of 5 or more on the saving throw, the creature is **blinded** 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.

Ray of Enfeeblement



2nd-level necromancy
Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Concentration, up to 1 minute

A black beam of enervating energy springs from your finger toward a creature within range. Make a ranged spell attack against the target. On a hit, the target deals only half damage with weapon attacks that use Strength until the spell ends.
At the end of each of the target's turns, it can make a Constitution saving throw against the spell. On a success, the spell ends.

Ray of Frost



Evocation cantrip
Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Instantaneous

A frigid beam of blue-white light streaks toward a creature within range. Make a ranged spell attack against the target. On a hit, it takes 1d8 cold damage, and its speed is reduced by 10 feet until the start of your next turn.
The spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Regenerate



7th-level transmutation
Casting Time: 1 minute
Range: Touch
Components: V, S, M (a prayer wheel and holy water)
Duration: 1 hour

You touch a creature and stimulate its natural healing ability. The target regains 4d8 + 15 hit points. For the duration of the spell, the target regains 1 hit point at the start of each of its turns (10 hit points each minute).
The target's severed body members (fingers, legs, tails, and so on), if any, are restored after 2 minutes. If you have the severed part and hold it to the stump, the spell instantaneously causes the limb to knit to the stump.

Reincarnate

5th-level transmutation
Casting Time: 1 hour
Range: Touch
Components: V, S, M (rare oils and unguents worth at least 1,000 gp, which the spell consumes)
Duration: Instantaneous

You touch a dead humanoid or a piece of a dead humanoid. Provided that the creature has been dead no longer than 10 days, the spell forms a new adult body for it and then calls the soul to enter that body. If the target's soul isn't free or willing to do so, the spell fails. The magic fashions a new body for the creature to inhabit, which likely causes the creature's species and sex to change. The leader rolls a d6: an even result means a female body, whereas an odd result means a male one. Then the leader rolls 3d6 and consults the following table to determine what form the creature takes when restored to life, or the leader chooses a form.

Roll 3d6 and Add the Numbers Rolled	Species
3	Dragonborn
4	Elenion elf
5	Aldaron elf
6	Guardian dwarf
7-8	Builder dwarf
9-12	Human
13	Lightfoot halfling
14	Rock gnome
15	Half-elf
16	Half-orc
17	Surefoot halfling
18	Tiefling

The reincarnated creature recalls its former life and experiences. It retains the capabilities it had in its original form, except it exchanges its original species for the new one and changes its species traits accordingly.

Mistaken Identity

If the leader uses this variant, the spell copies the appearance of a person recently deceased in the region. The leader determines the details: who, where, how, when?
If the death is recent and news of it hasn't spread yet (a sailor lost at sea, a fleeing slave who met their demise, a merchant ambushed by bandits, etc.), the creature's new identity might bring its share of problems: misunderstandings, debts, grudges, unfavorable reputation, etc.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the death of the target can date back to 5 additional days for each slot level above 5th.

Remove Curse

3rd-level abjuration
Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Instantaneous

At your touch, all curses affecting one creature or object end. If the object is a cursed magic item, its curse remains, but the spell breaks its owner's attunement to the object so it can be removed or discarded.

The Power of Dark Magic

Removing a curse or breaking a creature's attunement to a cursed magic item requires casting *remove curse* using a spell slot of a level at least equal to the spell at the origin of the curse. In the case of a cursed magic item, the following table shows the equivalence between the item's rarity and the required spell level:

Item's Rarity	Spell Level
Common	3rd
Uncommon	4th
Rare	5th
Very rare	7th
Legendary	9th

Resilient Sphere

4th-level evocation
Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a hemispherical piece of clear crystal and a matching hemispherical piece of gum arabic)
Duration: Concentration, up to 1 minute

A sphere of shimmering force encloses a creature or object of Large size or smaller within range. An unwilling creature must make a Dexterity saving throw. On a failed save, the creature is enclosed for the duration.
Nothing—not physical objects, energy, or other spell effects—can pass through the barrier, in or out, though a creature in the sphere can breathe there. The sphere is immune to all damage, and a creature or object inside can't be damaged by attacks or effects originating from outside, nor can a creature inside the sphere damage anything outside it.
The sphere is weightless and just large enough to contain the creature or object inside. An enclosed creature can use its action to push against the sphere's walls and thus roll the sphere at up to half the creature's speed. Similarly, the globe can be picked up and moved by other creatures.
A *disintegrate* spell targeting the globe destroys it without harming anything inside it.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the range increases by 10 feet and the duration by 1 minute for each slot level above 4th.

Resistance

Abjuration cantrip
Casting Time: 1 action
Range: Touch
Components: V, S, M (a miniature cloak)
Duration: Concentration, up to 1 minute

You touch one willing creature. Once before the spell ends, the target can roll a d4 and add the number rolled to one saving throw of its choice. It can roll the die before or after making the saving throw. The spell then ends.

Resurrection

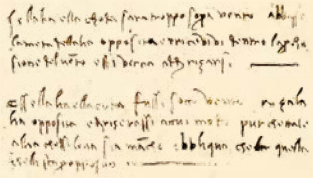


7th-level necromancy
Casting Time: 1 hour
Range: Touch
Components: V, S, M (a diamond worth at least 1,000 gp, which the spell consumes)
Duration: Instantaneous

Thou touch a dead creature that has been dead for no more than a century, that didn't die of old age, and that isn't undead. If its soul is free and willing, the target returns to life with all its hit points.
This spell neutralizes any poisons and cures normal diseases afflicting the creature when it died. It doesn't, however, remove magical diseases, curses, and the like; if such effects aren't removed prior to casting the spell, they afflict the target on its return to life.
This spell closes all mortal wounds and restores any missing body parts. If the creature had an exhaustion level of 6 or more, it is brought back to life with an **exhaustion** level of 5.
Coming back from the dead is an ordeal. The target takes a -4 penalty to all attack rolls, saving throws, and ability checks. Every time the target finishes a long rest, the penalty is reduced by 1 until it disappears.
Casting this spell to restore life to a creature that has been dead for one year or longer taxes you greatly. Until you finish a long rest, you can't cast spells again, and you have disadvantage on all attack rolls, ability checks, and saving throws.

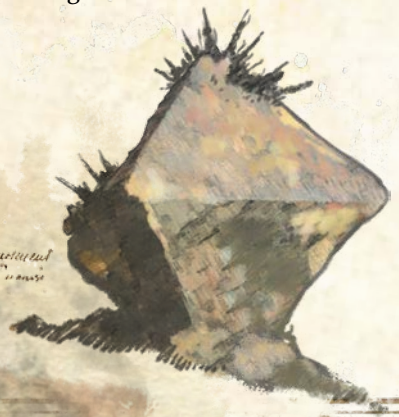
Reverse Gravity





7th-level transmutation
Casting Time: 1 action
Range: 100 feet
Components: V, S, M (a lodestone and iron filings)
Duration: Concentration, up to 1 minute

This spell reverses gravity in a 50-foot-radius, 100-foot high cylinder centered on a point within range. All creatures and objects that aren't somehow anchored to the ground in the area fall upward and reach the top of the area when you cast this spell. A creature can make a Dexterity saving throw to grab onto a fixed object it can reach, thus avoiding the fall.
If some solid object (such as a ceiling is encountered in this fall, falling objects and creatures strike it just as they would during a normal downward fall. If an object or creature reaches the top of the area without striking anything, it remains there, oscillating slightly, for the duration.
At the end of the duration, affected objects and creatures fall back down.



Revivify



3rd-level necromancy
Casting Time: 1 action
Range: Touch
Components: V, S, M (diamonds worth 300 gp, which the spell consumes)
Duration: Instantaneous

You touch a creature that has died within the last minute. That creature returns to life with 1 hit point. If the creature had an exhaustion level of 6 or more, it is brought back to life with an **exhaustion** level of 5. This spell can't return to life a creature that has died of old age, nor can it restore any missing body parts.

Roar



2nd-level evocation
Casting Time: 1 action
Range: Self
Components: V, S, M (a bit of black powder)
Duration: Instantaneous

You spread your arms and let out a deafening shout. Make a melee spell attack against every creature of your choice within your reach. On a success, you deal 3d8 thunder damage to the target. Every targeted creature—even those against which the attack roll was unsuccessful—must also make a Constitution saving throw or be **deafened** and **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.

Rope Trick



2nd-level transmutation
Casting Time: 1 action
Range: Touch
Components: V, S, M (powdered corn extract and a twisted loop of parchment)
Duration: 1 hour

You touch a length of rope that is up to 60 feet long. One end of the rope then rises into the air until the whole rope hangs perpendicular to the ground. At the upper end of the rope, an invisible entrance opens to an extradimensional space that lasts until the spell ends.

The extradimensional space can be reached by climbing to the top of the rope. The space can hold as many as eight Medium or smaller creatures. The rope can be pulled into the space, making the rope disappear from view outside the space.
Attacks and spells can't cross through the entrance into or out of the extradimensional space, but those inside can see out of it as if through a 3-foot-by-5-foot window centered on the rope. Anything inside the extradimensional space drops out when the spell ends.

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.

Sacred Flame

Evocation cantrip
Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Instantaneous

Flame-like radiance descends on a creature that you can see within range. The target must succeed on a Dexterity saving throw or take 1d8 radiant damage. The target gains no benefit from cover for this saving throw.
The spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Sanctuary

1st-level abjuration
Casting Time: 1 bonus action
Range: 30 feet
Components: V, S, M (a small silver mirror)
Duration: 1 minute

You ward a creature within range against attack. Until the spell ends, any creature who targets the warded creature with an attack or a harmful spell must first make a Wisdom saving throw. On a failed save, the creature must choose a new target or lose the attack or spell. This spell doesn't protect the warded creature from area effects, such as the explosion of a fireball.
If the warded creature makes an attack, casts a spell that affects an enemy creature, or deals damage to another creature, this spell ends.

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.

Scorching Ray



2nd-level evocation
Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: Instantaneous

You create three rays of fire and hurl them at targets within range. You can hurl them at one target or several.
Make a ranged spell attack for each ray. On a hit, the target takes 2d6 fire damage.

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.

Scrying



5th-level divination
Casting Time: 10 minutes
Range: Self
Components: V, S, M (a focus worth at least 1,000 gp, such as a crystal ball, a silver mirror, or a font filled with holy water)
Duration: Concentration, up to 10 minutes

You can see and hear a particular creature you choose that is on the same plane of existence as you. The target must make a Wisdom saving throw, which is modified by how well you know the target and the sort of physical connection you have to it. If a target knows you're casting this spell, it can fail the saving throw voluntarily if it wants to be observed.

Factors		Save Modifier
Knowledge	Secondhand (you have heard of the target)	+5
	Firsthand (you have met the target)	+0
	Familiar (you know the target well)	-5
Connection	Likeness or picture	-2
	Possession or garment	-4
	Body part, lock of hair, bit of nail, or the like	-10

On a successful save, the target isn't affected, and you can't use this spell against it again for 24 hours. On a failed save, the spell creates an invisible sensor within 10 feet of the target. You can see and hear through the sensor as if you were there. The sensor moves with the target, remaining within 10 feet of it for the duration. A creature that can see invisible objects sees the sensor as a luminous orb about the size of your fist. Instead of targeting a creature, you can choose a location you have seen before as the target of this spell. When you do, the sensor appears at that location and doesn't move.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the duration increases by 10 minutes for each slot level above 5th.

Secret Chest

4th-level conjuration (ritual)
Casting Time: 1 action
Range: Touch
Components: V, S, M (an exquisite chest, 3 feet by 2 feet by 2 feet, constructed from rare materials worth at least 5,000 gp, and a Tiny replica made from the same materials worth at least 50 gp)
Duration: Instantaneous

You hide a chest, and all its contents, on the Ethereal Plane. You must touch the chest and the miniature replica that serves as a material component for the spell. The chest can contain up to 12 cubic feet of nonliving material (3 feet by 2 feet by 2 feet). While the chest remains on the Ethereal Plane, you can use an action and touch the replica to recall the chest. It appears in an unoccupied space on the ground within 5 feet of you. You can send the chest back to the Ethereal Plane by using an action and touching both the chest and the replica.
After 60 days, there is a cumulative 5 percent chance per day that the spell's effect ends. This effect ends if you cast this spell again, if the smaller replica chest is destroyed, or if you choose to end the spell as an action. If the spell ends and the larger chest is on the Ethereal Plane, it is irretrievably lost.



See Invisibility

2nd-level divination
Casting Time: 1 action
Range: Self
Components: V, S, M (a pinch of talc and a small sprinkling of powdered silver)
Duration: 1 hour

For the duration, you see invisible creatures and objects as if they were visible, and you can see into the Ethereal Plane. Ethereal creatures and objects appear ghostly and translucent. This spell is blocked by an ethereal border (see the **Geomagic chapter**).

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.

Seeming

5th-level illusion
Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: 8 hours

This spell allows you to change the appearance of any number of creatures that you can see within range. You give each target you choose a new, illusory appearance. An unwilling target can make a Charisma saving throw, and if it succeeds, it is unaffected by this spell.

The spell disguises physical appearance as well as clothing, armor, weapons, and equipment. You can make each creature seem 1 foot shorter or taller and appear thin, fat, or in between. You can't change a target's body type, so you must choose a form that has the same basic arrangement of limbs. Otherwise, the extent of the illusion is up to you. The spell lasts for the duration, unless you use your action to dismiss it sooner.
The changes wrought by this spell fail to hold up to physical inspection. For example, if you use this spell to add a hat to a creature's outfit, objects pass through the hat, and anyone who touches it would feel nothing or would feel the creature's head and hair. If you use this spell to appear thinner than you are, the hand of someone who reaches out to touch you would bump into you while it was seemingly still in midair.
A creature can use its action to inspect a target and make an Intelligence (Investigation) check against your spell save DC. If it succeeds, it becomes aware that the target is disguised.

Sending

3rd-level evocation (ritual)
Casting Time: 1 action
Range: Unlimited
Components: V, S, M (a short piece of fine copper wire)
Duration: 1 round

You send a short message of twenty-five words or less to a creature with which you are familiar. The creature hears the message in its mind, recognizes you as the sender if it knows you, and can answer in a like manner immediately. The spell enables creatures with Intelligence scores of at least 1 to understand the meaning of your message.
You can send the message across any distance and even to other planes of existence, but if the target is on a different plane than you, there is a 20 percent chance that the message doesn't arrive.

The Power of Hatred

If you contact a creature that is hostile to you (whether it feels deep-seated hatred or short-lived anger toward you), the negative mental energy results in psychic backlash. Make a Wisdom saving throw with a DC equal to 8 + the creature's proficiency bonus + the creature's Charisma modifier. On a failure, you take 3d8 psychic damage.

Sequester

7th-level transmutation
Casting Time: 1 action
Range: Touch
Components: V, S, M (a powder composed of diamond, emerald, ruby, and sapphire dust worth at least 5,000 gp, which the spell consumes)
Duration: Until dispelled

By means of this spell, a willing creature or an object can be hidden away, safe from detection for the duration. When you cast the spell and touch the target, it becomes **invisible** and can't be targeted by divination spells or perceived through scrying sensors created by divination spells.
If the target is a creature, it falls into a state of suspended animation. Time ceases to flow for it, and it doesn't grow older.
You can set a condition for the spell to end early. The condition can be anything you choose, but it must occur or be visible within 1 mile of the target. Examples include "after 1,000 years" or "when the tarrasque awakens." This spell also ends if the target takes any damage.

At Higher Levels. When you cast this spell using a spell slot of 8th level or higher, you can target one additional creature for each slot level above 7th.



Seraphic Summoning

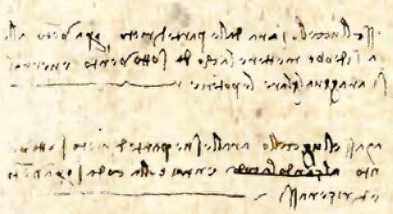
3rd-level conjuration
Casting Time: 1 action
Range: Self
Components: V
Duration: 1 round

Every one of a divinity's chosen ones (that is to say any character with cleric levels) is bonded to an angel called a seraph, whose power grows with that of their protege (see **Bestiary**, **Astral Denizens: Seraph**).
When you summon your seraph through this spell, you are transported to the Astral Plane, basked in a light you can only confusedly perceive. The seraph appears in your place in all its glory. Meanwhile, you recover 1d8 hp.

- The seraph can immediately act and you control their actions.
- When the spell ends or the seraph is brought to 0 hit points, the seraph disappears and you reappear in the space they occupied.

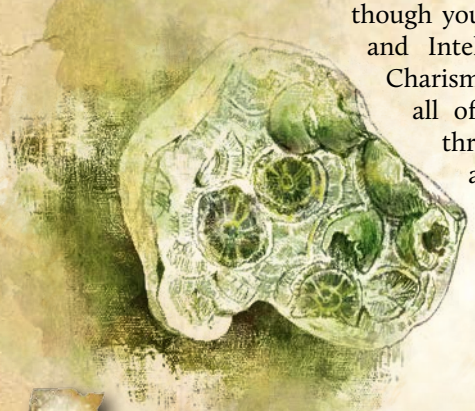
At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the duration increases by 1 round for each slot level above 3rd. Each round spent in the Astral Plane makes you regain 1d8 hp.

Shapechange



9th-level transmutation
Casting Time: 1 action
Range: Self
Components: V, S, M (a jade circlet worth at least 1,500 gp, which you must place on your head before you cast the spell)
Duration: Concentration, up to 1 hour

You assume the form of a different creature for the duration. The new form can be of any creature with a challenge rating equal to your level or lower. The creature can't be a construct or an undead, and you must have seen the sort of creature at least once. You transform into an average example of that creature, one without any class levels or the Spellcasting trait.
Your game statistics are replaced by the statistics of the chosen creature, though you retain your alignment and Intelligence, Wisdom, and Charisma scores. You also retain all of your skill and saving throw proficiencies, in addition to gaining those of the creature. If the creature has the same proficiency as you and the bonus listed in its statistics is higher than yours, use the creature's bonus in place of yours. You can't use any legendary actions or lair actions of the new form.
You assume the hit points and Hit Dice of the new form. When you revert to your normal form, you return to the number of hit points you had before you transformed. If you revert as a result of dropping to 0 hit points, any excess damage carries over to your normal form. As long as the excess damage doesn't reduce your normal form to 0 hit points, you aren't knocked unconscious.
You retain the benefit of any features from your class, species, or other source and can use them, provided that your new form is physically capable of doing so. You can't use any special senses you have (for example, darkvision unless your new form also has that sense. You can only speak if the creature can normally speak. When you transform, you choose whether your equipment falls to the ground, merges into the new form, or is worn by it. Worn equipment functions as normal. The leader determines whether it is practical





for the new form to wear a piece of equipment, based on the creature's shape and size. Your equipment doesn't change shape or size to match the new form, and any equipment that the new form can't wear must either fall to the ground or merge into your new form. Equipment that merges has no effect in that state.

During this spell's duration, you can use your action to assume a different form following the same restrictions and rules for the original form, with one exception: if your new form has more hit points than your current one, your hit points remain at their current value.



Shatter

2nd-level evocation
Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a chip of mica)
Duration: Instantaneous

A sudden loud ringing noise, painfully intense, erupts from a point of your choice within range. Each creature in a 10-foot-radius sphere centered on that point must make a Constitution saving throw. A creature takes 3d8 thunder 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. A 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 3rd level or higher, the damage increases by 1d8 for each slot level above 2nd.

Shield

1st-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

An invisible barrier of magical force appears and protects you. Until the start of your next turn, you have a +5 bonus to AC, including against the triggering attack, and you take no damage from *magic missile*.

At Higher Levels. When you cast this spell using a spell slot of 3rd or 4th level, the bonus to AC increases to +6; +7 with a spell slot of 5th or 6th level; +8 with a spell slot of 7th or 8th level; +9 with a spell slot of 9th level. Additionally, when you cast this spell using a spell slot of 3rd level of higher, you gain resistance to force damage, and when you use a spell slot of 7th level of higher, you gain immunity to force damage.

Shield of Faith



1st-level abjuration
Casting Time: 1 bonus action
Range: 60 feet
Components: V, S, M (a small parchment with a bit of holy text written on it)
Duration: Concentration, up to 10 minutes

A shimmering field appears and surrounds a creature of your choice within range, granting it a +2 bonus to AC for the duration.

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.

Shillelagh



Transmutation cantrip
Casting Time: 1 bonus action
Range: Touch
Components: V, S, M (mistletoe, a shamrock leaf, and a club or quarterstaff)
Duration: 1 minute

The wood of a club or quarterstaff you are holding is imbued with nature's power. For the duration, you can use your spellcasting ability instead of Strength for the attack and damage rolls of melee attacks using that weapon, and the weapon's damage die becomes a d8. The weapon also becomes magical, if it isn't already. The spell ends if you cast it again or if you let go of the weapon.

Shocking Grasp



Evocation cantrip
Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Instantaneous

Lightning springs from your hand to deliver a shock to a creature you try to touch. Make a melee spell attack against the target. You have advantage on the attack roll if the target is wearing armor made of metal. On a hit, the target takes 1d8 lightning damage, and it can't take reactions until the start of its next turn.
The spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Silence



2nd-level illusion (ritual)
Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: Concentration, up to 10 minutes

For the duration, no sound can be created within or pass through a 20-foot-radius sphere centered on a point you choose within range. Any creature or object entirely inside the sphere is immune to thunder damage, and creatures are **deafened** while entirely inside it.
Casting a spell that includes a verbal component is impossible there.

Silent Image

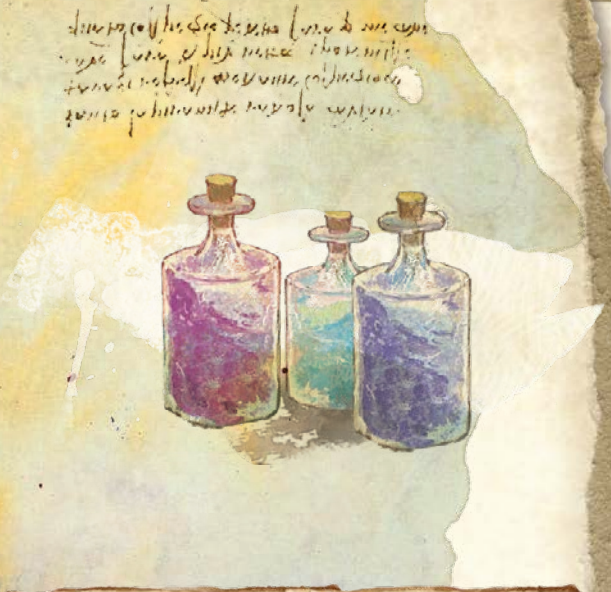


1st-level illusion
Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a bit of fleece)
Duration: Concentration, up to 10 minutes

You create the image of an object, a creature, or some other visible phenomenon that is no larger than a 15-foot cube. The image appears at a spot within range and lasts for the duration. The image is purely visual; it isn't accompanied by sound, smell, or other sensory effects.

You can use your action to cause the image to move to any spot within range. As the image changes location, you can alter its appearance so that its movements appear natural for the image. For example, if you create an image of a creature and move it, you can alter the image so that it appears to be walking.
Physical interaction with the image reveals it to be an illusion, because things can pass through it. A creature that uses its action to examine the image can determine that it is an illusion with a successful Intelligence (Investigation) check against your spell save DC. If a creature discerns the illusion for what it is, the creature can see through the image.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the duration increases by 10 minutes for each slot level above 1st.



The Secrets of the Simulacrum

The secrets of the simulacrum are little-known features of this spell. Knowing about them requires a DC 20 Intelligence (Arcana) check made the moment the spell is learned. Learning about the secrets is also possible through ulterior research.

The Material Components

The large quantities of snow and ice required as material components are typical of spells designed at the time of the Boreal civilization. Other variants of *simulacrum* exist in countries with no icy winters. In such regions, the snow and ice are replaced with powdered clay or flour mixed with water.

The Origin of the Simulacrum's Life Spark

Even though the simulacrum cannot evolve, it is possessed of an intelligence that is not solely the doing of the spellcaster's magic. It comes from a soul wandering through the Ethereal Plane, which the spell captures on its way to its final destination. As a result, the simulacrum has a personality of its own, partially influenced by its former existence, which becomes more apparent with time. A particularly old simulacrum (at least a few months) may go as far as to wonder about its identity.

The leader determines who was the creature whose soul animates the simulacrum, and how it perished. The simulacrum's character depends on the deceased's personality, on the circumstances of its death, and on what the simulacrum is used for.

The Limitations of a Simulacrum

A simulacrum is devoid of many individual characteristics, such as imagination, rhetoric, ruse, pedagogy, foresight, creativity, artistic inspiration, belief, Awakening to magic, etc.

Silent Walk

3rd-level illusion (ritual)
Casting Time: 1 action
Range: Self
Components: V, S
Duration: Concentration, up to 1 hour

You create a spherical area around you with a radius between 5 and 20 feet (chosen at the moment of the spell's casting), which stifles all noises made within the area. Until the spell ends, the sphere moves with you, centered on you. Outside and inside sounds can be heard normally within the area, but no sound can escape it.

Simulacrum

7th-level illusion
Casting Time: 12 hours
Range: Touch
Components: V, S, M (snow or ice in quantities sufficient to made a life-size copy of the duplicated creature; some hair, fingernail clippings, or other piece of that creature's body placed inside the snow or ice; and powdered ruby worth 1,500 gp, sprinkled over the duplicate and consumed by the spell)
Duration: Until dispelled

You shape an illusory duplicate of one beast or humanoid that is within range for the entire casting time of the spell. The duplicate is a creature, partially real and formed from ice or snow, and it can take actions and otherwise be affected as a normal creature. It appears to be the same as the original, but it is a construct with half the creature's hit point maximum, formed without any equipment. Otherwise, the illusion uses all the statistics of the creature it duplicates.

The simulacrum is friendly to you and creatures you designate. It obeys your spoken commands, moving and acting in accordance with your wishes and acting on your turn in combat. The simulacrum lacks the ability to learn or become more powerful, so it never increases its level or other abilities, nor can it regain expended spell slots.

If the simulacrum is damaged, you can repair it in an alchemical laboratory, using rare herbs and minerals worth 100 gp per hit point it regains. The simulacrum lasts until it drops to 0 hit points, at which point it reverts to snow and melts instantly.

If you cast this spell again, any currently active duplicates you created with this spell are instantly destroyed.

Sleep

1st-level enchantment
Casting Time: 1 action
Range: 90 feet
Components: V, S, M (a pinch of fine sand, rose petals, or a cricket)
Duration: 1 minute

This spell sends creatures into a magical slumber. Roll 5d8; the total is how many hit points of creatures this spell can affect. Creatures within 20 feet of a point you choose within range are affected in ascending order of their current hit points (ignoring unconscious creatures).
Starting with the creature that has the lowest current hit points, each creature affected by this spell falls **unconscious** until the spell ends, the sleeper takes damage, or someone uses an action to shake or slap the sleeper awake. Subtract each creature's hit points from the total before moving on to the creature with the next lowest hit points. A creature's hit points must be equal to or less than the remaining total for that creature to be affected. 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 2nd level or higher, roll an additional 2d8 for each slot level above 1st.

Sleet or Sand Storm

3rd-level conjuration
Casting Time: 1 action
Range: 150 feet
Components: V, S, M (a pinch of dust and a few drops of water, or refer to the aside **Storms by Geographical Area**)
Duration: Concentration, up to 1 minute

This spell unleashes either a sleet storm, a monsoon, or a sand storm depending on the material component used. Though this changes the aspect of the spell, its effects remain very similar.
Until the spell ends, freezing rain and sleet—or roaring sand or pouring rain—fall in a 20-foot-tall cylinder with a 40-foot radius centered on a point you choose within range. The area is heavily obscured, and exposed flames in the area are extinguished. The ground in the area is covered with slick ice—or with shifting sand in the case of a sandstorm, or transformed into a mire in the case of a monsoon—making it difficult terrain. 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. On a failed save, it falls **prone**.
If a creature starts its turn in the spell's area and is concentrating on a spell, the creature must make a successful Constitution saving throw against your spell save DC or lose concentration.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the duration increases by 1 minute, the cylinder's height increases by 5 feet, and its radius increases by 10 feet for each slot level above 3rd.

Storms by Geographical Area

Spellcasters from tropical regions who have never seen snow in their lives would be hard-pressed to design a spell calling upon such a meteorological phenomenon. The same goes for the denizens of the Sand Kingdoms, where water is a precious resource.
If your leader makes use of this option, a spellcaster can only generate a storm matching their current environment:

- **Dry**: Sand storm (material component: a pinch of sand or dust).
- **Cold and humid**: Snow storm (material component: a pinch of dust and a few drops of water).
- **Hot and humid**: Monsoon (material component: a pinch of mud or wet clay).

Regardless of the variant used, the effects are as detailed in the spell's description.

Blinding Storm

Pelting sleet, stinging sand, and unrelenting rain can all potentially blind their victims. If your leader makes use of this option, when a creature enters the spell's area for the first time on a turn or starts its turn there, it must make a Constitution saving throw in addition to the Dexterity saving throw. On a failure, the creature is **blinded** until the start of its next turn.

Ruined Land

Due to its nature, this spell can damage the environment: frozen or drowned plants, thick mud, flood, etc. The spellcaster has no control over the consequences of its magic, which may be more or less problematic depending on the area. Additionally, such remains will leave a very obvious mark of the spellcaster's presence.

Slow

3rd-level transmutation
Casting Time: 1 action
Range: 120 feet
Components: V, S, M (a drop of molasses)
Duration: Concentration, up to 1 minute

You alter time around up to six creatures of your choice in a 40-foot cube within range. Each target must succeed on a Wisdom saving throw or be affected by this spell for the duration.
An affected target's speed is halved, it takes a -2 penalty to AC and Dexterity saving throws, and it can't use reactions. On its turn, it can use either an action or a bonus action, not both. Regardless of the creature's abilities or magic items, it can't make more than one melee or ranged attack during its turn.
If the creature attempts to cast a spell with a casting time of 1 action, roll a d20. On an 11 or higher, the spell doesn't take effect until the creature's next turn, and the creature must use its action on that turn to complete the spell. If it can't, the spell is wasted.
A creature affected by this spell makes another Wisdom saving throw at the end of each of its turns. On a successful save, the effect ends for it. .

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

Slumber

5th-level abjuration
Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Concentration, up to 1 minute

You create a barrier around a creature within range, cutting it off from the flow of magic. The target must make a Charisma saving throw or be under the following effects until the spell ends:

- The creature feels dizzy (equivalent to the **poisoned** condition). At the end of each of its turns, it can make a Charisma saving throw, ending this effect on a success. This effect applies even if the creature is Dormant.
- The creature cannot use any spells, innate spells, magical powers (see **Bestiary**), or Awakening-related features (see **Adventurers**).
- If the creature was concentrating on a spell or effect, its concentration is broken. It also loses control over any spells or magical effects it is at the origin of.

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.

Spare the Dying

Necromancy cantrip
Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Instantaneous

You touch a living creature that has 0 hit points. The creature becomes stable. This spell has no effect on undead or constructs.

When you reach 11th level, you can cast this spell as a bonus action.

Speak with Animals



1st-level divination (ritual)
Casting Time: 1 action
Range: Self
Components: V, S
Duration: 10 minutes

You gain the ability to comprehend and verbally communicate with beasts for the duration. The knowledge and awareness of many beasts is limited by their intelligence, but at minimum, beasts can give you information about nearby locations and monsters, including whatever they can perceive or have perceived within the past day. You might be able to persuade a beast to perform a small favor for you, at the leader's discretion.

Animal Communication



Animal Intelligence

If your leader uses this option, the spell's limitations will depend on the type of animal you are communicating with.

- **Most amphibians, arthropods, molluscs, fish, and reptiles:** You can only convey simple messages related to their daily habits and primary needs, such as "Danger," "Danger there?" "No danger," "Food there," "Water there?" etc. Such animals are usually incapable of grasping abstract notions such as past or future, meaning that questions and answers can only concern the present. They are incapable of lying.
- **Birds, mammals, cephalopods, and any beast with an Intelligence of at least 2:** Such animals have higher cognitive abilities, closer to that of humanoid species. The most intelligent of them are capable of elaborate trickery: feigning a wound, concealing information (such as the location of food), deliberately leading a rival to a place made dangerous by the presence of a predator, etc. They can understand simple mechanisms and collaborate to reach a goal. A social animal may be willing to help an individual it sees as part of its group without expecting a reward. Solitary animals, however, only provide their services if there is something in it for them—typically food, with a portion given before the task, and another after.



Deceiving and Manipulating an Animal

The ethics of druids and rangers are strict: their powers come from Eana and represent an aspect of the balance of the natural world. If you use this spell to the detriment of the animal you are communicating with, for example by deliberately getting it to seek food in a deadly location, this casting of the spell is corrupted.

Speak with Dead

3rd-level necromancy
Casting Time: 1 action
Range: 10 feet
Components: V, S, M (burning incense)
Duration: 10 minutes

You grant the semblance of life and intelligence to a corpse of your choice within range, allowing it to answer the questions you pose. The corpse must still have a mouth and can't be undead. The spell fails if the corpse was the target of this spell within the last 10 days.
Until the spell ends, you can ask the corpse up to five questions. The corpse knows only what it knew in life, including the languages it knew. Answers are usually brief, cryptic, or repetitive, and the corpse is under no compulsion to offer a truthful answer if you are hostile to it or it recognizes you as an enemy. This spell doesn't return the creature's soul to its body, only its animating spirit. Thus, the corpse can't learn new information, doesn't comprehend anything that has happened since it died, and can't speculate about future events.



Speak with Dead Ritual

If you use the Divination Ritual game option, *speak with dead* can be cast as a ritual.

Speak with Plants

3rd-level transmutation (ritual)
Casting Time: 1 action
Range: Self (30-foot radius)
Components: V, S
Duration: 10 minutes

You imbue plants within 30 feet of you with limited sentience and animation, giving them the ability to communicate with you and follow your simple commands. You can question plants about events in the spell's area within the past day, gaining information about creatures that have passed, weather, and other circumstances.
You can also turn difficult terrain caused by plant growth (such as thickets and undergrowth) into ordinary terrain that lasts for the duration. Or you can turn ordinary terrain where plants are present into difficult terrain that lasts for the duration, causing vines and branches to hinder pursuers, for example.
Plants might be able to perform other tasks on your behalf, at the leader's discretion. The spell doesn't enable plants to uproot themselves and move about, but they can freely move branches, tendrils, and stalks.
If a plant creature is in the area, you can communicate with it as if you shared a common language, but you gain no magical ability to influence it.
This spell can cause the plants created by the *entangle* spell to release a restrained creature.

Spider Climb



2nd-level transmutation
Casting Time: 1 action
Range: Touch
Components: V, S, M (a drop of bitumen and a spider)
Duration: Concentration, up to 1 hour

Until the spell ends, one willing creature you touch gains the ability to move up, down, and across vertical surfaces and upside down along ceilings, while leaving its hands free. The target also gains a climbing speed equal to its walking speed.

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.

Spike Growth



2nd-level transmutation
Casting Time: 1 action
Range: 150 feet
Components: V, S, M (seven sharp thorns or seven small twigs, each sharpened to a point)
Duration: Concentration, up to 10 minutes

The ground in a 20-foot radius centered on a point within range twists and sprouts hard spikes and thorns. The area becomes difficult terrain for the duration. When a creature moves into or within the area, it takes 2d4 piercing damage for every 5 feet it travels.
The transformation of the ground is camouflaged to look natural. Any creature that can't see the area at the time the spell is cast must make a Wisdom (Perception) check against your spell save DC to recognize the terrain as hazardous before entering it.

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.

Spirit Guardians



3rd-level conjuration
Casting Time: 1 action
Range: Self (15-foot radius)
Components: V, S, M (a holy symbol)
Duration: Concentration, up to 10 minutes

You call forth spirits to protect you. They flit around you to a distance of 15 feet for the duration. If you are good or neutral, their spectral form appears angelic or fey (your choice). If you are evil, they appear fiendish.
When you cast this spell, you can designate any number of creatures you can see to be unaffected by it. An affected creature's speed is halved in the area, and when the creature enters the area for the first time on a turn or starts its turn there, it must make a Wisdom saving throw. On a failed save, the creature takes 3d8 radiant damage (if you are good or neutral) or 3d8 necrotic damage (if you are evil). On a successful save, the creature takes half as much damage.

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.

Spiritual Weapon



2nd-level evocation
Casting Time: 1 bonus action
Range: 60 feet
Components: V, S
Duration: 1 minute

You create a floating, spectral weapon within range that lasts for the duration or until you cast this spell again. When you cast the spell, you can make a melee spell attack against a creature within 5 feet of the weapon. On a hit, the target takes force damage equal to 1d8 + your spellcasting ability modifier.
As a bonus action on your turn, you can move the weapon up to 20 feet and repeat the attack against a creature within 5 feet of it.
The weapon can take whatever form you choose. Clerics of deities who are associated with a particular weapon make this spell's effect resemble that weapon.

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

Spying Shot



3rd-level divination
Casting Time: 1 action
Range: Touch
Components: S, M (the projectile used)
Duration: Concentration, up to 10 minutes

You enchant a projectile with divination magic. Any ammunition or weapon with the thrown property can be enchanted. Until the spell ends, you can steer the projectile with total control and see through it while retaining the use of your own senses. Sight is the only sense you can use through the spying shot, and it has darkvision out to a range of 120 feet. You can make sight-based Wisdom (Perception) and Intelligence (Investigation) checks through the spying shot, but with disadvantage. The projectile can fly at a maximum speed of 120 feet per round. It can slip wherever its dimensions allow it to. If the spying shot is moved more than 1 mile away from you, the spell ends. When the spell ends, the projectile is destroyed.

The movement of the spying shot can be noticed. A creature within sight range of the projectile can make a Wisdom (Perception) check against your spell save DC to notice its presence.

Until the spell ends, you can use the spying shot to attack a target within 60 feet of the projectile as an action. Make a ranged spell attack against the target. On a success, the target takes 3d8 damage of the projectile's type. The damage counts as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage. Whether the attack hits or not, the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d8, you can listen through the spying shot, and the spying shot has blindsight out to a range of 120 feet; when you cast this spell using a spell slot of 5th level or higher, the damage increases by another 1d8 and the projectile is also **invisible**.

Staggering Weapon



5th-level evocation
Casting Time: 1 bonus action
Range: Self
Components: V
Duration: Concentration, up to 1 minute

Your melee weapon's blows resound with your divinity's supreme authority. Until the spell ends, whenever you make a successful attack with this weapon, you deal extra psychic damage equal to twice your spellcasting ability modifier and the target must make a Wisdom saving throw or be **stunned** until the start of its next turn.

Stinking Cloud



3rd-level conjuration
Casting Time: 1 action
Range: 90 feet
Components: V, S, M (an object with a fetid smell)
Duration: Concentration, up to 1 minute

You create a 20-foot-radius sphere of yellow, nauseating gas centered on a point within range. The cloud spreads around corners, and its area is heavily obscured. The cloud lingers in the air for the duration.

Each creature that is completely within the cloud at the start of its turn must make a Constitution saving throw against poison. On a failed save, the creature spends its action that turn retching and reeling. Creatures that don't need to breathe or are immune to poison automatically succeed on this saving throw. A moderate wind (at least 10 miles per hour) disperses the cloud after 4 rounds. A strong wind (at least 20 miles per hour) disperses it after 1 round.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, affected creatures have disadvantage on their saving throws against this spell.

Stone Shape

4th-level transmutation
Casting Time: 1 action
Range: Touch
Components: V, S, M (soft clay, which must be worked into roughly the desired shape of the stone object)
Duration: Instantaneous

You touch a stone object of Medium size or smaller or a section of stone no more than 5 feet in any dimension and form it into any shape that suits your purpose. So, for example, you could shape a large rock into a weapon, idol, or coffer, or make a small passage through a wall, as long as the wall is less than 5 feet thick. You could also shape a stone door or its frame to seal the door shut. The object you create can have up to two hinges and a latch, but finer mechanical detail isn't possible.

Working the Clay

If your leader makes use of this option, you must spend 10 minutes working the clay into the desired shape, which requires a DC 13 Dexterity (potter's tools) check.

Stoneskin

4th-level abjuration
Casting Time: 1 action
Range: Touch
Components: V, S, M (diamond dust worth 100 gp, which the spell consumes)
Duration: Concentration, up to 1 hour

This spell turns the flesh of a willing creature you touch as hard as stone. Until the spell ends, the target has resistance to nonmagical bludgeoning, piercing, and slashing damage.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the duration increases by 1 hour for each slot level above 4th.

Storm of Vengeance

9th-level conjuration
Casting Time: 1 action
Range: Sight
Components: V, S
Duration: Concentration, up to 1 minute

A churning storm cloud forms, centered on a point you can see and spreading to a radius of 360 feet. Lightning flashes in the area, thunder booms, and strong winds roar. Each creature under the cloud (no more than 5,000 feet beneath the cloud) when it appears must make a Constitution saving throw. On a failed save, a creature takes 2d6 thunder damage and becomes **deafened** for 5 minutes.

Each round you maintain concentration on this spell, the storm produces different effects on your turn.

- ***Round 2.*** Acidic rain falls from the cloud. Each creature and object under the cloud takes 1d6 acid damage.
- ***Round 3.*** You call six bolts of lightning from the cloud to strike six creatures or objects of your choice beneath the cloud. A given creature or object can't be struck by more than one bolt. A struck creature must make a Dexterity saving throw. The creature takes 10d6 lightning damage on a failed save, or half as much damage on a successful one.
- ***Round 4.*** Hailstones rain down from the cloud. Each creature under the cloud takes 2d6 bludgeoning damage.

Rounds 5-10. Gusts and freezing rain assail the area under the cloud. The area becomes difficult terrain and is heavily obscured. Each creature there takes 1d6 cold damage. Ranged weapon attacks in the area are impossible. The wind and rain count as a severe distraction for the purposes of maintaining concentration on spells. Finally, gusts of strong wind (ranging from 20 to 50 miles per hour automatically disperse fog, mists, and similar phenomena in the area, whether mundane or magical.

Sudden Cramp



Necromancy cantrip
Casting Time: 1 action
Range: 30 feet
Components: S
Duration: Concentration, up to 1 minute

You extend your hand and point a finger at a target in range. Once before the spell ends, whenever the target makes an attack roll, saving throw, or ability check, you can use your reaction to roll a d4 and subtract the result from the roll. You can use your reaction before or after the roll, but before any effects of the roll are applied. You must see your target to use this effect.

Suggestion



2nd-level enchantment
Casting Time: 1 action
Range: 30 feet
Components: V, M (a snake's tongue and either a bit of honeycomb or a drop of sweet oil)
Duration: Concentration, up to 8 hours

You suggest a course of activity (limited to a sentence or two) and magically influence a creature you can see within range that can hear and understand you. Creatures that can't be charmed are immune to this effect. The suggestion must be worded in such a manner as to make the course of action sound reasonable. Asking the creature to stab itself, throw itself onto a spear, immolate itself, or do some other obviously harmful act ends the spell. Likewise, asking the creature to go directly against its morals or interest ends the spell.
The target must make a Wisdom saving throw. On a failed save, it pursues the course of action you described to the best of its ability. The suggested course of action can continue for the entire duration. If the suggested activity can be completed in a shorter time, the spell ends when the subject finishes what it was asked to do.
You can also specify conditions that will trigger a special activity during the duration. For example, you might suggest that a guard go and wax her boots in the break room when she hears three short whistles. If the condition isn't met before the spell expires, the activity isn't performed.
If you or any of your companions damage the target, the spell ends.

Sunbeam

6th-level evocation
Casting Time: 1 action
Range: Self (60-foot line)
Components: V, S, M (a magnifying glass)
Duration: Concentration, up to 1 minute

A beam of brilliant light flashes out from your hand in a 5-foot-wide, 60-foot-long line. Each creature in the line must make a Constitution saving throw. On a failed save, a creature takes 6d8 radiant damage and is **blinded** until the start of your next turn. On a successful save, it takes half as much damage and isn't blinded by this spell. Undead and oozes have disadvantage on this saving throw.
You can create a new line of radiance as your action on any turn until the spell ends.
For the duration, a mote of brilliant radiance shines in your hand. It sheds bright light in a 30-foot radius and dim light for an additional 30 feet. This light is sunlight.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the damage increases by 1d8 for each slot level above 6th.

Sunburst

8th-level evocation
Casting Time: 1 action
Range: 150 feet
Components: V, S, M (fire and a piece of sunstone)
Duration: Instantaneous

Brilliant sunlight flashes in a 60-foot radius centered on a point you choose within range. Each creature in that light must make a Constitution saving throw. On a failed save, a creature takes 12d6 radiant damage and is **blinded** for 1 minute. On a successful save, it takes half as much damage and isn't blinded by this spell. Undead and oozes have disadvantage on this saving throw.
A creature blinded by this spell makes another Constitution saving throw at the end of each of its turns. On a successful save, it is no longer blinded.
This spell dispels any darkness in its area that was created by a spell.



Symbol

7th-level abjuration
Casting Time: 1 minute
Range: Touch
Components: V, S, M (mercury, phosphorus, and powdered diamond and opal with a total value of at least 1,000 gp, which the spell consumes)
Duration: Until dispelled or triggered

When you cast this spell, you inscribe a harmful glyph either on a surface (such as a section of floor, a wall, or a table) or within an object that can be closed to conceal the glyph (such as a book, a scroll, or a treasure chest). If you choose a surface, the glyph can cover an area of the surface no larger than 10 feet in diameter. If you choose an object, that object must remain in its place; if the object is moved more than 10 feet from where you cast this spell, the glyph is broken, and the spell ends without being triggered.

The glyph is nearly invisible, requiring an Intelligence (Investigation) check against your spell save DC to find it.

You decide what triggers the glyph when you cast the spell. For glyphs inscribed on a surface, the most typical triggers include touching or stepping on the glyph, removing another object covering it, approaching within a certain distance of it, or manipulating the object that holds it. For glyphs inscribed within an object, the most common triggers are opening the object, approaching within a certain distance of it, or seeing or reading the glyph.

You can further refine the trigger so the spell is activated only under certain circumstances or according to a creature's physical characteristics (such as height or weight), or physical kind (for example, the ward could be set to affect hags or shapechangers). You can also specify creatures that don't trigger the glyph, such as those who say a certain password.

When you inscribe the glyph, choose one of the options below for its effect. Once triggered, the glyph glows, filling a 60-foot-radius sphere with dim light for 10 minutes, after which time the spell ends. Each creature in the sphere when the glyph activates is targeted by its effect, as is a creature that enters the sphere for the first time on a turn or ends its turn there.

- ***Death.*** Each target must make a Constitution saving throw, taking 10d10 necrotic damage on a failed save, or half as much damage on a successful save.
- ***Discord.*** Each target must make a Constitution saving throw. On a failed save, a target bickers and argues with other creatures for 1 minute. During this time, it is incapable of meaningful communication and has disadvantage on attack rolls and ability checks.
- ***Fear.*** Each target must make a Wisdom saving throw and becomes **frightened** for 1 minute on a failed save. While frightened, the target drops whatever it is holding and must move at least 30 feet away from the glyph on each of its turns, if able.
- ***Hopelessness.*** Each target must make a Charisma saving throw. On a failed save, the target is overwhelmed with despair for 1 minute. During this time, it can't attack or target any creature with harmful abilities, spells, or other magical effects.
- ***Insanity.*** Each target must make an Intelligence saving throw. On a failed save, the target is driven insane for 1 minute. An insane creature can't take actions, can't understand what other creatures say, can't read, and speaks only in gibberish. The leader controls its movement, which is erratic.
- ***Pain.*** Each target must make a Constitution saving throw and becomes **incapacitated** with excruciating pain for 1 minute on a failed save.
- ***Sleep.*** Each target must make a Wisdom saving throw and falls **unconscious** for 10 minutes on a failed save. A creature awakens if it takes damage or if someone uses an action to shake or slap it awake.
- ***Stunning.*** Each target must make a Wisdom saving throw and becomes **stunned** for 1 minute on a failed save.

At Higher Levels. When you cast this spell using a spell slot of 8th level or higher, you can add one effect for each slot level above 7th.

Telekinesis



5th-level transmutation
Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Concentration, up to 10 minutes

You gain the ability to move or manipulate creatures or objects by thought. When you cast the spell, and as your action each round for the duration, you can exert your will on one creature or object that you can see within range, causing the appropriate effect below. You can affect the same target round after round, or choose a new one at any time. If you switch targets, the prior target is no longer affected by the spell.

Creature

You can try to move a Huge or smaller creature. Make an ability check with your spellcasting ability contested by the creature's Strength check. If you win the contest, you move the creature up to 30 feet in any direction, including upward but not beyond the range of this spell. Until the end of your next turn, the creature is **restrained** in your telekinetic grip. A creature lifted upward is suspended in mid-air. On subsequent rounds, you can use your action to attempt to maintain your telekinetic grip on the creature by repeating the contest.

Object

You can try to move an object that weighs up to 1,000 pounds. If the object isn't being worn or carried, you automatically move it up to 30 feet in any direction, but not beyond the range of this spell. If the object is worn or carried by a creature, you must make an ability check with your spellcasting ability contested by that creature's Strength check. If you succeed, you pull the object away from that creature and can move it up to 30 feet in any direction but not beyond the range of this spell.
You can exert fine control on objects with your telekinetic grip, such as manipulating a simple tool, opening a door or a container, stowing or retrieving an item from an open container, or pouring the contents from a vial.



At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, you can move an object 1,000 pounds heavier and the range increases by 30 feet for each slot level above 5th.

Telepathic Bond



5th-level divination (ritual)
Casting Time: 1 action
Range: 30 feet
Components: V, S, M (pieces of eggshell from two different kinds of creatures)
Duration: 1 hour

You forge a telepathic link among up to eight willing creatures of your choice within range, psychically linking each creature to all the others for the duration. Creatures with Intelligence scores of 2 or less aren't affected by this spell.
Until the spell ends, the targets can communicate telepathically through the bond whether or not they have a common language. The communication is possible over any distance, though it can't extend to other planes of existence.

Teleport



7th-level conjuration
Casting Time: 1 action
Range: 10 feet
Components: V, M (an alecrith crystal or a dracopal gem worth at least 1,000 gp)
Duration: Instantaneous

This spell instantly transports you and up to eight willing creatures of your choice that you can see within range, or a single object that you can see within range, to a destination you select. 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 planet (Eana, for example) or plane of existence (the Astral Plane, for example) as you. Your familiarity with the destination determines whether you arrive there successfully. The leader rolls d100 and consults the table.

Familiarity	Mishap	Similar Area	Off Target	On Target
Permanent circle	01	–	–	02-100
Associated object	01	–	–	02-100
Very familiar	01–05	06–13	14–24	25–100
Seen casually	01–33	34–43	44–53	54–100
Viewed once	01–43	44–53	54–73	74–100
Description	01–43	44–53	54–73	74–100
False destination	01–75	76–100	–	–

Below are some details and optional rules related to the various factors included in the table.

Familiarity

The spellcaster's familiarity with the destination determines the risks of a *teleportation* spell.

- **"Permanent circle"**: A permanent teleportation circle whose sigil sequence you know.
- **"Associated object"**: 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"**: A place you have been very often (at least a hundred times), a place you have carefully studied, or a place you can see when you cast the spell.
- **"Seen casually"**: Someplace you have seen more than once (at least ten times) but with which you aren't very familiar.
- **"Viewed once"**: A place you have seen once, possibly using magic such as a *scrying* spell.
- **"Description"**: A place whose location and appearance you know through someone else's description, perhaps from a map.
- **"False destination"**: A place that doesn't exist. Perhaps you tried to scry an enemy's sanctum but instead viewed an illusion, or you are attempting to teleport to a familiar location that no longer exists.

Result of the Teleportation

A voyage by means of a *teleportation* spell is subject to magical influences, in particular that of the moon Eternity, which is the source of unexpected adventures and revelations.

Mishap

The spell's unpredictable magic results in a difficult journey. Each teleporting creature (or the target object) takes 3d10 force damage, and the leader rerolls on the table to see where you wind up (multiple mishaps can occur, dealing damage each time).

Lost

If you roll two mishaps on the same teleportation, you are transported to another plane whose nature depends on the material component you used. If you used an alecrith, you are taken to the Ethereal Plane, and if you used a dracopal, you find yourself in the Astral Plane.
If you brought creatures or an object with you, the leader rolls a d100 for each teleporting creature or object. The closer the rolled results, the closer the passengers, and vice versa. A difference of more than 30 (for example, 01 for a passenger and 36 for another) means that the passengers are out of sight of each other, and a difference of more than 70 means the passengers are out of normal voice range, even at highest volume.
For the next 1d6 days, you cannot teleport or find your way by magical means. You will have to get your bearings, survive, and ultimately return to the Material Plane by your own means.

Similar Area

You and your group (or the target object) wind up in a different area that's visually or thematically similar to the target area.
If you are heading for your home laboratory, for example, you 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, you appear in the closest similar place, but since the spell has no range limit, you could conceivably wind up anywhere on the plane.

The Ways of Fate

Since Eternity can influence a *teleport* spell, being transported to a similar area generally results in a cascade of coincidences leading up to extraordinary events. The teleportation error (though when fate is involved, can one really call it an error?) becomes the catalyst of heroic happenings, for better or for worse. Whatever the affected place and creatures may be, this twist of fate will be important for someone, even if it may not immediately be apparent.

Here are a few possibilities:

- *The adventurers have been teleported to a location where a person lives who knows much about their objective. Thanks to this serendipitous encounter, they learn something important related to their quest, and leave better prepared to accomplish it.*
- *A mysterious object is accidentally teleported somewhere. The consequences of its presence lead people to become adventurers.*
- *Through a string of coincidences, the arrival of teleporting travelers brings to fruition a critical element of the dastardly plan of an evil genius who might have never been able to enact it without this happenstance.*

On Target

You and your group (or the target object) appear where you want to.

Off Target

You and your group (or the target object) appear a random distance away from the destination in a random direction. Distance off target is 1d10 × 1d10 percent of the distance that was to be traveled.

If you tried to travel 120 miles, landed off target, and rolled a 5 and 3 on the two d10s, then you would be off target by 15 percent, or 18 miles. The leader 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 to a coastal city and wound up 18 miles out at sea, you could be in trouble.

At Higher Levels. When you cast this spell using a spell slot of 8th level or higher, the range increases by 10 feet, the maximum size of the cube fitting a transported object increases by 10 feet, and the number of creatures you can transport increases by four for each slot level above 7th.

Teleportation Circle

5th-level conjuration
Casting Time: 20 minutes
Range: 10 feet
Components: V, M (rare chalks and inks infused with precious gems with 50 gp, which the spell consumes)
Duration: 1 round

As you cast the spell, you draw a 10-foot-diameter circle on the ground inscribed with sigils that link your location to a permanent teleportation circle of your choice whose sigil sequence you know and that is on the same plane of existence as you. A shimmering portal opens within the circle you drew and remains open until the end of your next turn. Any creature that enters the portal instantly appears within 5 feet of the destination circle or in the nearest unoccupied space if that space is occupied.

Many major temples, guilds, and other important places have permanent teleportation circles inscribed somewhere within their confines. Each such circle includes a unique sigil sequence—a string of magical runes arranged in a particular pattern. When you first gain the ability to cast this spell, you learn the sigil sequences for two destinations on the Material Plane, determined by the leader. You can learn additional sigil sequences during your adventures. You can commit a new sigil sequence to memory after studying it for 10 minutes.

You can create a permanent teleportation circle by casting this spell in the same location every day for one year. You need not use the circle to teleport when you cast the spell in this way.

Thaumaturgy

Transmutation cantrip
Casting Time: 1 action
Range: 30 feet
Components: V
Duration: Up to 1 minute

You manifest a minor wonder, a sign of supernatural power, within range. You create one of the following magical effects within range:

- Your voice booms up to three times as loud as normal for 1 minute.
- You cause flames to flicker, brighten, dim, or change color for 1 minute.
- You cause harmless tremors in the ground for 1 minute.
- You create an instantaneous sound that originates from a point of your choice within range, such as a rumble of thunder, the cry of a raven, or ominous whispers.
- You instantaneously cause an unlocked door or window to fly open or slam shut.
- You alter the appearance of your eyes for 1 minute.

If you cast this spell multiple times, you can have up to three of its 1-minute effects active at a time, and you can dismiss such an effect as an action.

When you reach 5th level, the range increases to 60 feet. When you reach 11th level, you can cast this spell with no verbal component. When you reach 17th level, you can create three effects with a single casting of this spell.

Thunderwave

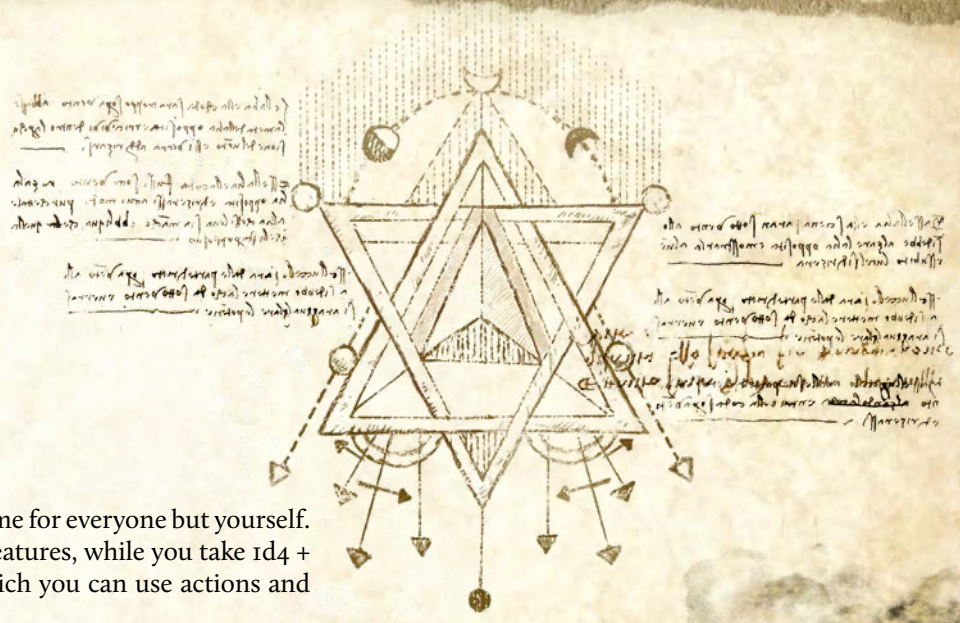
1st-level evocation
Casting Time: 1 action
Range: Self (15-foot cube)
Components: V, S
Duration: Instantaneous

A wave of thunderous force sweeps out from you. Each creature in a 15-foot cube originating from you must make a Constitution saving throw. On a failed save, a creature takes 2d8 thunder damage and is pushed 10 feet away from you. On a successful save, the creature takes half as much damage and isn't pushed.
In addition, unsecured objects that are completely within the area of effect are automatically pushed 10 feet away from you by the spell's effect, and the spell emits a thunderous boom audible out to 300 feet.

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

Time Stop

9th-level transmutation
Casting Time: 1 action
Range: Self
Components: V
Duration: Instantaneous



You briefly stop the flow of time for everyone but yourself. No time passes for other creatures, while you take 1d4 + 1 turns in a row, during which you can use actions and move as normal.
This spell ends if one of the actions you use during this period, or any effects that you create during this period, affects a creature other than you or an object being worn or carried by someone other than you. In addition, the spell ends if you move to a place more than 1,000 feet from the location where you cast it.

Tiny Hut

3rd-level evocation (ritual)
Casting Time: 1 minute
Range: Self (10-foot-radius hemisphere)
Components: V, S, M (a spherical item)
Duration: 8 hours

A 10-foot-radius immobile dome of force springs into existence around and above you and remains stationary for the duration. The spell ends if you leave its area.
Nine creatures of Medium size or smaller can fit inside the dome with you. The spell fails if its area includes a larger creature or more than ten creatures. Creatures and objects within the dome when you cast this spell can move through it freely. All other creatures and objects are barred from passing through it. Spells and other magical effects can't extend through the dome or be cast through it. The atmosphere inside the space is comfortable and dry, regardless of the weather outside.
Until the spell ends, you can command the interior to become dimly lit or dark. The dome is opaque from the outside, of any color you choose, but it is transparent from the inside.



Tongues

3rd-level divination
Casting Time: 1 action
Range: Touch
Components: V, M (a small clay model of a ziggurat)
Duration: 1 hour

This spell grants the creature you touch the ability to understand any spoken language it hears. Moreover, when the target speaks, any creature that knows at least one language and can hear the target understands what it says.

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

Torment

1st-level enchantment
Casting Time: 1 bonus action
Range: 90 feet
Components: V, S, M (a snake's slough)
Duration: Concentration, up to 1 hour

You designate a creature that you can see within range as the target of a curse. Until the spell ends, whenever you hit it with an attack, the creature takes an extra 1d6 psychic damage. If the creature drops to 0 hit points before this spell ends, you can use a bonus action on a subsequent turn of yours to torment another creature.

At Higher Levels. When you cast this spell using a spell slot of 3rd or 4th level, the target is **incapacitated** until the start of its next turn when you hit it with an attack. When you use a spell slot of 5th level or higher, the target is also **blinded** until the start of its next turn when you hit it with an attack.

Transport via Plants



6th-level conjuration
Casting Time: 1 action
Range: 10 feet
Components: V, S
Duration: 1 round

This spell creates a magical link between a Large or larger inanimate plant within range and another plant, at any distance, on the same plane of existence. You must have seen or touched the destination plant at least once before. For the duration, any creature can step into the target plant and exit from the destination plant by using 5 feet of movement.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, you can increase the duration by 1 round for each slot level above 6th.

Tree Stride



5th-level conjuration
Casting Time: 1 action
Range: Self
Components: V, S
Duration: Concentration, up to 1 minute

You gain the ability to enter a tree and move from inside it to inside another tree of the same kind within 500 feet. Both trees must be living and at least the same size as you. You must use 5 feet of movement to enter a tree. You instantly know the location of all other trees of the same kind within 500 feet and, as part of the move used to enter the tree, can either pass into one of those trees or step out of the tree you're in. You appear in a spot of your choice within 5 feet of the destination tree, using another 5 feet of movement. If you have no movement left, you appear within 5 feet of the tree you entered.

You can use this transportation ability once per round for the duration. You must end each turn outside a tree.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, you can pass into and step out of any kind of tree and the duration increases by 1 minute for each slot level above 5th.

True Polymorph



9th-level transmutation
Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a drop of mercury, a dollop of gum arabic, and a wisp of smoke)
Duration: Concentration, up to 1 hour

Choose one creature or nonmagical object that you can see within range. The creature must have at least 1 hit point. You transform the creature into a different creature, the creature into a nonmagical object, or the object into a creature (the object must be neither worn nor carried by another creature). The transformation lasts for the duration, or until the target drops to 0 hit points or dies. If you concentrate on this spell for the full duration, the transformation lasts until it is dispelled. This spell has no effect on a shapechanger or a creature with 0 hit points. An unwilling creature can make a Wisdom saving throw, and if it succeeds, it isn't affected by this spell.

Creature into Creature

If you turn a creature into another kind of creature, the new form can be any kind you choose whose challenge rating is equal to or less than the target's (or its level, if the target doesn't have a challenge rating). The target's game statistics, including mental ability scores, are replaced by the statistics of the new form. It retains its alignment and personality.
The target assumes the hit points of its new form, and when it reverts to its normal form, the creature returns to the number of hit points it had before it transformed. If it reverts as a result of dropping to 0 hit points, any excess damage carries over to its normal form. As long as the excess damage doesn't reduce the creature's normal form to 0 hit points, it isn't knocked unconscious.
The creature is limited in the actions it can perform by the nature of its new form, and it can't speak, cast spells, or take any other action that requires hands or speech, unless its new form is capable of such actions. The target's gear melds into the new form. The creature can't activate, use, wield, or otherwise benefit from any of its equipment.

Object into Creature

You can turn an object into any kind of creature, as long as the creature's size is no larger than the object's size and the creature's challenge rating is 9 or lower. The creature is friendly to you and your companions. It acts on each of your turns. You decide what action it takes and how it moves. The leader has the creature's statistics and resolves all of its actions and movement.
If the spell becomes permanent, you no longer control the creature. It might remain friendly to you, depending on how you have treated it.

Creature into Object

If you turn a creature into an object, it transforms along with whatever it is wearing and carrying into that form, as long as the object's size is no larger than the creature's size. The creature's statistics become those of the object, and the creature has no memory of time spent in this form, after the spell ends and it returns to its normal form.

True Resurrection



9th-level necromancy
Casting Time: 1 hour
Range: Touch
Components: V, S, M (a sprinkle of holy water and diamonds worth at least 25,000 gp, which the spell consumes)
Duration: Instantaneous

You touch a creature that has been dead for no longer than 200 years and that died for any reason except old age. If the creature's soul is free and willing, the creature is restored to life with all its hit points and an exhaustion level of 0.
This spell closes all wounds, neutralizes any poison, cures all diseases, and lifts any curses affecting the creature when it died. The spell replaces damaged or missing organs and limbs. If the creature was undead, it is restored to its non-undead form.
The spell can even provide a new body if the original no longer exists, in which case you must speak the creature's name. The creature then appears in an unoccupied space you choose within 10 feet of you.

True Seeing



6th-level divination
Casting Time: 1 action
Range: Touch
Components: V, S, M (an ointment for the eyes that costs 25 gp; is made from mushroom powder, saffron, and fat; and is consumed by the spell)
Duration: 1 hour

This spell gives the willing creature you touch the ability to see things as they actually are. For the duration, the creature has truesight, notices secret doors hidden by magic, and can see into the Ethereal Plane, all out to a range of 120 feet.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, you can target one additional creature for each slot level above 6th.

True Strike



Divination cantrip
Casting Time: 1 action
Range: 30 feet
Components: S
Duration: Concentration, up to 1 round

This spell forewarns you of the difficulties of an action you are about to take. When you cast this spell, choose one of the three effects below:

Advantaged Attack

You extend your hand and point a finger at a target in range. Your magic grants you a brief insight into the target's defenses. On your next turn, you gain advantage on your first attack roll against the target, provided that this spell hasn't ended.

Measured Action

You extend your hand and point a finger at an obstacle you are about to face with an ability check. The obstacle in question must be a passive element of your environment, such as in the case of tracking, climbing, swimming, etc. On your next turn, you can roll 2d10 instead of a d20 on your next ability check, provided that this spell hasn't ended.

Uncover

You extend your hand and point a finger at a target in range. On your next turn, the target gains no bonus to AC from half cover or three-quarters cover against your first attack roll against it, provided that this spell hasn't ended.

This spell's effects increase when you reach 5th level, 11th level, and 17th level. At 5th level, you can choose to roll 3d6 instead of 2d10 when using Measured Action; at 11th level, you gain a +2 capped bonus to your ability check when using Measured Action; at 17th level, you can use Advantaged Attack and Uncover at the same time.

Tyranny



3rd-level enchantment
Casting Time: 1 action
Range: Self (20-foot radius)
Components: V, S, M (a riding crop)
Duration: Concentration, up to 10 minutes

Despotic energy radiates from you in an aura with a 20-foot radius. Until the spell ends, the aura moves with you, centered on you.
Once per round on your turn, you can issue an order to a creature in the aura. If the creature understands the order, it can choose to obey it without question. If it refuses the order, it must make a Charisma saving throw or take 5d6 psychic damage. A successful save halves the damage. Creatures immune to being frightened aren't affected by this spell.
The order must be contained in a single word. A creature that obeys your order must dedicate its next turn to executing it (see the *command* spell). If, for any reason, the target is prevented from following your command, it remains inactive on its turn but does not take damage as described above.

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 10 feet for each slot level above 3rd.



Unholy Fusion

5th-level transmutation
Casting Time: 1 action
Range: 60 feet
Components: V, S, M (bread crumbs and blood that you mix during the spellcasting)
Duration: Concentration, up to 1 minute

Choose two creatures that you can see within range, located within 5 feet of each other. Each of the targeted creatures must make a Charisma saving throw.

- This spell has no effect on creatures whose current hit point total is higher than 50 or reduced to 0, as well as shapechangers and creatures that can't be charmed.
- A creature can willingly fail the saving throw.
- On a success, the creature takes 5d6 psychic damage. On a failure, the creature is **charmed** by you until the spell ends.
- If both creatures fail their saving throw and are no more than two sizes larger than each other, they are irresistibly drawn to each other and their flesh merges in an abominable fusion. The two creatures are now one and occupy the same space. If they were of different size, the smaller of the two joins the other's space. If they were of the same size, randomly determine which one joins the other's space. The result of the fusion is a **conjoined chimera**, a frightening ravager of Canker (for the creature's game statistics, see **Bestiary**, **Ravagers of Canker**).

The Effects of the Charm

Whether the fusion occurs or not, a creature charmed by this spell shares a telepathic bond with you as long as it remains within 60 feet of you, allowing you to give it orders without need for a common language. The charmed creature sees you as a friend and does its best to satisfy your demands, going as far as to endanger itself. However, should you issue a suicidal or obviously unreasonable order, the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, you can target creatures with 10 more hp for each slot level above 5th. In addition, when you cast this spell using a spell slot of 7th or 8th level, the duration is concentration, up to 10 minutes. With a spell slot of 9th level, the duration is concentration, up to 1 hour.

Unseen Servant



1st-level conjuration (ritual)
Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a piece of string and a bit of wood)
Duration: 1 hour

This spell creates an invisible, mindless, shapeless force that performs simple tasks at your command until the spell ends. The servant springs into existence in an unoccupied space on the ground within range. It has AC 10, 1 hit point, a Strength of 2 (for a carrying capacity of 30 lb), a Dexterity of 6, and it can't attack. If it drops to 0 hit points, the spell ends.
Once on each of your turns as a bonus action, you can mentally command the servant to move up to 15 feet and interact with an object. The servant can perform simple tasks that an unqualified human servant could do, such as fetching things, cleaning, folding clothes, lighting fires, serving food, and pouring wine. Once you give the command, the servant performs the task to the best of its ability until it completes the task, then waits for your next command.
If you command the servant to perform a task that would move it more than 60 feet away from you, the spell ends.



The Origin of the Servant

In accordance with the atmosphere the leader wishes to establish for the campaign, *unseen servant* can be a neutral or corrupt spell depending on its origin. Both variants may also be accessible, with the spellcaster choosing which one they wish to use every time they cast the spell.
If the unseen servant is born from your psyche, the spell's casting is uncorrupted. If the unseen servant is a stray soul, the spell's casting is corrupted.

Born from Your Psyche

The unseen servant is the product of your psyche. The constant mental effort required to sustain its existence gives you disadvantage on all Intelligence, Wisdom, and Charisma checks until the spell ends. However, as a result of being an extension of your mind, the unseen servant has the same proficiencies as you. It is considered to have a proficiency bonus of +2 and a score of 10 in all abilities except for Strength and Dexterity.
If you are proficient in Animal Handling, the unseen servant will be capable of skillfully tending to horses; if you are proficient in farming tools, it will be able to cultivate plants, etc.



A Stray Soul

The unseen servant is the soul of a recently deceased mortal wandering through the Ethereal Plane. In this case, unseen servant is a corrupt spell that snatches the unfortunate soul and temporarily enslaves it. Even if the servant is a disembodied soul, it is still a sentient being and it suffers from its servitude. The unseen servant is proficient in the same skills as when it was alive (at the leader's discretion).



Vampiric Touch

3rd-level necromancy
Casting Time: 1 action
Range: Self
Components: V, S
Duration: Concentration, up to 1 minute

The touch of your shadow-wreathed hand can siphon life force from others to heal your wounds. Make a melee spell attack against a creature within your reach. On a hit, the target takes 3d6 necrotic damage, and you regain hit points equal to half the amount of necrotic damage dealt. 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 4th level or higher, the damage increases by 1d6 for each slot level above 3rd.

Vengeful Weapon

2nd-level evocation
Casting Time: 1 bonus action
Range: Self
Components: V
Duration: Concentration, up to 1 minute

Your melee weapon becomes a vector for your divinity's formidable ire. Until the spell ends, whenever you make a successful attack with this weapon, you deal extra psychic damage equal to your spellcasting ability modifier and the target must make a Wisdom saving throw or be **frightened** of you for the duration of the spell.
At the end of each of its turns, the target can make another Wisdom saving throw to reaffirm its will. On a success, it is no longer frightened of you.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the extra damage is equal to twice your spellcasting ability modifier.

Venomous Influx



2nd-level evocation
Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Instantaneous

You instill poisonous miasma into a nearby creature. The creature must make a Constitution saving throw or take 4d8 poison damage and be **poisoned** for 1 minute. On a successful save, the creature takes half as much damage and isn't poisoned.
At the end of each of its turns, the creature can make another Constitution saving throw. On a success, it is no longer poisoned by this spell.

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.

Vicious Mockery



Enchantment cantrip
Casting Time: 1 action
Range: 60 feet
Components: V
Duration: Instantaneous

You unleash a string of insults laced with subtle enchantments at a creature you can see within range. If the target can hear you (though it need not understand you), it must succeed on a Wisdom saving throw or take 1d4 psychic damage and have disadvantage on the next attack roll it makes before the end of its next turn. This spell's damage increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

Vivacity



Transmutation cantrip
Casting Time: 1 bonus action
Range: Touch
Components: S
Duration: 1 minute

You touch a willing creature, increasing its speed by 5 feet until the spell ends or you cast it again.

When you reach 5th level, a creature under the effect of this spell always jumps as if it had moved 10 feet beforehand. When you reach 11th level, a creature under the effect of this spell jumps an extra two feet when making a long jump and an extra foot when making a high jump. When you reach 17th level, these distances increase by the same amounts, for a total of four extra feet when making a long jump and two extra feet when making a high jump.



Wall of Fire

4th-level evocation
Casting Time: 1 action
Range: 120 feet
Components: V, S, M (a small piece of phosphorus)
Duration: Concentration, up to 1 minute

You create a wall of fire on a solid surface within range. You can make the wall up to 60 feet long, 20 feet high, and 1 foot thick, or a ringed wall up to 20 feet in diameter, 20 feet high, and 1 foot 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 takes 5d8 fire damage, or half as much damage on a successful save.

One side of the wall, selected by you when you cast this spell, deals 5d8 fire damage to each creature that ends its turn within 10 feet of that side or inside the wall. A creature takes the same damage when it enters the wall for the first time on a turn or ends its turn there. The other side of the wall deals no damage.

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.

Wall of Force

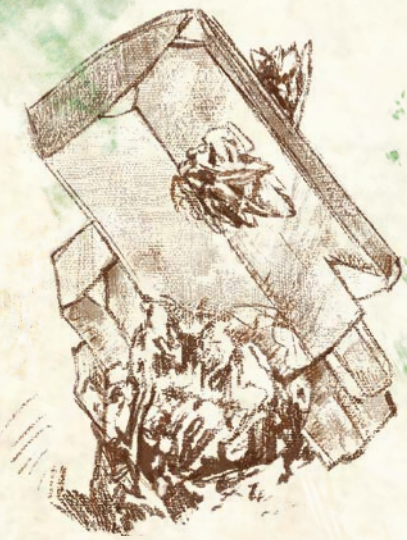
5th-level evocation
Casting Time: 1 action
Range: 120 feet
Components: V, S, M (a pinch of powder made by crushing a clear gemstone)
Duration: Concentration, up to 10 minutes

An invisible wall of force springs into existence at a point you choose within range. The wall appears in any orientation you choose, as a horizontal or vertical barrier or at an angle. It can be free floating or resting on a solid surface. You can form it into a hemispherical dome or a sphere with a radius of up to 10 feet, or you can shape a flat surface made up of ten 10-foot-by-10-foot panels. Each panel must be contiguous with another panel. In any form, the wall is 1/4 inch thick. It lasts for the duration. If the wall cuts through a creature's space when it appears, the creature is pushed to one side of the wall (your choice which side).

Nothing can physically pass through the wall. It is immune to all damage and can't be dispelled by *dispel magic*. A *disintegrate* spell destroys the wall instantly, however. The wall also extends into the Ethereal Plane, blocking ethereal travel through the wall.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the maximum radius of the dome or sphere (or the maximum size of the panels) increases by 5 feet for each slot level above 5th.

Wall of Ice



6th-level evocation
Casting Time: 1 action
Range: 120 feet
Components: V, S, M (a small piece of quartz)
Duration: Concentration, up to 10 minutes

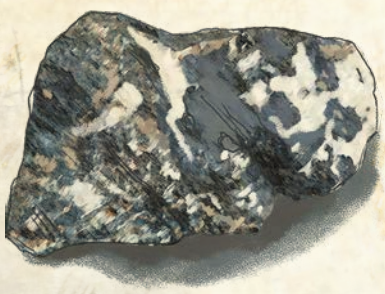
You create a wall of ice on a solid surface within range. You can form it into a hemispherical dome or a sphere with a radius of up to 10 feet, or you can shape a flat surface made up of ten 10-foot-square panels. Each panel must be contiguous with another panel. In any form, the wall is 1 foot thick and lasts for the duration.
If the wall cuts through a creature's space when it appears, the creature within its area is pushed to one side of the wall and must make a Dexterity saving throw. On a failed save, the creature takes 10d6 cold damage, or half as much damage on a successful save.
The wall is an object that can be damaged and thus breached. It has AC 12 and 30 hit points per 10-foot section, and it is vulnerable to fire damage. Reducing a 10-foot section of wall to 0 hit points destroys it and leaves behind a sheet of frigid air in the space the wall occupied. A creature moving through the sheet of frigid air for the first time on a turn must make a Constitution saving throw. That creature takes 5d6 cold damage on a failed save, or half as much damage on a successful one.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the damage the wall deals when it appears increases by 2d6, and the damage from passing through the sheet of frigid air increases by 1d6, for each slot level above 6th.

Wall of Stone

5th-level evocation
Casting Time: 1 action
Range: 120 feet
Components: V, S, M (a small block of granite)
Duration: Concentration, up to 10 minutes

A nonmagical wall of solid stone springs into existence at a point you choose within range. The wall is 6 inches thick and is composed of ten 10-foot-by-10-foot panels. Each panel must be contiguous with at least one other panel. Alternatively, you can create 10-foot-by-20-foot panels that are only 3 inches thick. If the wall cuts through a creature's space when it appears, the creature is pushed to one side of the wall (your choice). If a creature would be surrounded on all sides by the wall (or the wall and another solid surface), that creature can make a Dexterity saving throw. On a success, it can use its reaction to move up to its speed so that it is no longer enclosed by the wall.



The wall can have any shape you desire, though it can't occupy the same space as a creature or object. The wall doesn't need to be vertical or rest on any firm foundation. It must, however, merge with and be solidly supported by existing stone. Thus, you can use this spell to bridge a chasm or create a ramp. If you create a span greater than 20 feet in length, you must halve the size of each panel to create supports. You can crudely shape the wall to create crenellations, battlements, and so on.
The wall is an object made of stone that can be damaged and thus breached. Each panel has AC 15 and 30 hit points per inch of thickness. Reducing a panel to 0 hit points destroys it and might cause connected panels to collapse at the leader's discretion.
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.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the size of the panels increases by 5 feet for each slot level above 5th.

Wall of Thorns

6th-level conjuration
Casting Time: 1 action
Range: 120 feet
Components: V, S, M (a handful of thorns)
Duration: Concentration, up to 10 minutes

You create a wall of tough, pliable, tangled brush bristling with needle-sharp thorns. The wall appears within range on a solid surface and lasts for the duration. You choose to make the wall up to 60 feet long, 10 feet high, and 5 feet thick or a circle that has a 20-foot diameter and is up to 20 feet high and 5 feet thick. The wall blocks line of sight.

When the wall appears, each creature within its area must make a Dexterity saving throw. On a failed save, a creature takes 7d8 piercing damage, or half as much damage on a successful save.
A creature can move through the wall, albeit slowly and painfully. For every 1 foot a creature moves through the wall, it must spend 4 feet of movement. Furthermore, the first time a creature enters the wall on a turn or ends its turn there, the creature must make a Dexterity saving throw. It takes 7d8 slashing damage on a failed save, or half as much damage on a successful one.

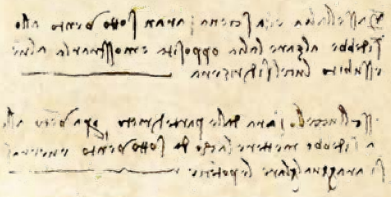
At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, both types of damage increase by 1d8 for each slot level above 6th.

Warcry

Evocation cantrip
Casting Time: 1 action
Range: Self (10-foot cone)
Components: V, S
Duration: Instantaneous

You let out a howl audible within 300 feet, which you can make intelligible.
Each creature in a 10-foot cone must make a Constitution saving throw or take 1d6 thunder damage and be **deafened** until 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).

Warding Bond



2nd-level abjuration
Casting Time: 1 action
Range: Touch
Components: V, S, M (a pair of platinum rings worth at least 50 gp each, which you and the target must wear for the duration)
Duration: 1 hour

This spell wards a willing creature you touch and creates a mystic connection between you and the target until the spell ends. While the target is within 60 feet of you, it gains a +1 bonus to AC and saving throws, and it has resistance to all damage. Also, each time it takes damage, you take the same amount of damage.
The spell ends if you drop to 0 hit points or if you and the target become separated by more than 60 feet. It also ends if the spell is cast again on either of the connected creatures. You can also dismiss the spell as an action.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can be separated from the target by an additional 60 feet, the bonus to AC and saving throws increases by +1, and the duration increases by 1 hour for each slot level above 2nd.

Water Breathing



3rd-level transmutation (ritual)
Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a short reed or piece of straw)
Duration: 24 hours

This spell grants up to ten willing creatures you can see within range the ability to breathe underwater until the spell ends. Affected creatures also retain their normal mode of respiration.

Water Walk

3rd-level transmutation (ritual)
Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a piece of cork)
Duration: 1 hour

This spell grants the ability to move across any liquid surface—such as water, acid, mud, snow, quicksand, or lava—as if it were harmless solid ground (creatures crossing molten lava can still take damage from the heat). Up to ten willing creatures you can see within range gain this ability for the duration.
If you target a creature submerged in a liquid, the spell carries the target to the surface of the liquid at a rate of 60 feet per round.

Web

2nd-level conjuration
Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a bit of spiderweb)
Duration: Concentration, up to 1 hour

You conjure a mass of thick, sticky webbing at a point of your choice within range. The webs fill a 20-foot cube from that point for the duration. The webs are difficult terrain and lightly obscure their area.
If the webs aren't anchored between two solid masses (such as walls or trees) or layered across a floor, wall, or ceiling, the conjured web collapses on itself, and the spell ends at the start of your next turn. Webs layered over a flat surface have a depth of 5 feet.
Each creature that starts its turn in the webs or that enters them during its turn must make a Dexterity saving throw. On a failed save, the creature is **restrained** as long as it remains in the webs or until it breaks free.
A creature restrained by the webs can use its action to make a Strength check against your spell save DC. If it succeeds, it is no longer restrained.
The webs are flammable. Any 5-foot cube of webs exposed to fire burns away in 1 round, dealing 2d4 fire damage to any creature that starts its turn in the fire.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can increase the size of the cube by 10 feet and the duration increases by 1 hour for each slot level above 2nd.

Weird



9th-level illusion
Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: Concentration, up to 1 minute

Drawing on the deepest fears of a group of creatures, you create illusory creatures in their minds, visible only to them. Each creature in a 30-foot-radius sphere centered on a point of your choice within range must make a Wisdom saving throw. On a failed save, a creature becomes **frightened** for the duration. The illusion calls on the creature's deepest fears, manifesting its worst nightmares as an implacable threat. At the end of each of the frightened creature's turns, it must succeed on a Wisdom saving throw or take 4d10 psychic damage. On a successful save, the spell ends for that creature.

Wild Regression



3rd-level transmutation
Casting Time: 1 action
Range: Self (30-foot cone)
Components: V, S, M (a leaf)
Duration: Instantaneous

You summon the forces of nature, calling upon them to reclaim organic and mineral matter. Each creature in a 30-foot-cone must make a Charisma saving throw or have its equipment and body transform as if they had been left in the middle of nature for months. On a failure, the creature's nonmagical equipment undergoes the following modifications:

- All weapons made of wood, stone, or metal (with the exception of mithral, dwarven and elven steel, and adamantium) rust, dull, grow moss and shoots, etc. As a consequence, damage rolls with these weapons take a -2 penalty.
- Weapons with the ammunition property (such as bows, crossbows, and slings) become unusable.
- If the creature wears armor not made of mithral, dwarven or elven steel, or adamantium, it takes a -2 penalty to AC.
- The superficial physiology of the creature and its other possessions are also affected, its hair growing visibly and its clothes becoming worn and dirty. Its nails grow as well, resulting in disadvantage on all ability checks requiring manual precision until they are trimmed.

Each affected piece of equipment can be restored with an Intelligence (appropriate tool) check against your spell save DC. This requires 1 hour.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the AC penalty increases by 1 for each slot level above 3rd. Additionally, when you cast this spell using a spell slot of 5th level or higher, attack rolls made with an affected weapon have disadvantage.

Wind Walk



6th-level transmutation
Casting Time: 1 minute
Range: 30 feet
Components: V, S, M (fire and holy water)
Duration: 8 hours

You and up to ten willing creatures you can see within range assume a gaseous form for the duration, appearing as wisps of cloud. While in this cloud form, a creature has a flying speed of 300 feet and has resistance to damage from nonmagical weapons. The only actions a creature can take in this form are the Dash action or to revert to its normal form. Reverting takes 1 minute, during which time a creature is **incapacitated** and can't move. Until the spell ends, a creature can revert to cloud form, which also requires the 1-minute transformation.
If a creature is in cloud form and flying when the effect ends, the creature descends 60 feet per round for 1 minute until it lands, which it does safely. If it can't land after 1 minute, the creature falls the remaining distance.



At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, you can target five additional creatures for each slot level above 6th.



Wind Walkers

A group traveling in a relatively compact formation has the aspect of a fast-moving patch of mist.

Exhaustion

Creatures in cloud form require no effort to move. As long as they are in cloud form, the creatures are not at risk of taking levels of exhaustion from a forced march.

Speechlessness

As long as they are in cloud form, the creatures are unable to communicate verbally. At most, they can position themselves in such a way as to express themselves through mimes or rebuses.

Wind Wall



3rd-level evocation
Casting Time: 1 action
Range: 120 feet
Components: V, S, M (a tiny fan and a feather of exotic origin)
Duration: Concentration, up to 1 minute

A wall of strong wind rises from the ground at a point you choose within range. You can make the wall up to 50 feet long, 15 feet high, and 1 foot thick. You can shape the wall in any way you choose so long as it makes one continuous path along the ground. The wall lasts for the duration.
When the wall appears, each creature within its area must make a Strength saving throw. A creature takes 3d8 bludgeoning damage on a failed save, or half as much damage on a successful one.
The strong wind keeps fog, smoke, and other gases at bay. Small or smaller flying creatures or objects can't pass through the wall. Loose, lightweight materials brought into the wall fly upward. Arrows, bolts, and other ordinary projectiles launched at targets behind the wall are deflected upward and automatically miss. (Boulders hurled by giants or siege engines, and similar projectiles, are unaffected.) Creatures in gaseous form can't pass through it.



At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 2d8 for each slot level above 3rd.

Wish



9th-level conjuration
Casting Time: 1 action
Range: Self
Components: V
Duration: Instantaneous

Wish is the mightiest spell a mortal creature can cast. By simply speaking aloud, you can alter the very foundations of reality in accord with your desires.

Imitating a Spell

The basic use of this spell is to duplicate any other spell of 8th level or lower. You don't need to meet any requirements in that spell, including costly components. The spell simply takes effect.

Common Effects

Alternatively, you can create one of the following effects of your choice:

- You create one object of up to 25,000 gp in value that isn't a magic item. The object can be no more than 300 feet in any dimension, and it appears in an unoccupied space you can see on the ground.
- You allow up to twenty creatures that you can see to regain all hit points, and you end all effects on them described in the *greater restoration* spell.
- You grant up to ten creatures that you can see resistance to a damage type you choose.
- You grant up to ten creatures you can see immunity to a single spell or other magical effect for 8 hours. For instance, you could make yourself and all your companions immune to a lich's life drain attack.
- You undo a single recent event by forcing a reroll of any roll made within the last round (including your last turn). Reality reshapes itself to accommodate the new result. For example, a *wish* spell could undo an opponent's successful save, a foe's critical hit, or a friend's failed save. You can force the reroll to be made with advantage or disadvantage, and you can choose whether to use the reroll or the original roll.

You might be able to achieve something beyond the scope of the above examples. State your wish to the leader as precisely as possible. The leader has great latitude in ruling what occurs in such an instance; the greater the wish, the greater the likelihood that something goes wrong. This spell might simply fail, the effect you desire might only be partly achieved, or you might suffer some unforeseen consequence as a result of how you worded the wish. For example, wishing that a villain were dead might propel you forward in time to a period when that villain is no longer alive, effectively removing you from the game. Similarly, wishing for a legendary magic item or artifact might instantly transport you to the presence of the item's current owner.

The Aftershock of a Wish

The stress of casting this spell to produce any effect other than duplicating another spell weakens you. After enduring that stress, each time you cast a spell until you finish a long rest, you take 1d10 necrotic damage per level of that spell. This damage can't be reduced or prevented in any way. In addition, your Strength drops to 3, if it isn't 3 or lower already, for 2d4 days. For each of those days that you spend resting and doing nothing more than light activity, your remaining recovery time decreases by 2 days. Finally, there is a 33 percent chance that you are unable to cast *wish* ever again if you suffer this stress.

Withering Rebuke



1st-level evocation
Casting Time: 1 reaction, which you take in response to being damaged by a creature within 60 feet of you that you can see
Range: 60 feet
Components: V, S
Duration: Instantaneous

You point your finger, and the creature that damaged you is momentarily surrounded by magical flames. The creature must make a Dexterity saving throw. It takes 2d10 fire damage on a failed save, or half as much damage on a successful one.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d10 for each slot level above 1st.

Wondrous Domain



9th-level transmutation
Casting Time: 24 hours
Range: Touch
Components: V, S, M (a pinch of earth from a distant land and precious items worth at least 25,000 gp)
Duration: 1 year

You create around you a domain infused with magic, circumscribed within a maximum radius of 1 mile. The shape of the domain is not necessarily a perfect circle, as the spell follows geographical boundaries such as rivers, walls, hedges, cliffs, and other possible delimitations. All wondrous domains have a set of common features, and each has two unique features, as detailed below.
You can create a permanent wondrous domain by casting this spell every year on the same day and in the same location for ten years.

Common Features of Wondrous Domains

All wondrous domains have the following features:

- ***Outskirts.*** The domain is surrounded by a frontier zone, which stretches when magic is strong, or when the season or weather of the outside world matches that of the domain. Conversely, it may, at the leader's discretion, shrink when it comes in contact with an area of weak magic. The width of the outskirts will usually range from 300 to 1500 feet depending on the circumstances. Orientation in the outskirts requires one or several Wisdom (Survival) checks against your spell save DC, even for rangers in their favored terrain. In addition, neither the domain itself nor its outskirts are perceptible from the outside. Through a phenomenon of illusion, they simply appear as the continuity of their surroundings. Within the outskirts, part of the wondrous domain's features may be effective, at the leader's discretion.
- ***Physical Entrance.*** Although a wondrous domain has extraordinary physical properties, it is still physically connected to the rest of the world and can actually be chanced upon. A *find the path* spell can show the way to it.
- ***Nondetection.*** Anything within the confines a wondrous domain or its outskirts cannot be targeted by any divination magic or perceived through magical scrying sensors from the outside. The domain's boundaries are ethereal borders (see the Geomagic chapter).
- ***Healing.*** Creatures in the domain have advantage on Constitution saving throws made against poisons and diseases, as well as to heal Wounds. In addition, finishing a long rest in the area removes two levels of exhaustion instead of one.
- ***Aberrant Architecture.*** The rules of physics are more pliable in a wondrous domain. There, it is possible to build gravity-defying buildings, unmelting ice sculptures, eternally flowing fountains, etc. Such feats will still require appropriate skills and a suitable workforce, but the nature of the domain will considerably facilitate them.
- ***Strong Magic.*** Magic within the domain is perpetually strong.

Unique Features of Wondrous Domains

You can include up to two of the features listed below in your wondrous domain. Your leader may let you suggest other features, as well as include minor features for atmosphere (light, vegetation, sounds, etc.)

Time Loop

Every day in the wondrous domain is identical to the previous one, and any aging or decrepitude is suspended within. The only items unaffected by the time loop are those carried or transported. Time resets daily, removing any memory of the previous day from the minds of the residents. Creatures with an Intelligence of 5 or less cannot resist this phenomenon. As for creatures with an Intelligence of 6 of more, one of the three cases below applies, depending on the creature's rapport with the spellcaster:

- **Friend of the domain.** This only concerns creatures explicitly acknowledged as such by the spellcaster. They are unaffected by the phenomenon.
- **Neutral.** This is the default status. The creature must make an Intelligence saving throw every time the daily reset occurs, or lose its memories of the day it just spent in the wondrous domain. A creature who has failed its saving throw will spend its day exactly as the one before, unless something occurs differently.
- **Enemy of the domain.** This only concerns creatures explicitly acknowledged as such by the spellcaster. This needs not be done in the presence of the creature: "My cousin Fuljia is an enemy" or "All humans are enemies" are as valid as "This melessë here is an enemy." An enemy of the domain must make an Intelligence saving throw just like a neutral creature, with the difference that on a failure margin of 5 or more, it loses control over its body and is driven to move away from the domain for 24 hours. When the effect ends, the creature recovers consciousness without any memory of the path it took or of the exact way to the wondrous domain.

Aberrant Time

The flow of time and/or the weather in the domain do not match that of the outside world. Here are a few possibilities, with each line representing a feature. You can invent others with your leader's approval:

Outside World	Wondrous Domain
1 day	1 year
1 year	1 day
Day (or night)	Opposite of the outside world
Normal cycle of seasons	A perpetual season of your choice
Normal day/night cycle	Perpetual day, night, dawn, or twilight

Teleportation

Wondrous domains created by the same spellcaster or by willing spellcasters can be connected with teleportation circles. These teleportation circles can only lead to the wondrous domains they are connected to.

Wondrous Nature

Nature within the domain is perpetually suspended in an idealized version of a season (winter, spring, summer, or fall). Even if the season would not usually make it possible for plants to grow, they do, meaning that a patch of strawberries could bear fruit in the middle of winter.

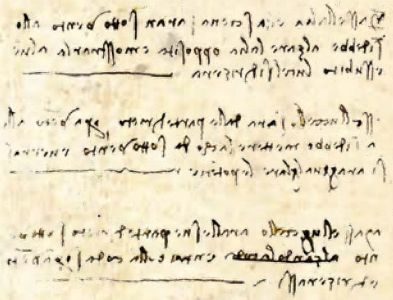
Key

The creator of the wondrous domain can define a condition for entrance. It can be an action to perform or a password to pronounce. Without the key, a creature cannot cross the outskirts. The key can also be a moment, such as "Midnight, when Melancholia is full."

Word of Recall



6th-level conjuration
Casting Time: 1 action
Range: 5 feet
Components: V
Duration: Instantaneous



You and up to five willing creatures within 5 feet of you instantly teleport to a previously designated sanctuary. You and any creatures that teleport with you appear in the nearest unoccupied space to the spot you designated when you prepared your sanctuary (see below). If you cast this spell without first preparing a sanctuary, the spell has no effect.

You must designate a sanctuary by casting this spell within a location, such as a temple, dedicated to or strongly linked to your deity. If you attempt to cast the spell in this manner in an area that isn't dedicated to your deity, the spell has no effect.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, you can teleport two additional willing creatures and the spell's range increases by 10 feet for each slot level above 6th.



Zone of Truth

2nd-level enchantment
Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: 10 minutes

You create a magical zone that guards against deception in a 15-foot-radius sphere centered on a point of your choice within range. Until the spell ends, a creature that enters the spell's area for the first time on a turn or starts its turn there must make a Charisma saving throw. On a failed save, a creature can't speak a deliberate lie while in the radius. You know whether each creature succeeds or fails on its saving throw.

An affected creature is aware of the spell and can thus avoid answering questions to which it would normally respond with a lie. Such a creature can be evasive in its answers as long as it remains within the boundaries of the truth.

Subjective Truth and Objective Truth

The difference between truth and falsehood is sometimes blurry. Within the context of a *zone of truth* spell, "truth" refers to what the target believes to be true, not to an objective reality. The spell makes the target unable to lie, but this does not guarantee that what it says will match actual facts. This means that even if the spell is effective, the following factors may come into play:

- **Fooling oneself.** A creature may grow so used to its own lies that it ends up believing them and delivering them as if they were the truth.
- **False memories.** The mind rejects ambiguity. In case of uncertainty, it will fill in or reconstruct details, which may result in false memories. For example, a guest present at a party where a murder took place may believe she saw the assassin sneak away in the panic, simply due to the overinterpretation of fleeting shadows. This can lead to different witnesses giving conflicting testimonies in good faith, each of them having created their own version of the facts.
- **Gaslighting.** Through more or less complex and lengthy manipulation techniques, it is possible to implant a memory in a creature's mind. This does not necessarily require the use of magic: knowing about the workings and weaknesses of the mind is enough. This method consists of inserting a memory in a hazy part of a person's memory. Convincing a suggestible person of a credible detail (the presence of an object, the color of a flag, a window being open, etc.) is rather simple. With enough time and proper technique, a master manipulator may be capable of getting it into the mind of a person that they committed a crime several years in the past. Once the victim of such manipulations has been convinced, it will sincerely believe the fabrication to be true.

Appendix

References

Abbreviations

AC. Armor Class
CR. Challenge rating
DC. Difficulty Class
HD. Hit Di(c)e
hp. Hit point(s)
NPC. Nonplayer character
PC. Player character
Save. Saving throw
XP. Experience Point(s)

Modular System

Modular icons indicate optional rules and variants associated with a particular atmosphere.



Action. This icon indicates all the rules that offer epic options and put the character's feats and achievements at the forefront.



Awakening. To be able to call upon their spells and magical abilities, a character must have experienced the Awakening. All powers and abilities related to the Awakening are preceded by this icon.



Corruption. The Corruption icon shows spells and features whose use causes corruption, or that can only be used by corrupt beings.



Dark. The optional rules indicated by this icon are all related to horror, madness, or corruption.



Dragon. This icon highlights particularly important information that should not be skipped. It also shows spells exclusive to **Fateforge** in the Spell Compendium.



Elusive Magic. If the leader makes use of this optional rule, the players will not get to handpick their spells during the creation and evolution of their characters. Learning new powers may require finding a mentor.



Gritty. Use these options if you want harsher and generally more realistic gameplay.



Intrigue. Optional rules bearing this icon focus on the interactions between the characters, on the schemes and plots between the factions, and on anything that accentuates the roles of the characters and encourages their interpretation.



Life Lock. Spells or spell modifications signaled by a Life Lock can heal grievous injuries and cure diseases in the blink of an eye. By restricting or even removing access to these healing spells or aids, this option makes the game more dangerous.



Magic Lock. Spells preceded with a Magic Lock require large quantities of magical energy. As a result, they are usually the first to become unusable in areas of weak magic. The leader determines which spells the Magic Lock applies to in their campaign.



Mind Lock. Spells indicated by the Mind Lock icon greatly facilitate access to information, thus making investigations much easier. If the leader wants the campaign to be focused on intrigue and mystery with no possible shortcuts, they can restrict or even remove access to these spells.



Mystery. This icon designates rules dealing with mysteries, supernatural elements, and anything related to secrets and arcana.

Game Style

The table below lists the available game options and what genre of fantasy they are associated with. Most are non-exclusive, and can thus be implemented as part of the same campaign. The leader can select some of them to focus on a single tone or playstyle (such as low, dark fantasy or, at the other end of the spectrum, high-action heroic fantasy), or mix and match them as suits the scenario or place the players are currently going through. Keep in mind that it is entirely possible to only use part of the optional rules associated with a game style.

Daniel wants to go for a low-fantasy campaign, but he doesn't want the PCs' injuries to paralyze them or to get in the way of the players' enjoyment. He is therefore thinking about making use of the Wounds rule, but not the Life Lock one... or maybe the opposite?

Cindy is planning an urban campaign with mysteries and intrigue galore. To foster the right atmosphere, she decides to implement several suitable rules, such as Death's Ban, a divination-blocking effect related to the Ethereal Border geomagical effect.

Game Styles and Related Optional Rules

Game Style	Icon	Rules from Adventurers	Rules from Grimoire
Heroic, high fantasy		Improvised Weapons (see **Weapons**) Heroic Armor Use (see **Armor**) Optional Rules for d20 Rolls (Critical Failure on a Natural 1; Critical Success on a Natural 20) (see **Resolution**) Additional Options for Short Rests (see **Resting Hardships**)	Arcane Abundance; Thaumaturgic Halo (see **Geomagic**) Simple Rituals (see **Rituals**) Arcane Specialists The Light of Magic Critical Successes (see **Critical Magic**) Modifying Spells New Reactions Related to Magic
Mysteries and arcana		Elusive Magic	Awakening Perceiving Magical Fluctuations; Ethereal Border; Maelossa (see **Geomagic**) The Destruction of Material Components (see **Components**) Feeling the Duration of a Spell (see **Duration**) The Mark of Magic (see **The Effects of Magic on the Environment**) Fateforge (see **Back from the Dead**)
Intrigue, investigation, atmosphere, psychology, suspense		Planning Your Next Level (see **Multiclassing**) The Steinbanken (see **Coinage**) Playing and Cheating (see **Tools**) Misadventures at Inns and Roadhouses (see **Traveling**) Incite (see **Actions in Combat**) Choosing Your Victory (see **Damage**) Undergoing Ordeals and Overcoming Pain (see **Exhaustion**) Prolonged Unconsciousness (see **Death**)	Arcane Sanctification; Gigantism; Temporal Distortion (see **Geomagic**) Willingness and Reasonable Actions (see **Targets**) Willingly Failing a Saving Throw (see **Saving Throws**) The Mark of Cantrips Quest (see **Back from the Dead**) Mind Lock
Gritty, low fantasy		Reading and Writing (see **Languages**) Coinage and Politics (see **Coinage**) Damaged Weapons and Armor (see **Armory**) Realistic Armor Use (see **Armor**) Encumbrance (see **Strength**) Safety; Recovery Time (see **Resting Hardships**) The Art of Rendering Unconscious (see **Damage**) Wounds Exhaustion and Agony; Sudden Death (see **Death**) At the bottom of the bag (see **Filling out Your Character Sheet: Possessions**)	Arcane Aridity; Dampening; Dead Magic; Endosmosis; Psychic Wall (see **Geomagic**) Complex Rituals (see **Rituals**) Magical Environmental Perturbations (see **Duration**) Critical Failures (see **Critical Magic**) End of the Line (see **Back from the Dead**) Magic Lock Life Lock
Dark fantasy		Handicap Diseases	Madness Corruption Burning Sap; Gateway of the Dead; Melancholian Chaos (see **Geomagic**) Fooling the Gods (see **Back from the Dead**)

Appendix
Magical Lexicon



Many different terms are commonly used to designate an individual or creature that uses magic, or to talk about the related fields of knowledge. The purpose of this lexicon is to inform Awakened characters about core notions of their art and to describe magical phenomena they may face. For a technical glossary that covers game terms in general, refer to the appendices of **Adventurers**.

Aberration. A type of monster. Aberrations are utterly alien beings. Many of them have innate magical abilities drawn from the creature's alien mind rather than the mystical forces of the world. Aboleths, which dwell in the depths of the Netherworld, are quintessential aberrations. Despite how infamous they are, aberrations remain deeply mysterious. It is suspected that psychurges have a bond—conscious or not—with them. Most intelligent aberrations speak Deep Speech (see **Adventurers**, **Languages**).

Arcana. A domain that gathers disciplines devoted to the study of the mysteries of magic, occult phenomena, and planes of existence.

Arcane magic. Magic unrelated to a divine power. Also called profane magic.

Arcanist. A designation indicating a spellcaster who uses arcane magic. Arcanists include bards, sorcerers, warlocks, and wizards.

Archdruid. An archdruid is a druid who has mastered epic spells—that is, spells of 7th level and higher. Such a high-ranking individual is usually the leader of a druidic circle, the keeper of a sanctuary of Eana, or sometimes even both.

Archmage. An archmage is a wizard who has mastered epic spells—that is, spells of 7th level and higher. Archmages are held in very high regard and generally occupy positions of great prestige and power, such as head of a magic academy or ruler of a magocracy.

Area of effect. The area covered by the effects of a spell or feature. It can take many shapes (cone, cube, line, sphere, etc.) and spreads from a point of origin.

Astral Plane. The Astral Plane is an immaterial reality in which notions of space and time lose almost all meaning. Compared to the norms of the Material Plane, the flow of time is aberrant, while space can stretch, shrink, and grow, sometimes following the rules of Euclidean geometry, sometimes ignoring them. This dimension is where the main divinities of Eana have made their domains and where fey kingdoms are rooted. The Astral Plane is also the plane of dreams, stalked by Nightmare, an entity closely related to Canker.

Ateak. An ateak is a magical gate built during the Travelers' era, which can be entered to reach faraway countries, planes, and worlds.

Awakened. The term Awakened applies to any creature who has acquired the ability to wield supernatural energies. Most are spellcasters, but not all Awakened use magic, monks being an example.

Beast. A type of creature. Beasts are nonhumanoid creatures that are a natural part of ecology. Some of them have magical powers, but most are unintelligent and lack any form of culture or complex language. Beasts include all varieties of ordinary animals, dinosaurs, and giant versions of animals.

Boreal civilization. This civilization radiated from northern Cyfandir more than two millennia ago. Vestiges of it can still be found as far as the Drakenbergen. It was famous for its worship of Frostelle, its mastery of cold-based spells, and its academy of magic. Today still, explorers dream of finding the mythical seat of the lost Boreal civilization, said to be located amidst high mountains.

Builders' guild. Founded in the Free City, the builders' guild specializes in the construction of buildings designed to protect their occupants from the outside use of magic. It has subsidiaries in many cities of importance all over the world. The members of this organization are not the only ones capable of such architectural feats, but they are authorities in the domain.

Canker. A corrupting entity of godlike puissance, Canker has striven to expand its deleterious influence for as long as the people of Eana can remember. Some creatures, like gnolls or ettercaps, are bound to Canker by their very nature and are collectively called ravagers. Canker is capable of granting powers to mortals, defiling their deep essence in the process and ultimately transforming them into ravagers. Canker is both a plane and a power; its very nature defies classifications. It thrives in the depths of the Netherworld.

Cantrip. A minor spell that can be cast without expending a spell slot.

Celestial. A type of creature. Many celestials are the servants of deities, employed as messengers or agents in the mortal realm and throughout the planes. Celestials are good by nature. They include angels, couatls, and pegasi. Celestials speak and write Celestial, a language also called "the godly words." Many sacred texts and spells are written in this tongue (see **Adventurers**, **Languages**).

Charlatan. This word can apply to someone who falsely claims to be Awakened. It is also used as a derogatory term for fledgling spellcasters.

Chosen one. Clerics and paladins are the chosen ones of a divinity or of celestial higher powers.

Concentration. Some spells and effects require you to maintain concentration in order to keep them active. If you lose concentration, the effect ends. Taking damage, for example, may break your concentration.

Cone. The area of effect of certain spells and powers. A cone's width at a given point along its length is equal to that point's distance from the point of origin. A cone's area of effect specifies its maximum length.

Construct. A type of creature. Constructs are made, not born. Some are programmed by their creators to follow a simple set of instructions, while others are imbued with sentience and capable of independent thought. Golems are the iconic constructs.

Corrupt. The term "corrupt" can apply to a spell, an object, or even a place, to signify that it is under the sway of Canker. Using corrupt spells or objects causes corruption.

Corruption. A phenomenon related to the influence of Canker and Nightmare, through which an individual is physically and mentally transformed. Causes of corruption include madness, the casting of corrupt spells and, in the case of divine spellcasters, the betrayal of one's values.

Creature. A creature is any being with six ability scores, as opposed to the environment and inanimate objects. Monsters, PCs, and NPCs are creatures.

Cube. The area of effect of certain spells and powers. A cube's size is expressed as the length of each side.

Cylinder. The area of effect of certain spells and powers. A cylinder is defined by its radius and height. It is always vertical.

Demon. Demons are fiends born in Melancholia from furious, resentful, or regretful souls. They usually speak Demonic. They claim to strive for freedom above all else, and lead fundamentally brutal lives. They initially take the form of soul cocoons to be reborn as weak demons, then progressively grow in power, changing in the process. The most exceptional of them are the demon princes: entities who offer powers to warlocks sharing their vision of existence.

Devil. Devils are created in Furnace from souls that had the misfortune of falling into the hands of preexisting devils. They commonly speak Diabolic. Unlike demons, devils follow a strict, downright totalitarian hierarchy. Lemures form the bottom of this social structure. Above them are the rabble, the weak, unreliable rank and file. Next in power and prestige are the rightly feared officers known as the knijaz. All these are commanded by the hospodar, the most terrifying of known devils. Each hospodar is a unique power, capable of granting spells to warlocks who form a pact with them. It is said that the hospodar are dominated by a single archdevil, but it is unknown whether such a being even exists.

Divine magic. Magic granted by a divine entity to some of their believers.

Djinni. The djinn are air elementals, the traditional enemies of efreet. Unlike their fiery nemeses, djinn are generally benevolent toward mortals, whom they sometimes rescue from the burning sands of the desert. The domains of djinn are structurally similar to those of fey, halfway between Eana and the Astral Plane.

Dormant. The term "Dormant" designates a person who has not Awakened. Spellcasters use it more commonly—and sometimes more contemptuously—than the less derogatory "Natural." However, there are more disparaging, colloquial variants, such as "sleeper," "snorer," or "unseeing."

Draconic. Draconic is the study of dragons, their secrets, their physiology, and their history. Not to be confused with the language of the same name.

Dragon. A type of creature. Large reptilian beings of ancient origin and tremendous power. True dragons, including the good metallic dragons and the evil chromatic dragons, are highly intelligent and have innate magic. Also in this category are creatures distantly related to true dragons, but less powerful, less intelligent, and less magical, such as wyverns and pseudodragons. Dragons speak Draconic, which they can also read and write. Many mystical and arcane works are written in this language. In countries like Rachamangekr or Shi-huang, dragons are often given royal or sacred status.

Eana. The name commonly given to the world the player characters live in. Among druidic cultures, this term also designates the spirit of the world, who is regarded as the living entity at the origin of all life, plagued by Canker. Eana is the exclusive source of the powers of druids and rangers, who regain their spells by communing with Eana. However, this is mostly a meditation technique. Eana cannot deprive a druid or ranger of their powers once they have mastered them: only death can sever the bond between a druid or ranger and Eana.

Efreeti. A towering, humanoid fire elemental, the efreeti is the hereditary enemy of the djinni. Efreeti kingdoms are located in Furnace. Efreet are known to be malevolent entities who take delight in twisting the pacts they make and the wishes they grant.

Elemental. A type of creature. The essence of these beings is closely tied to that of the elemental powers at the origin of the world. Some creatures of this type are little more than animate masses of their respective elements, including the creatures simply called elementals. Others have biological forms infused with elemental energy. Most elementals only speak Primordial, but some may understand other languages, depending on the creatures they interact with (see **Adventurers**, **Languages**).

Eternity. The moon Eternity is one of Eana's two satellites. It is more distant than Melancholia and shines with a bronze glow. It is reputed to influence the fate of people and the development of heroic aptitudes (which translate into class features in game terms). The mythical Fateforge is said to be situated on Eternity.

Ethereal Plane. The Ethereal Plane is inhabited by the spirits of the dead and other creatures. Magical currents here are in constant flux, producing omnipresent ghostlike reflections. Certain scholars claim that instead of wandering through the Ethereal Plane, the souls of the dead should spontaneously join the Astral Plane. The origin of this phenomenon typical of Eana seems to lie in the deleterious influence of Melancholia, sometimes called the Lighthouse of the Damned.

Faerie. Faerie or feyland is the name given to a territory where fey are born and live. Such lands are almost always home to a maelossa.

Fallen. This qualifier is mostly used for clerics, druids, paladins, and rangers who have given in to corruption. Even if they do not actively serve the interests of Canker, they are rejected and hunted down by their former peers as soon as their corruption becomes apparent.

Fateforge. A mythical place said to be located on Eternity. Legend has it that if one were to cross its maze and defeat its smith, they could make their wildest dreams come true, and even become a god.

Fey. A type of creature. Closely tied to the forces of nature, fey dwell in twilight groves and misty forests, which are sometimes called feylands.

Feyland. See Faerie.

Fiend. A type of creature. Fiends are fundamentally evil beings from Melancholia, Furnace, and Gemoniae. The demons of Melancholia and the devils of Furnace are the most active fiends.

Focus. Most spellcasters make use of a focus, which they can substitute for material spell components. It is a portable object of mystical significance such as a wand, sprig of mistletoe, holy amulet, or shield decorated with a religious symbol.

Furnace. Furnace is an entirely underground, suffocatingly hot plane. Generally dark and fiercely burning in places, it is dominated by devils and efreet.

Gemoniae. Gemoniae is a frozen, hostile moon, the polar opposite of Furnace. It is ruled by frozen devils who are bound to the goddess Frostelle by a pact (see Arcana).

Geomagical. This adjective qualifies a localized supernatural phenomenon called geomagic, which can be short or long in duration. Those who practice the science of understanding and predicting these variations are called geomancers.

Geomancer. Usually trained as scholars or wizards, geomancers are experts in the variations of magic. They dedicate their efforts to studying these events and forecasting them. Some even seek to trigger them with the help of architects and landscape designers. The famous builders' guild of the Free City includes many geomancers.

Giant. A type of creature. They are humanlike in form, but their startlingly large size leaves no doubt as to their nature. Certain giants, such as cloud giants and storm giants, are famed as sages and keepers of secrets, similar to dragons. Conversely, some of them are infamous for their brutishness or aggressiveness. Others, like the ettins, have been horrifyingly corrupted by Canker.

Hierophant. A hierophant is a cleric who has mastered epic spells—that is, spells of 7th level and higher. Due to their might and holiness, hierophants tend to occupy positions of great import, such as protector of a hallowed place or head of a religious order.

Humanoid. A type of creature. The term humanoid applies to most of the bipedal beings that make up the majority of Eana's population, both civilized and savage, including humans and a tremendous variety of other species. They have language and culture, and few if any innate magical abilities (though most humanoids can learn spellcasting).

Law. A discipline dedicated to the knowledge and understanding of laws, which many spellcasters take an interest in, since their powers are often the object of the authorities' attention. It is common for the practice of certain types of spells (enchantment and necromancy ones in particular) to be forbidden or subjected to strict legislation. For example, using magic may require a license... or simply being a spellcaster may be punishable by death. Law enforcement often makes use of Xonim's Bonds, chains that prevent their wearer from using their Awakened powers.

Legendary creature. A legendary creature is one capable of feats unattainable by more ordinary creatures. Due to its particular connection with magical currents, it can modify the environment around its lair, sometimes over entire miles. For this reason, legendary creatures are considerably more powerful within the confines of their domain.

Line. The area of effect of certain spells and powers. A line extends from its point of origin in a straight path up to its length and covers an area defined by its width.

Line of sight. For something to be in your line of sight, you must be able to see it, which means that there are no obstacles between you and your target that conceal it completely and that there is enough light for you to see it.

Madness. An event can unsettle a character so much that they crack under the pressure and develop a mental disorder. Madness can be short-term (a few minutes), long-term (a few hours), or indefinite.

Maelossa. Maelossas are lands of vibrant life that express the deep essence of Eana. They appear within oceans, forests, the Netherworld, deserts, etc. These nexuses of pure life grow at a tremendous rate, engendering abundant life. The vitality and regenerative abilities of a maelossa are extraordinary: even if all that remains of one is a single seed, it can bring life anew. This life will be different, but as intense as before. There is a strong connection between maelossas and faeries (see Arcana).

Magical current. Magic flows from the Astral Plane and Ethereal Plane. From these sources, it spreads to the Material Plane. Scholars speak of "the density of magical currents" to describe how easily magic impregnates matter and can be channeled by spellcasters. An analogy can be made with atmospheric humidity or sea currents, geomagic being the study of the variations and effects of magical currents. This metaphor has given birth to the insult "sponge" to designate spellcasters.

Magicology. A discipline focused on the theoretical study of magic, the Awakening, and the fluctuations of magic.

Magocracy. A regime in which executive power is in the hands of spellcasters and political legitimacy is synonymous with Awakening. An example of magocracy can be a city-state or small kingdom led by an archmage assisted by an entourage of advisors.

Malefactor. A person skilled in designing and crafting magic items, but who has no qualms in imbuing them with harmful effects or destining them to criminal purposes. A malefactor is the opposite of a mirafactor.

Maleficient. This noun applies to any Awakened who does harm to others with the use of magic. A maleficient can be a cleric, ranger, warlock, or any other spellcasting class. This is a highly negative word, which hints at an illegal or criminal practice of magic.

Melancholia. Melancholia is the moon closest to Eana, populated by demons. It shines with a blue glow, and one of its most striking characteristics is that its size and distance from Eana vary. Sometimes, it looks like it is about to drop on the earth, and at other times, it seems to be watching from far away, like a sentry of the skies (see Arcana).

Mirafactor. A mirafactor is an arcanist with the know-how to design and craft magic items. They abide by a very strict oath never to make items that might serve nefarious purposes. It is a highly respected title, the opposite of a malefactor.

Monstrosity. A type of creature. Monsters in the strictest sense, these frightening creatures are not ordinary, not truly natural, and almost never benign. Some are the results of magical experimentation gone awry, and others are the product of terrible curses. They defy categorization, and in some sense serve as a catch-all category for creatures that don't fit into any other type.

Natural. This noun designates beings that have no influence of any kind on the supernatural weave of the world. It is often synonymous with Dormant, though with additional nuances of sometimes ideological significance.

Netherworld. A world of underground galleries, caverns, and tunnels of natural and artificial origin, the Netherworld stretches far beneath the surface of the earth. There, mysterious civilizations thrive and Canker grows.

Nightmare. Nightmare inhabits the Astral Plane. It is closely related to Canker. As its name indicates, Nightmare brings tormented dreams, some of which are said to induce revelations that may lead to madness.

Ooze. A type of creature. Gelatinous creatures that rarely have a fixed shape. They are mostly subterranean, dwelling in caves and dungeons and feeding on refuse, carrion, or creatures unlucky enough to get in their way. Black puddings and gelatinous cubes are among the most recognizable oozes.

Pagan. Applied to spellcasters, this term is a derogatory designation of druids and rangers, as opposed to clerics and paladins. It is particularly in use in regions where druids are looked down upon. It conveys an idea of obscurantism and savagery, in contrast with the refinement of civilization.

Paradise. Legends make mention of a lost Paradise that was destroyed by devils. Thus exiled, celestials made their homes on flying islands in the Astral Plane.

Plane. The term "plane of existence" applies to any universe, set of worlds, or dimension of reality. Several types of planes exist, starting with the Material Plane, the one on which the world of Eana is located. The notion of plane is convenient, but remains abstract, particularly considering certain "things" like Canker seem to be at the same time planes and forms of life (see Arcana).

Plant. A type of creature. Based on their appearance and characteristics, these beings are similar to flora or fungi. Most of them are ambulatory, and some are carnivorous. The quintessential plants are the shambling mound and the treant.

Point of origin. A virtual point in space from which the area of effect of a spell or other effect originates, within the limit of a specified range.

Power. This term refers to entities capable of granting powers to at least one warlock. Powers include demon princes, diabolic hospodar, fey crowns, lords of abjection, couatls, and nagas. The mightier a power is, the more warlocks it can support. Powers cannot grant divine spells, and therefore cannot have clerics. However, certain powers have made it their purpose to attain godhood.

Profane magic. See "Arcane magic."

Profaner. A spellcaster whose behavior toward the divine and the sacred is considered disrespectful or hostile. In countries where only divine magic—if not certain types thereof exclusively—is authorized, being a profaner is regarded as criminal behavior punishable by death.

Prophet. A prophet is a chosen one who has received a divine message from an angel, or even directly from their divinity in the Astral Plane.

Psychagogue. A spellcaster who wields spells related to death, but uses them responsibly, for the purpose of putting souls to rest. Psychagogues include both clerics and wizards.

Psychurge. Psychurges are sorcerers gifted with strange mental powers that operate outside the usual rules of magic. They are suspected of sharing bonds with aberrations or with the Netherworld following exposure to those subterranean powers (see Adventurers, Sorcerers).

Ravager. Ravagers are born from Cankerous nests. Brought forth by these organic structures, they share a communion of destructive emotions that drive them to gather in groups and destroy everything that stands in their path. Their shapes are as diverse as the strategies they employ. Every one of these monsters exists to serve the designs of Canker. As such, even though they may sometimes appear to possess free will, any semblance of independence disappears when they feel the call of the nest.

Repress. Repressing an effect makes it temporarily inactive, but does not remove it. As soon as it is no longer repressed, the effect becomes active again, provided its duration has not expired during that time.

Ritual. A special method of spellcasting that greatly increases the spellcasting time but doesn't require the caster to expend a spell slot. Only certain spells can be cast in this fashion.

School of magic. Each spell is associated with a specific school of magic. The eight schools of magic are abjuration, conjuration, divination, enchantment, evocation, illusion, necromancy, and transmutation.

Shaman. An individual who wields powers related to nature and makes use of their understanding of the untamed world to guide communities. Most shamans are druids, but spiritually-inclined rangers sometimes take on such a role.

Spell. A magical effect resulting from spellcasting.

Spellbook. Wizards have a spellbook in which they transcribe the spells they learn. In this fashion, they build their own repertoire of spells, which enables them to better face a variety of obstacles and dangers. A spell can be transcribed into a spellbook from a scroll, another spellbook, a fresco found in ruins, or other records. In addition, a wizard can discover or rediscover new spells through personal research. In game terms, this means that all wizards learn two spells of their choice every time they gain a wizard level past the first.

Spellcaster. A general term for anyone with the ability to cast spells, regardless of their nature or source.

Spellcasting. The act of casting a spell by means of chanting, arcane gestures, specific ingredients, or some combination of these components.

Spell component. Casting a spell requires intoning complex formula, making arcane gestures, and/or using specific—and possibly costly—ingredients. These necessities are respectively called verbal, somatic, and material spell components.

Spell slot. Spellcasters can only cast a limited number of spells each day. As such, a spellcasting character has a daily allocation of spells, and every time they cast a spell, they must expend a slot of the corresponding level. Once they have expended all their slots of a given level, they cannot cast spells of that level until they have recovered their spell slots (usually by means of a long rest).

Sphere. The area of effect of certain spells and powers. A sphere is defined by its radius.

Supernature. Supernature gathers everything that escapes the normally applicable rules of physics and biology: magic, immaterial beings, physiology of certain creatures, etc. It also manifests through geomagical variations, some of which can transform nature. Therefore, nature and supernature are not two realities distinct from each other.

Theurge. A person who is granted powers by a god or godlike entity, which includes clerics, druids, paladins, and rangers.

Travelers. The term "Travelers" with a capital "T" refers to the most ancient known civilization of Eana, which became extinct about 10,000 years ago following a major cataclysm. The Travelers are known for having created the ateak portals and for having brought extraordinary creatures to Eana. The works and knowledge of this people remain a source of fascination for many scholars and arcanists.

Undead. A type of creature. Once-living beings brought to a horrifying state of undeath through the practice of necromantic magic or some unholy curse. Undead creatures include walking corpses, such as vampires and zombies, as well as bodiless spirits, such as ghosts and specters.

Appendix
Lists of Spells by Class

Using This Appendix

Choosing Known Spells at Random

In the following pages, spells are sorted by class and level, and are listed in tables with attendant numbers, so that leaders who follow the Elusive Magic optional rule can randomly choose the spells spellcasters have access to. These tables can also be used to determine the contents of a spell scroll (see below).

Scrolls

This section goes over the workings of spell scrolls, which can be activated to cast the spell they are inscribed with, or copied by wizards into their spellbook.

A spell scroll bears the words of a single spell, written in a mystical cipher. If the spell is on your class's spell list, you can use an action to read the scroll and cast its spell without having to provide any of the spell's components. Otherwise, the scroll is unintelligible. A spell cast from a scroll has the same casting time as its regular version. Once the spell is cast, the words on the scroll fade, and the scroll itself crumbles to dust.

If the spell is on your class's spell list but of a higher level than you can normally cast, you must make an ability check using your spellcasting ability to determine whether you cast it successfully. The DC equals 10 + the spell's level. On a failed check, the spell disappears from the scroll with no other effect.

The level of the spell on the scroll determines the spell's saving throw DC and attack bonus, as well as the scroll's rarity, as shown in the **Spell Scroll Level table**.

A wizard spell on a *spell scroll* can be copied just as spells in spellbooks can be copied. When a spell is copied from a spell scroll, the copier must succeed on an Intelligence (Arcana) check with a DC equal to 10 + the spell's level. If the check succeeds, the spell is successfully copied. Whether the check succeeds or fails, the spell scroll is destroyed.

Class of the Scroll's Spell

Roll on the table below to randomly determine which class a scroll's spell belongs to. Remember that many spells are shared by different spellcasting classes, meaning that a warlock may be able to use a wizard spell scroll, and vice versa..

Class of the Scroll's Spell

3d6	3	4-6	7-10	11-12	13-14	15-16	17	18
Class	Ranger	Druid	Wizard	Cleric	Bard	Warlock	Paladin	Sorcerer

Scroll Level

You can roll on the table below to randomly determine the level of a spell scroll, which will also define the associated spell's save DC and attack modifier (if applicable).

Spell Scroll Level

d20	1	2-5	6-9	10-13	14-15	16	17	18	19	20
Spell Level	Cantrip	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
Spell Level for Paladin and Ranger Spells	1st	1st	2nd	2nd	3rd	3rd	4th	4th	5th	5th
Save DC	13	13	13	15	15	17	17	18	18	19
Attack Bonus	+5	+5	+5	+7	+7	+9	+9	+10	+10	+11

Spell Contained in the Scroll

The tables below catalog spells by class and level. They can be used to randomly choose spells, whether for scrolls or for spellcasting characters (in the case where the Elusive Magic rule is used).

Bard Spells

Cantrips
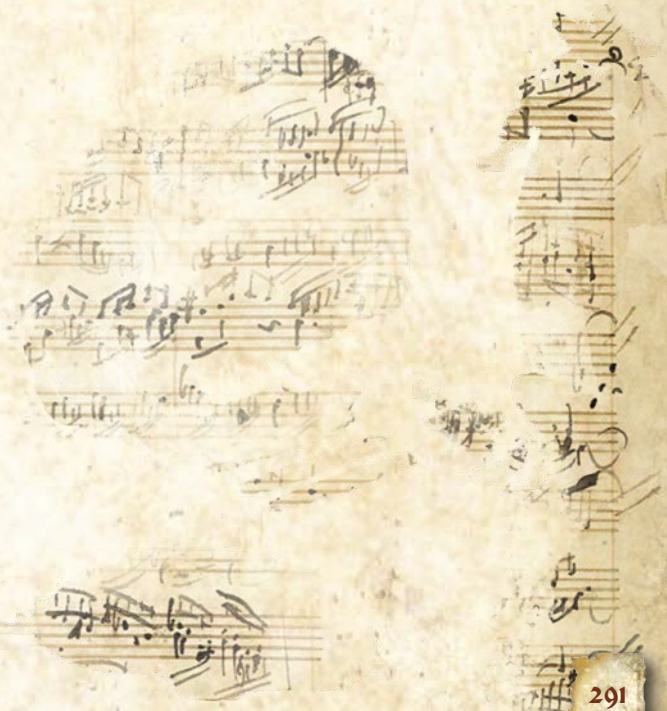
d20	Bard Cantrips	School of Magic
1-2	*dancing lights*	Evocation
3	*light*	Evocation
4	*mage hand*	Conjuration
5	*mending*	Transmutation
6-7	*message*	Transmutation
8-10	*minor illusion*	Illusion
11-13	*prestidigitation*	Transmutation
14-15	*true strike*	Divination
16-17	*vicious mockery*	Enchantment
18-19	*vivacity*	Transmutation
20	*warcry*	Evocation

1st Level

d100	1st-level Bard Spells	School of Magic
1-2	*animal friendship*	Enchantment
3-5	*bane*	Enchantment
6-7	*charm person*	Enchantment
8	*comprehend languages*	Divination
9-11	*convergence*	Divination
12-20	*cure wounds*	Evocation
21-26	*detect magic*	Divination
27-32	*disguise self*	Illusion
33-39	*faerie fire*	Evocation
40-41	*fateful twist*	Divination
42-44	*feather fall*	Transmutation
45	*flesh pouch*	Transmutation
46-51	*healing word*	Evocation
52-58	*heroism*	Enchantment
59-61	*hideous laughter*	Enchantment
62-63	*identify*	Divination
64-66	*illusory script*	Illusion
67-70	*longstrider*	Transmutation
71-79	*silent image*	Illusion
80-87	*sleep*	Enchantment
88-89	*speak with animals*	Divination
90-97	*thunderwave*	Evocation
98-100	*unseen servant*	Conjuration

2nd Level

d100	2nd-level Bard Spells	School of Magic
1-6	*animal messenger*	Enchantment
7-8	*aura of duplicity*	Enchantment
9	*blindness/deafness*	Necromancy
10-11	*calm emotions*	Enchantment
12-13	*compulsive strike*	Enchantment
14-16	*detect thoughts*	Divination
17-25	*enhance ability*	Transmutation
26-29	*enthrall*	Enchantment
30-33	*expose*	Transmutation
34-39	*heat metal*	Transmutation
40-43	*hold person*	Enchantment
44-47	*invisibility*	Illusion
48-50	*knock*	Transmutation
51-58	*lesser restoration*	Abjuration
59-60	*locate animals or plants*	Divination
61	*locate object*	Divination
62-67	*magic mouth*	Illusion
68-70	*magic theft*	Abjuration
71-79	*see invisibility*	Divination
80-83	*shatter*	Evocation
84-91	*silence*	Illusion
92-95	*suggestion*	Enchantment
96-97	*venomous influx*	Evocation
98-100	*zone of truth*	Enchantment



3rd Level

d20	3rd-level Bard Spells	School of Magic
1	*bestow curse*	Necromancy
2-7	*clairvoyance*	Divination
8-20	*dispel magic*	Abjuration
21	*fear*	Illusion
22-27	*glyph of warding*	Abjuration
28-37	*hypnotic pattern*	Illusion
38-47	*major image*	Illusion
48-56	*nondetection*	Abjuration
57-62	*plant growth*	Transmutation
63-73	*sending*	Evocation
74-77	*silent walk*	Illusion
78-79	*speak with dead*	Necromancy
80-81	*speak with plants*	Transmutation
82-86	*stinking cloud*	Conjuration
87-95	*tiny hut*	Evocation
96-98	*tongues*	Divination
99-100	*tyranny*	Enchantment

4th Level

d12	4th-level Bard Spells	School of Magic
1	*blindsight*	Transmutation
2	*compulsion*	Enchantment
3	*confusion*	Enchantment
4	*dimension door*	Conjuration
5	*freedom of movement*	Abjuration
6-7	*greater invisibility*	Illusion
8-9	*hallucinatory terrain*	Illusion
10	*healthy carrier*	Necromancy
11	*locate creature*	Divination
12	*polymorph*	Transmutation



5th Level

d100	5th-level Bard Spells	School of Magic
1-11	*animate objects*	Transmutation
12-14	*decree*	Divination
15	*dominate person*	Enchantment
16-21	*dream*	Illusion
22	*geas*	Enchantment
23-27	*gift of conscience*	Transmutation
28-43	*greater restoration*	Abjuration
44-47	*hold monster*	Enchantment
48	*legend lore*	Divination
49-64	*mass cure wounds*	Evocation
65-73	*mislead*	Illusion
74-75	*modify memory*	Enchantment
76	*planar binding*	Abjuration
77-85	*raise dead*	Necromancy
86-91	*scrying*	Divination
92-99	*seeming*	Illusion
100	*teleportation circle*	Conjuration

6th Level

d12	6th-level Bard Spells	School of Magic
1	*eyebite*	Necromancy
2	*find the path*	Divination
3-4	*guards and wards*	Abjuration
5-6	*irresistible dance*	Enchantment
7	*mass suggestion*	Enchantment
8-10	*programmed illusion*	Illusion
11-12	*true seeing*	Divination

7th Level

d20	7th-level Bard Spells	School of Magic
1-2	*arcane sword*	Evocation
3-5	*etherealness*	Transmutation
6-7	*forcecage*	Evocation
8	*magnificent mansion*	Conjuration
9-10	*mirage arcane*	Illusion
11-14	*project image*	Illusion
15-17	*regenerate*	Transmutation
18	*resurrection*	Necromancy
19	*symbol*	Abjuration
20	*teleport*	Conjuration

8th Level

d12	8th-level Bard Spells	School of Magic
1	*antipathy/sympathy*	Enchantment
2	*dominate monster*	Enchantment
3	*feeblemind*	Enchantment
4-6	*glibness*	Transmutation
7-9	*mind blank*	Abjuration
10-12	*power word stun*	Enchantment

9th Level

d6	9th-level Bard Spells	School of Magic
1-3	*foresight*	Divination
4	*power word kill*	Enchantment
5-6	*true polymorph*	Transmutation

Cleric Spells



Cantrips

d20	Cleric Cantrips	School of Magic
1-2	*guidance*	Divination
3-5	*light*	Evocation
6	*mending*	Transmutation
7-8	*resistance*	Abjuration
9-13	*sacred flame*	Evocation
14-15	*spare the dying*	Necromancy
16-17	*thaumaturgy*	Transmutation
18-20	*warcry*	Evocation

1st Level

d100	1st-level Cleric Spells	School of Magic
1-3	*bane*	Enchantment
4-7	*bless*	Enchantment
8-10	*command*	Enchantment
11-14	*convergence*	Divination
15-17	*create or destroy water*	Transmutation
18-32	*cure wounds*	Evocation
33-40	*detect evil and good*	Divination
41-51	*detect magic*	Divination
52-54	*detect poison and disease*	Divination
55-57	*duplicate potion*	Transmutation
58-59	*fateful twist*	Divination
60-66	*fleeting aegis*	Abjuration
67-70	*guiding bolt*	Evocation
71-74	*healing word*	Evocation
75-79	*inflict wounds*	Necromancy
80-88	*protection from evil and good*	Abjuration
89-91	*purify food and drink*	Transmutation
92-97	*sanctuary*	Abjuration
98-100	*shield of faith*	Abjuration

2nd Level

d100	2nd-level Cleric Spells	School of Magic
1-5	*aid*	Abjuration
6-7	*augury*	Divination
8-9	*blindness/deafness*	Necromancy
10-14	*calm emotions*	Enchantment
15-18	*compulsive strike*	Enchantment
19-24	*continual flame*	Evocation
25-27	*enhance ability*	Transmutation
28-29	*find traps*	Divination
30-33	*gentle repose*	Necromancy
34-36	*hold person*	Enchantment
37-50	*lesser restoration*	Abjuration
51-52	*locate object*	Divination
53-63	*prayer of healing*	Evocation
64-69	*protection from poison*	Abjuration
70-80	*silence*	Illusion
81-85	*spiritual weapon*	Evocation
86-87	*vengeful weapon*	Evocation
88-98	*warding bond*	Abjuration
99-100	*zone of truth*	Enchantment

3rd Level

d100	3rd-level Cleric Spells	School of Magic
1-4	*animate dead*	Necromancy
5-10	*beacon of hope*	Abjuration
11-12	*bestow curse*	Necromancy
13-15	*clairvoyance*	Divination
16-18	*create food and water*	Conjuration
19-25	*daylight*	Evocation
26-36	*dispel magic*	Abjuration
37-38	*glyph of warding*	Abjuration
39-43	*magic circle*	Abjuration
44-49	*mass healing word*	Evocation
50-54	*meld into stone*	Transmutation
55-65	*protection from energy*	Abjuration
66-73	*remove curse*	Abjuration
74-77	*revivify*	Necromancy
78-83	*sending*	Evocation
84-85	*seraphic summoning*	Conjuration
86-88	*speak with dead*	Necromancy
89-93	*spirit guardians*	Conjuration
94-95	*tongues*	Divination
96-98	*tyranny*	Enchantment
99-100	*water walk*	Transmutation

4th Level

d100	4th-level Cleric Spells	School of Magic
1-2	*banishment*	Abjuration
3-18	*control water*	Transmutation
19-34	*death ward*	Abjuration
35-44	*divination*	Divination
45-60	*freedom of movement*	Abjuration
61	*grim escort*	Necromancy
62-82	*guardian of faith*	Conjuration
83-84	*locate creature*	Divination
85-100	*stone shape*	Transmutation

5th Level

d100	5th-level Cleric Spells	School of Magic
1-4	*commune*	Divination
5-6	*contagion*	Necromancy
7-11	*decree*	Divination
12-22	*dispel evil and good*	Abjuration
23-33	*flame strike*	Evocation
34-35	*geas*	Enchantment
36-51	*greater restoration*	Abjuration
52-67	*hallow*	Evocation
68-71	*insect plague*	Conjuration
72	*legend lore*	Divination
73-88	*mass cure wounds*	Evocation
89	*planar binding*	Abjuration
90-95	*raise dead*	Necromancy
96-99	*scrying*	Divination
100	*slumber*	Abjuration

6th Level

d100	6th-level Cleric Spells	School of Magic
1-11	*blade barrier*	Evocation
12-13	*create undead*	Necromancy
14-22	*find the path*	Divination
23-33	*forbiddance*	Abjuration
34-44	*harm*	Necromancy
45-60	*heal*	Evocation
61-64	*heroes' feast*	Conjuration
65-68	*planar ally*	Conjuration
69-89	*true seeing*	Divination
90-100	*word of recall*	Conjuration

7th Level

d100	7th-level Cleric Spells	School of Magic
1-7	*conjure celestial or fiend*	Conjuration
8-23	*divine word*	Evocation
24-39	*etherealness*	Transmutation
40-55	*fire storm*	Evocation
56-62	*plane shift*	Conjuration
63-83	*regenerate*	Transmutation
84-89	*resurrection*	Necromancy
90-100	*symbol*	Abjuration

8th Level

d12	8th-level Cleric Spells	School of Magic
1-3	*antimagic field*	Abjuration
4-6	*control weather*	Transmutation
7-9	*earthquake*	Evocation
10-12	*holy aura*	Abjuration

9th Level

d12	9th-level Cleric Spells	School of Magic
1-3	*astral projection*	Necromancy
4	*gate*	Conjuration
5-7	*mass heal*	Evocation
8-10	*true resurrection*	Necromancy
11-12	*wondrous domain*	Transmutation

Druid Spells

Due to their responsibility as Eana's defenders, druids who turn to Canker as a result of using corrupt spells experience an even harsher and more catastrophic fall than other spellcasters.

Cantrips

d20	Druid Cantrips	School of Magic
1-5	*druidcraft*	Transmutation
6-7	*guidance*	Divination
8	*mending*	Transmutation
9-11	*poison spray*	Conjuration
12-13	*produce flame*	Conjuration
14-17	*resistance*	Abjuration
18-20	*shillelagh*	Transmutation

1st Level

d100	1st-level Druid Spells	School of Magic
1-13	*animal friendship*	Enchantment
14	*charm person*	Enchantment
15-23	*create or destroy water*	Transmutation
24-27	*cure wounds*	Evocation
28-30	*detect magic*	Divination
31-36	*detect poison and disease*	Divination
37-49	*entangle*	Conjuration
50-52	*faerie fire*	Evocation
53-60	*fog cloud*	Conjuration
61-71	*goodberry*	Transmutation
72-75	*healing word*	Evocation
76	*jump*	Transmutation
77-82	*longstrider*	Transmutation
83-85	*purify food and drink*	Transmutation
86-94	*speak with animals*	Divination
95-100	*thunderwave*	Evocation

2nd Level

d100	2nd-level Druid Spells	School of Magic
1-11	*animal messenger*	Enchantment
12-22	*barkskin*	Transmutation
23-28	*darkvision*	Transmutation
29-33	*enhance ability*	Transmutation
34	*find traps*	Divination
35-39	*flame blade*	Evocation
40-42	*flaming sphere*	Conjuration
43-50	*gust of wind*	Evocation
51-55	*heat metal*	Transmutation
56	*hold person*	Enchantment
57-61	*lesser restoration*	Abjuration
62-66	*locate animals or plants*	Divination
67-68	*locate object*	Divination
69-74	*moonbeam*	Evocation
75-85	*pass without trace*	Abjuration
86-92	*protection from poison*	Abjuration
93-100	*spike growth*	Transmutation

3rd Level

d100	3rd-level Druid Spells	School of Magic
1-8	*call lightning*	Conjuration
9-12	*conjure animals*	Conjuration
13-18	*daylight*	Evocation
19-21	*dispel magic*	Abjuration
22-26	*meld into stone*	Transmutation
27-36	*plant growth*	Transmutation
37-42	*plant kingdom*	Conjuration
43-51	*protection from energy*	Abjuration
52-60	*sleet or sand storm*	Conjuration
61-70	*speak with plants*	Transmutation
71-78	*water breathing*	Transmutation
79-85	*water walk*	Transmutation
86-91	*wild regression*	Transmutation
92-100	*wind wall*	Evocation

4th Level

d100	4th-level Druid Spells	School of Magic
1-3	*blight*	Necromancy
4-6	*blindsight*	Transmutation
7	*confusion*	Enchantment
8-14	*conjure minor elementals*	Conjuration
15-25	*conjure woodland beings or minor ravagers*	Conjuration
26-38	*control water*	Transmutation
39-44	*dominate beast*	Enchantment
45-50	*freedom of movement*	Abjuration
51-54	*giant insect*	Transmutation
55-57	*hallucinatory terrain*	Illusion
58-62	*ice storm*	Evocation
63-66	*locate creature*	Divination
67-73	*polymorph*	Transmutation
74	*prehensile appendage*	Transmutation
75-90	*stone shape*	Transmutation
91-95	*stoneskin*	Abjuration
96-100	*wall of fire*	Evocation

5th Level

d100	5th-level Druid Spells	School of Magic
1-2	*antilife shell*	Abjuration
3-10	*commune with nature*	Divination
11-22	*conjure elemental*	Conjuration
23-24	*contagion*	Necromancy
25-30	*geas*	Enchantment
31-46	*gift of conscience*	Transmutation
47-54	*greater restoration*	Abjuration
55-62	*insect plague*	Conjuration
63-70	*mass cure wounds*	Evocation
71-72	*planar binding*	Abjuration
73-74	*reincarnate*	Transmutation
75-78	*scrying*	Divination
79-82	*slumber*	Abjuration
83-88	*tree stride*	Conjuration
89-100	*wall of stone*	Evocation

6th Level

d100	6th-level Druid Spells	School of Magic
1-11	*conjure fey or ravager*	Conjuration
12-17	*find the path*	Divination
18-33	*heal*	Evocation
34-35	*heroes' feast*	Conjuration
36-56	*move earth*	Transmutation
57-67	*sunbeam*	Evocation
68-73	*transport via plants*	Conjuration
74-94	*wall of thorns*	Conjuration
95-100	*wind walk*	Transmutation

7th Level

d20	7th-level Druid Spells	School of Magic
1-5	*fire storm*	Evocation
6-10	*mirage arcane*	Illusion
11-13	*plane shift*	Conjuration
14-17	*regenerate*	Transmutation
18-20	*reverse gravity*	Transmutation

8th Level

d20	8th-level Druid Spells	School of Magic
1-5	*animal shapes*	Transmutation
6	*antipathy/sympathy*	Enchantment
7-11	*control weather*	Transmutation
12-16	*earthquake*	Evocation
17	*feeblemind*	Enchantment
18-20	*sunburst*	Evocation

9th Level

d6	9th-level Druid Spells	School of Magic
1	*foresight*	Divination
2-3	*shapechange*	Transmutation
4	*storm of vengeance*	Conjuration
5	*true resurrection*	Necromancy
6	*wondrous domain*	Transmutation



Paladin Spells



1st Level

d100	1st-level Paladin Spells	School of Magic
1-4	*bless*	Enchantment
5-7	*command*	Enchantment
8-11	*convergence*	Divination
12-23	*cure wounds*	Evocation
24-32	*detect evil and good*	Divination
33-37	*detect magic*	Divination
38-40	*detect poison and disease*	Divination
41-49	*divine favor*	Evocation
50-54	*elemental weapon*	Evocation
55-59	*fleeting aegis*	Abjuration
60-71	*heroism*	Enchantment
72-76	*powerful weapon*	Transmutation
77-88	*protection from evil and good*	Abjuration
89-94	*purify food and drink*	Transmutation
95-100	*shield of faith*	Abjuration

2nd Level

d100	2nd-level Paladin Spells	School of Magic
1-10	*aid*	Abjuration
11-16	*aura of elemental protection*	Abjuration
17-19	*aura of truthfulness*	Enchantment
20-37	*branding smite*	Evocation
38-46	*find steed*	Conjuration
47-63	*lesser restoration*	Abjuration
64-65	*locate object*	Divination
66-75	*magic weapon*	Transmutation
76-86	*protection from poison*	Abjuration
87-94	*vengeful weapon*	Evocation
95-100	*zone of truth*	Enchantment

3rd Level

d20	3rd-level Paladin Spells	School of Magic
1-2	*aura of confidence*	Abjuration
3	*create food and water*	Conjuration
4-7	*daylight*	Evocation
8-11	*dispel magic*	Abjuration
12-13	*magic circle*	Abjuration
14-18	*remove curse*	Abjuration
19-20	*revivify*	Necromancy

4th Level

d12	4th-level Paladin Spells	School of Magic
1-2	*banishment*	Abjuration
3-6	*death ward*	Abjuration
7	*locate creature*	Divination
8-12	*overpowering weapon*	Evocation

5th Level

d20	5th-level Paladin Spells	School of Magic
1-2	*aura of awe*	Illusion
3-5	*aura of excellence*	Abjuration
6-8	*aura of healing*	Abjuration
9-12	*aura of holy armament*	Transmutation
13	*dispel evil and good*	Abjuration
14-15	*find flying steed*	Conjuration
16	*geas*	Enchantment
17	*raise dead*	Necromancy
18-20	*staggering weapon*	Evocation

Ranger Spells

1st Level

d100	1st-level Ranger Spells	School of Magic
1-4	*alarm*	Abjuration
5-7	*animal friendship*	Enchantment
8-12	*countershot*	Conjuration
13-22	*cure wounds*	Evocation
23-25	*detect magic*	Divination
26-31	*detect poison and disease*	Divination
32-39	*fog cloud*	Conjuration
40-45	*goodberry*	Transmutation
46-50	*hunter's haven*	Conjuration
51-71	*hunter's mark*	Divination
72-75	*jump*	Transmutation
76-81	*longstrider*	Transmutation
82-91	*powerful weapon*	Transmutation
92-96	*purify food and drink*	Transmutation
97-100	*speak with animals*	Divination

2nd Level

d100	2nd-level Ranger Spells	School of Magic
1-4	*animal messenger*	Enchantment
5-15	*barkskin*	Abjuration
16-21	*darkvision*	Transmutation
22-25	*detect tracks*	Divination
26-29	*find traps*	Divination
30-34	*killer shot*	Transmutation
35-45	*lesser restoration*	Abjuration
46-48	*locate animals or plants*	Divination
49-51	*locate object*	Divination
52-60	*pass without trace*	Abjuration
61-71	*protection from poison*	Abjuration
72-82	*silence*	Illusion
83-93	*spider climb*	Transmutation
94-100	*spike growth*	Transmutation

3rd Level

d20	3rd-level Ranger Spells	School of Magic
1	*conjure animals*	Conjuration
2	*daylight*	Evocation
3-5	*nondetection*	Abjuration
6-7	*plant growth*	Transmutation
8	*plant kingdom*	Conjuration
9-10	*protection from energy*	Abjuration
11	*silent walk*	Illusion
12-15	*speak with plants*	Transmutation
16-17	*spying shot*	Divination
18	*water breathing*	Transmutation
19	*water walk*	Transmutation
20	*wind wall*	Evocation



4th Level

d12	4th-level Ranger Spells	School of Magic
1-2	*blindsight*	Transmutation
3	*conjure woodland beings or minor ravagers*	Conjuration
4	*dominate beast*	Enchantment
5-7	*freedom of movement*	Abjuration
8-9	*locate creature*	Divination
10-12	*stoneskin*	Abjuration

5th Level

d12	5th-level Ranger Spells	School of Magic
1-3	*commune with nature*	Divination
4-6	*greater restoration*	Abjuration
7-9	*mass cure wounds*	Evocation
10-12	*tree stride*	Conjuration



Sorcerer Spells

Cantrips

d100	Sorcerer Cantrips	School of Magic
1-5	*acid splash*	Conjuration
6	*chill touch*	Necromancy
7-15	*dancing lights*	Evocation
16-23	*fire bolt*	Evocation
24-32	*light*	Evocation
33-38	*mage hand*	Conjuration
39-40	*mending*	Transmutation
41-46	*message*	Transmutation
47-54	*minor illusion*	Illusion
55-60	*poison spray*	Conjuration
61-66	*prestidigitation*	Transmutation
67-70	*psychic weapon*	Conjuration
71-78	*ray of frost*	Evocation
79-86	*shocking grasp*	Evocation
87	*sudden cramp*	Necromancy
88-89	*true strike*	Divination
90-93	*vicious mockery*	Enchantment
94-96	*vivacity*	Transmutation
97-100	*warcry*	Evocation

1st Level

d100	1st-level Sorcerer Spells	School of Magic
1-4	*acid blob*	Evocation
5-13	*burning hands*	Evocation
14-15	*charm person*	Enchantment
16-19	*color spray*	Illusion
20-21	*comprehend languages*	Divination
22-27	*detect magic*	Divination
28-30	*disguise self*	Illusion
31-36	*expeditious retreat*	Transmutation
37-42	*false life*	Necromancy
43-44	*fateful twist*	Divination
45-46	*feather fall*	Transmutation
47-55	*fog cloud*	Conjuration
56-59	*jump*	Transmutation
60-62	*mage armor*	Abjuration
63-75	*magic missile*	Evocation
76-78	*shield*	Abjuration
79-82	*silent image*	Illusion
83-91	*sleep*	Enchantment
92-100	*thunderwave*	Evocation

2nd Level

d100	2nd-level Sorcerer Spells	School of Magic
1-8	*alter self*	Transmutation
9-13	*aura of duplicity*	Enchantment
14	*blindness/deafness*	Necromancy
15-18	*blur*	Illusion
19-24	*darkness*	Evocation
25-30	*darkvision*	Transmutation
31	*detect thoughts*	Divination
32-34	*enhance ability*	Transmutation
35-36	*enlarge/reduce*	Transmutation
37-39	*expose*	Transmutation
40-44	*gust of wind*	Evocation
45-47	*hold person*	Enchantment
48-49	*invisibility*	Illusion
50-51	*knock*	Transmutation
52	*levitate*	Transmutation
53-56	*magic theft*	Abjuration
57-60	*mirror image*	Illusion
61-63	*misty step*	Conjuration
64-67	*roar*	Evocation
68-73	*scorching ray*	Evocation
74-80	*see invisibility*	Divination
81-84	*shatter*	Evocation
85-90	*spider climb*	Transmutation
91-92	*suggestion*	Enchantment
93-94	*venomous influx*	Evocation
95-100	*web*	Conjuration

3rd Level

d100	3rd-level Sorcerer Spells	School of Magic
1-5	*blink*	Transmutation
6-7	*clairvoyance*	Divination
8-13	*corrosive geyser*	Evocation
14-16	*counterspell*	Abjuration
17-20	*daylight*	Evocation
21-31	*dispel magic*	Abjuration
32-33	*fear*	Illusion
34-41	*fireball*	Evocation
42	*fly*	Transmutation
43-47	*gaseous form*	Transmutation
48-53	*haste*	Transmutation
54-57	*hypnotic pattern*	Illusion
58-67	*lightning bolt*	Evocation
68-71	*major image*	Illusion
72-77	*protection from energy*	Abjuration
78-83	*sleet or sand storm*	Conjuration
84-85	*slow*	Transmutation
86-91	*stinking cloud*	Conjuration
92	*tongues*	Divination
93-98	*water breathing*	Transmutation
99-100	*water walk*	Transmutation

4th Level

d100	4th-level Sorcerer Spells	School of Magic
1	*banishment*	Abjuration
2-3	*blight*	Necromancy
4-8	*confusion*	Enchantment
9-14	*dimension door*	Conjuration
15-19	*dominate beast*	Enchantment
20-32	*greater invisibility*	Illusion
33-50	*ice storm*	Evocation
51-63	*polymorph*	Transmutation
64	*prehensile appendage*	Transmutation
65-82	*stoneskin*	Abjuration
83-100	*wall of fire*	Evocation

5th Level

d100	5th-level Sorcerer Spells	School of Magic
1-11	*animate objects*	Transmutation
12-22	*cloudkill*	Conjuration
23-38	*cone of cold*	Evocation
39	*creation*	Illusion
40-45	*dominate person*	Enchantment
46-51	*hold monster*	Enchantment
52-53	*insect plague*	Conjuration
54-58	*lightning strike*	Conjuration
59-63	*mind blast*	Enchantment
64-71	*seeming*	Illusion
72-82	*telekinesis*	Transmutation
83-84	*teleportation circle*	Conjuration
85-100	*wall of stone*	Evocation

6th Level

d100	6th-level Sorcerer Spells	School of Magic
1-16	*chain lightning*	Evocation
17-22	*circle of death*	Necromancy
23-28	*disintegrate*	Transmutation
29-34	*eyebite*	Necromancy
35-50	*globe of invulnerability*	Abjuration
51-56	*mass suggestion*	Enchantment
57-72	*move earth*	Transmutation
73-84	*sunbeam*	Evocation
85-100	*true seeing*	Divination

7th Level

d100	7th-level Sorcerer Spells	School of Magic
1-21	*delayed blast fireball*	Evocation
22-29	*etherealness*	Transmutation
30-44	*finger of death*	Necromancy
45-65	*fire storm*	Evocation
66-71	*plane shift*	Conjuration
72-92	*prismatic spray*	Evocation
93-98	*reverse gravity*	Transmutation
99-100	*teleport*	Conjuration

8th Level

d20	8th-level Sorcerer Spells	School of Magic
1	*dominate monster*	Enchantment
2-6	*earthquake*	Evocation
7-11	*incendiary cloud*	Conjuration
12-15	*power word stun*	Enchantment
16-20	*sunburst*	Evocation

9th Level

d20	9th-level Sorcerer Spells	School of Magic
1	*gate*	Conjuration
2-7	*meteor swarm*	Evocation
8-13	*power word kill*	Enchantment
14	*time stop*	Transmutation
15-20	*wish*	Conjuration



Warlock Spells

What sets warlocks apart from other spellcasting classes is that they regain all of their spell slots with both long and short rests.

Cantrips

d20	Warlock Cantrips	School of Magic
1	*chill touch*	Necromancy
2-6	*eldritch blast*	Evocation
7	*mage hand*	Conjuration
8-10	*minor illusion*	Illusion
11-12	*poison spray*	Conjuration
13	*prestidigitation*	Transmutation
14	*psychic weapon*	Conjuration
15	*sudden cramp*	Necromancy
16	*true strike*	Divination
17-19	*vivacity*	Transmutation
20	*warcry*	Evocation

1st Level

d20	1st-level Warlock Spells	School of Magic
1-2	*charm person*	Enchantment
3	*comprehend languages*	Divination
4-6	*detect magic*	Divination
7-8	*expeditious retreat*	Transmutation
9	*flesh pouch*	Transmutation
10	*illusory script*	Illusion
11-12	*protection from evil and good*	Abjuration
13	*sleep*	Enchantment
14-15	*torment*	Enchantment
16	*unseen servant*	Conjuration
17-20	*withering rebuke*	Evocation

2nd Level

d20	2nd-level Warlock Spells	School of Magic
1	*aura of duplicity*	Enchantment
2-3	*compulsive strike*	Enchantment
4	*darkness*	Evocation
5	*darkvision*	Transmutation
6	*enthrall*	Enchantment
7-8	*hold person*	Enchantment
9	*invisibility*	Illusion
10	*magic theft*	Abjuration
11-12	*mirror image*	Illusion
13	*misty step*	Conjuration
14	*ray of enfeeblement*	Necromancy
15	*see invisibility*	Divination
16-17	*shatter*	Evocation
18	*spider climb*	Transmutation
19	*suggestion*	Enchantment
20	*venomous influx*	Evocation

3rd Level

d100	3rd-level Warlock Spells	School of Magic
1-11	*counterspell*	Abjuration
12-25	*dispel magic*	Abjuration
26-31	*fear*	Illusion
32-33	*fly*	Transmutation
34-36	*gaseous form*	Transmutation
37-47	*hypnotic pattern*	Illusion
48-58	*magic circle*	Abjuration
59-69	*major image*	Illusion
70-77	*remove curse*	Abjuration
78-79	*tongues*	Divination
80-84	*tyranny*	Enchantment
85-100	*vampiric touch*	Necromancy

4th Level

d10	4th-level Warlock Spells	School of Magic
1	*banishment*	Abjuration
2	*blight*	Necromancy
3	*blindsight*	Transmutation
4	*conjure woodland beings or minor ravagers*	Conjuration
5	*dimension door*	Conjuration
6	*hallucinatory terrain*	Illusion
7	*healthy carrier*	Necromancy
8	*leech*	Necromancy
9	*polymorph*	Transmutation
10	*prehensile appendage*	Transmutation

5th Level

d12	5th-level Warlock Spells	School of Magic
1-2	*bloodthirsty fury*	Enchantment
3	*contact other plane*	Divination
4	*contagion*	Necromancy
5	*dominate person*	Enchantment
6	*dream*	Illusion
7	*hold monster*	Enchantment
8	*lightning strike*	Conjuration
9	*mind blast*	Enchantment
10	*scrying*	Divination
11	*slumber*	Abjuration
12	*unholy fusion*	Transmutation

6th Level

d20	6th-level Warlock Spells	School of Magic
1-3	*circle of death*	Necromancy
4	*conjure fey or ravager*	Conjuration
5	*create undead*	Necromancy
6-9	*eyebite*	Necromancy
10-11	*flesh to stone*	Transmutation
12	*magic jar*	Necromancy
13-15	*mass suggestion*	Enchantment
16-20	*true seeing*	Divination

7th Level

d4	7th-level Warlock Spells	School of Magic
1	*etherealness*	Transmutation
2	*finger of death*	Necromancy
3	*forcecage*	Evocation
4	*plane shift*	Conjuration

8th Level

d12	8th-level Warlock Spells	School of Magic
1	*demiplane*	Conjuration
2-5	*dominate monster*	Enchantment
6-7	*feeblemind*	Enchantment
8	*glibness*	Transmutation
9-12	*power word stun*	Enchantment

9th Level

d12	9th-level Warlock Spells	School of Magic
1	*astral projection*	Necromancy
2-3	*foresight*	Divination
4	*imprisonment*	Abjuration
5-8	*power word kill*	Enchantment
9-12	*true polymorph*	Transmutation



Wizard Spells

Cantrips

d100	Wizard Cantrips	School of Magic
1-5	*acid splash*	Conjuration
6-10	*chill touch*	Necromancy
11-15	*dancing lights*	Evocation
16-24	*fire bolt*	Evocation
25-33	*light*	Evocation
34-42	*mage hand*	Conjuration
43-45	*mending*	Transmutation
46-54	*message*	Transmutation
55-59	*minor illusion*	Illusion
60-64	*poison spray*	Conjuration
65-73	*prestidigitation*	Transmutation
74-82	*ray of frost*	Evocation
83-91	*shocking grasp*	Evocation
92-94	*sudden cramp*	Necromancy
95-97	*true strike*	Divination
98-100	*warcry*	Evocation

1st Level

d100	1st-level Wizard Spells	School of Magic
1-2	*acid blob*	Evocation
3-4	*alarm*	Abjuration
5-8	*burning hands*	Evocation
9	*charm person*	Enchantment
10-14	*color spray*	Illusion
15	*comprehend languages*	Divination
16-20	*detect magic*	Divination
21-22	*disguise self*	Illusion
23-24	*duplicate potion*	Transmutation
25-26	*expeditious retreat*	Transmutation
27-28	*false life*	Necromancy
29	*fateful twist*	Divination
30	*feather fall*	Transmutation
31-34	*find familiar*	Conjuration
35-38	*floating disk*	Conjuration
39-41	*fog cloud*	Conjuration
42-45	*grease*	Conjuration
46-47	*hideous laughter*	Enchantment
48-49	*identify*	Divination
50-55	*illusory script*	Illusion
56	*jump*	Transmutation
57	*longstrider*	Transmutation
58-68	*mage armor*	Abjuration
69-75	*magic missile*	Evocation
76-80	*protection from evil and good*	Abjuration
81-85	*shield*	Abjuration
86-87	*silent image*	Illusion
88-91	*sleep*	Enchantment
92-95	*thunderwave*	Evocation
96-100	*unseen servant*	Conjuration

2nd Level

d100	2nd-level Wizard Spells	School of Magic
1-4	*acid arrow*	Evocation
5-6	*alter self*	Transmutation
7-12	*arcane lock*	Abjuration
13-14	*arcanist's magic aura*	Illusion
15	*blindness/deafness*	Necromancy
16-21	*blur*	Illusion
22	*compulsive strike*	Enchantment
23-24	*continual flame*	Evocation
25-28	*darkness*	Evocation
29-32	*darkvision*	Transmutation
33	*detect thoughts*	Divination
34-35	*enlarge/reduce*	Transmutation
36-41	*flaming sphere*	Conjuration
42	*gentle repose*	Necromancy
43-46	*gust of wind*	Evocation
47	*hold person*	Enchantment
48-49	*invisibility*	Illusion
50-51	*knock*	Transmutation
52-53	*levitate*	Transmutation
54	*locate object*	Divination
55-57	*magic mouth*	Illusion
58-60	*magic theft*	Abjuration
61-62	*magic weapon*	Transmutation
63-64	*mirror image*	Illusion
65-66	*misty step*	Conjuration
67-68	*ray of enfeeblement*	Necromancy
69-71	*roar*	Evocation
72	*rope trick*	Transmutation
73-78	*scorching ray*	Evocation
79-84	*see invisibility*	Divination
85-88	*shatter*	Evocation
89-91	*spider climb*	Transmutation
92-93	*suggestion*	Enchantment
94-96	*venomous influx*	Evocation
97-100	*web*	Conjuration

3rd Level

d100	3rd-level Wizard Spells	School of Magic
1-2	*animate dead*	Necromancy
3	*bestow curse*	Necromancy
4-7	*blink*	Transmutation
8	*clairvoyance*	Divination
9-12	*corrosive geyser*	Evocation
13-20	*counterspell*	Abjuration
21-31	*dispel magic*	Abjuration
32	*fear*	Illusion
33-39	*fireball*	Evocation
40	*fly*	Transmutation
41-42	*gaseous form*	Transmutation
43-46	*glyph of warding*	Abjuration
47-50	*haste*	Transmutation
51-53	*hypnotic pattern*	Illusion
54-60	*lightning bolt*	Evocation
61-66	*magic circle*	Abjuration
67-68	*major image*	Illusion
69-72	*nondetection*	Abjuration
73-74	*phantom steed*	Illusion
75-77	*protection from energy*	Abjuration
78-80	*remove curse*	Abjuration
81-86	*sending*	Evocation
87-88	*sleet or sand storm*	Conjuration
89	*slow*	Transmutation
90-92	*stinking cloud*	Conjuration
93-94	*tiny hut*	Evocation
95	*tongues*	Divination
96	*tyranny*	Enchantment
97-98	*vampiric touch*	Necromancy
99-100	*water breathing*	Transmutation

4th Level

d100	4th-level Wizard Spells	School of Magic
1-11	*arcane eye*	Divination
12-13	*banishment*	Abjuration
14-15	*black tentacles*	Conjuration
16-17	*blight*	Necromancy
18	*blindsight*	Transmutation
19-20	*confusion*	Enchantment
21-31	*conjure minor elementals*	Conjuration
32	*control water*	Transmutation
33	*dimension door*	Conjuration
34	*fabricate*	Transmutation
35-40	*faithful hound*	Conjuration
41-46	*fire shield*	Evocation
47-52	*greater invisibility*	Illusion
53-54	*grim escort*	Necromancy
55	*hallucinatory terrain*	Illusion
56-59	*ice storm*	Evocation
60-61	*locate creature*	Divination
62	*phantasmal killer*	Illusion
63-68	*polymorph*	Transmutation
69-70	*private sanctum*	Abjuration
71	*prehensile appendage*	Transmutation
72-76	*resilient sphere*	Evocation
77-82	*secret chest*	Conjuration
83-88	*stone shape*	Transmutation
89-94	*stoneskin*	Abjuration
95-100	*wall of fire*	Evocation

5th Level

d100	5th-level Wizard Spells	School of Magic
1-5	*animate objects*	Transmutation
6-15	*arcane hand*	Evocation
16-21	*cloudkill*	Conjuration
22-27	*cone of cold*	Evocation
28-37	*conjure elemental*	Conjuration
38-39	*contact other plane*	Divination
40-41	*creation*	Illusion
42-44	*decree*	Divination
45-46	*dominate person*	Enchantment
47	*dream*	Illusion
48-53	*geas*	Enchantment
54-55	*hold monster*	Enchantment
56	*legend lore*	Divination
57	*lightning strike*	Conjuration
58-61	*mislead*	Illusion
62-63	*modify memory*	Enchantment
64-67	*passwall*	Transmutation
68	*planar binding*	Abjuration
69-70	*scrying*	Divination
71-72	*seeming*	Illusion
73	*slumber*	Abjuration
74	*telekinesis*	Transmutation
75-78	*telepathic bond*	Divination
79	*teleportation circle*	Conjuration
80	*unholy fusion*	Transmutation
81-90	*wall of force*	Evocation
91-100	*wall of stone*	Evocation

6th Level

d100	6th-level Wizard Spells	School of Magic
1-11	*chain lightning*	Evocation
12-15	*circle of death*	Necromancy
16-17	*contingency*	Evocation
18-19	*create undead*	Necromancy
20-23	*disintegrate*	Transmutation
24-26	*eyebite*	Necromancy
27-30	*flesh to stone*	Transmutation
31-36	*freezing sphere*	Evocation
37-47	*globe of invulnerability*	Abjuration
48-53	*guards and wards*	Abjuration
54-59	*instant summons*	Conjuration
60-61	*irresistible dance*	Enchantment
62-63	*magic jar*	Necromancy
64	*mass suggestion*	Enchantment
65-75	*move earth*	Transmutation
76-81	*programmed illusion*	Illusion
82-87	*sunbeam*	Evocation
88-94	*true seeing*	Divination
95-100	*wall of ice*	Evocation

7th Level

d100	7th-level Wizard Spells	School of Magic
1-14	*arcane sword*	Evocation
15-29	*delayed blast fireball*	Evocation
30-35	*etherealness*	Transmutation
36-39	*finger of death*	Necromancy
40-55	*forcecage*	Evocation
56-59	*magnificent mansion*	Conjuration
60-64	*mirage arcane*	Illusion
65	*plane shift*	Conjuration
66-76	*prismatic spray*	Evocation
77-82	*project image*	Illusion
83-89	*reverse gravity*	Transmutation
90-95	*sequester*	Transmutation
96-97	*simulacrum*	Illusion
98-99	*symbol*	Abjuration
100	*teleport*	Conjuration

8th Level

d20	8th-level Wizard Spells	School of Magic
1-4	*antimagic field*	Abjuration
5	*antipathy/sympathy*	Enchantment
6	*clone*	Necromancy
7	*control weather*	Transmutation
8	*demiplane*	Conjuration
9	*dominate monster*	Enchantment
10	*feeblemind*	Enchantment
11-12	*incendiary cloud*	Conjuration
13	*maze*	Conjuration
14-16	*mind blank*	Abjuration
17-18	*power word stun*	Enchantment
19-20	*sunburst*	Evocation

9th Level

d20	9th-level Wizard Spells	School of Magic
1	*astral projection*	Necromancy
2-3	*foresight*	Divination
4	*gate*	Conjuration
5	*imprisonment*	Abjuration
6-7	*meteor swarm*	Evocation
8-9	*power word kill*	Enchantment
10-11	*prismatic wall*	Abjuration
12	*shapechange*	Transmutation
13	*time stop*	Transmutation
14-15	*true polymorph*	Transmutation
16	*weird*	Illusion
17	*wish*	Conjuration
18-20	*wondrous domain*	Transmutation

Appendix
List of Spells by School of Magic

The list below gathers all spells by school and level. It also specifies whether a spell can be cast as a ritual and whether it requires the caster to maintain concentration. The modular icons associated with spells (Life Lock, Magic Lock, Mind Lock, and Corruption) are included as well for the relevant spells. Note that an icon may only concern a variant of the spell.

Abjuration

Cantrips

- ***resistance.*** Concentration. Classes: cleric, druid.

1st Level

- ***alarm.*** Ritual. Classes: ranger, wizard.
- ***fleeting aegis.*** Classes: cleric, paladin.
- ***mage armor.*** Classes: sorcerer, wizard.
- ***protection from evil and good.*** Concentration. Classes: cleric, paladin, warlock, wizard.
- ***sanctuary.*** Classes: cleric.
- ***shield.*** Classes: sorcerer, wizard.
- ***shield of faith.*** Concentration. Classes: cleric, paladin.

2nd Level

- ***aid.*** Classes: cleric, paladin.
- ***arcane lock.*** Classes: wizard.
- ***aura of elemental protection.*** Concentration. Classes: paladin.
- ***lesser restoration.*** Classes: bard, cleric, druid, paladin, ranger.
- ***magic theft.*** Classes: bard, sorcerer, warlock, wizard.
- ***pass without trace.*** Concentration. Classes: druid, ranger.
- ***protection from poison.*** Classes: cleric, druid, paladin, ranger.
- ***warding bond.*** Classes: cleric.

3rd Level

- ***aura of confidence.*** Concentration. Classes: paladin.
- ***beacon of hope.*** Concentration. Classes: cleric.
- ***counterspell.*** Classes: sorcerer, warlock, wizard.
- ***dispel magic.*** Classes : bard, cleric, druid, paladin, sorcerer, warlock, wizard.
- ***glyph of warding.*** Classes : bard, cleric, wizard.
- ***magic circle.*** Classes: cleric, paladin, warlock, wizard.
- ***nondetection.*** Classes: bard, ranger, wizard.
- ***protection from energy.*** Concentration. Classes: cleric, druid, sorcerer, warlock, wizard.
- ***remove curse.*** Classes: cleric, paladin, warlock, wizard.

4th Level

- ***banishment.*** Concentration. Classes: cleric, paladin, sorcerer, warlock, wizard.
- ***death ward.*** Classes: cleric, paladin.
- ***freedom of movement.*** Classes: bard, cleric, druid, ranger.
- ***private sanctum.*** Classes: wizard.
- ***stoneskin.*** Concentration. Classes: druid, ranger, sorcerer, wizard.

5th Level

- ***antilife shell.*** Concentration. Classes: druid.
- ***aura of excellence.*** Concentration. Classes: paladin.
- ***aura of healing.*** Concentration. Classes: paladin.
- ***dispel evil and good.*** Concentration. Classes: cleric, paladin.
- ***greater restoration.*** Classes: bard, cleric, druid, ranger.
- ***planar binding.*** Classes: bard, cleric, druid, wizard.
- ***slumber.*** Concentration. Classes: cleric, druid, warlock, wizard.

6th Level

- ***forbiddance.*** Ritual. Classes: cleric.
- ***globe of invulnerability.*** Concentration. Classes: sorcerer, wizard.
- ***guards and wards.*** Classes: bard, wizard.

7th Level

- ***symbol.*** Classes: bard, cleric, wizard.

8th Level

- ***antimagic field.*** Concentration. Classes: cleric, wizard.
- ***holy aura.*** Concentration. Classes: cleric.
- ***mind blank.*** Classes: bard, wizard.

9th Level

- ***imprisonment.*** Classes: warlock, wizard.
- ***prismatic wall.*** Classes: wizard.

Conjuration

Cantrips

- ***acid splash.*** Classes: sorcerer, wizard.
- ***mage hand.*** Classes: bard, sorcerer, warlock, wizard.
- ***poison spray.*** Classes: druid, sorcerer, warlock, wizard.
- ***produce flame.*** Classes: druid.
- ***psychic weapon.*** Classes: sorcerer, warlock.

1st Level

- ***countershot.*** Classes: ranger.
- ***entangle.*** Concentration. Classes: druid.
- ***find familiar.*** Ritual. Classes: wizard.
- ***floating disk.*** Ritual. Classes: wizard.
- ***fog cloud.*** Concentration. Classes: druid, ranger, sorcerer, wizard.
- ***grease.*** Classes: wizard.
- ***hunter's haven.*** Classes: ranger.
- ***unseen servant.*** Ritual. Classes: bard, warlock, wizard.

2nd Level

- ***find steed.*** Classes: paladin.
- ***flaming sphere.*** Concentration. Classes: druid, wizard.
- ***misty step.*** Classes: sorcerer, warlock, wizard.
- ***raven's claws.*** Classes: paladin (Oath of the Raven)
- ***web.*** Concentration. Classes: sorcerer, wizard.

3rd Level

- ***call lightning.*** Concentration. Classes: druid.
- ***conjure animals.*** Concentration. Classes: druid, ranger.
- ***create food and water.*** Classes: cleric, paladin.
- ***plant kingdom.*** Classes: druid, ranger.
- ***seraphic summoning.*** Classes: cleric.
- ***sleet or sand storm.*** Concentration. Classes: druid, sorcerer, wizard.
- ***spirit guardians.*** Concentration. Classes: cleric.
- ***stinking cloud.*** Concentration. Classes: bard, sorcerer, wizard.

4th Level

- ***black tentacles.*** Concentration. Classes: wizard.
- ***conjure minor elementals.*** Concentration. Classes: druid, wizard.
- ***conjure woodland beings or minor ravagers.*** Concentration. Classes: druid, ranger, warlock.
- ***dimension door.*** Classes: bard, sorcerer, warlock, wizard.
- ***faithful hound.*** Classes: wizard.
- ***guardian of faith.*** Classes: cleric.
- ***secret chest.*** Classes: wizard.

5th Level

- ***cloudkill.*** Concentration. Classes: sorcerer, wizard.
- ***conjure elemental.*** Concentration. Classes: druid, wizard.
- ***find flying steed.*** Classes: paladin.
- ***insect plague.*** Concentration. Classes: cleric, druid, sorcerer.
- ***lightning strike.*** Classes: sorcerer, warlock, wizard.
- ***teleportation circle.*** Classes: bard, sorcerer, wizard.
- ***tree stride.*** Concentration. Classes: druid, ranger.

6th Level

- ***conjure fey or ravager.*** Concentration. Classes: druid, warlock.
- ***heroes' feast.*** Classes: cleric, druid.
- ***instant summons.*** Ritual. Classes: wizard.
- ***planar ally.*** Classes: cleric.
- ***transport via plants.*** Classes: druid.
- ***wall of thorns.*** Concentration. Classes: druid.
- ***word of recall.*** Classes: cleric.

7th Level

- ***conjure celestial or fiend.*** Concentration. Classes: cleric.
- ***magnificent mansion.*** Classes: bard, wizard.
- ***plane shift.*** Classes: cleric, druid, sorcerer, warlock, wizard.
- ***teleport.*** Classes: bard, sorcerer, wizard.

8th Level

- ***demiplane.*** Classes: warlock, wizard.
- ***incendiary cloud.*** Concentration. Classes: sorcerer, wizard.
- ***maze.*** Concentration. Classes: wizard.

9th Level

- ***gate.*** Concentration. Classes: cleric, sorcerer, wizard.
- ***storm of vengeance.*** Concentration. Classes: druid.
- ***wish.*** Classes: sorcerer, wizard.

Divination

Cantrips

- ***guidance.*** Concentration. Classes: cleric, druid.
- ***true strike.*** Concentration. Classes: bard, sorcerer, warlock, wizard.

1st Level

- ***comprehend languages.*** Ritual. Classes: bard, sorcerer, warlock, wizard.
- ***convergence.*** Concentration. Classes: bard, cleric, paladin.
- ***detect evil and good.*** Concentration. Classes: cleric, paladin.
- ***detect magic.*** Concentration; Ritual. Classes: bard, cleric, druid, paladin, ranger, sorcerer, warlock, wizard.
- ***detect poison and disease.*** Concentration; Ritual. Classes: cleric, druid, paladin, ranger.
- ***fateful twist.*** Classes: bard, cleric, sorcerer, wizard.
- ***hunter's mark.*** Concentration. Classes: ranger.
- ***identify.*** Ritual. Classes: bard, wizard.
- ***speak with animals.*** Ritual. Classes: bard, druid, ranger.

2nd Level

- ***augury.*** Ritual. Classes: cleric.
- ***detect thoughts.*** Concentration. Classes: bard, sorcerer, wizard.
- ***detect tracks.*** Concentration. Classes: ranger.
- ***find traps.*** Classes: cleric, druid, ranger.
- ***locate animals or plants.*** Ritual. Classes: bard, druid, ranger.
- ***locate object.*** Concentration. Classes: bard, cleric, druid, paladin, ranger, wizard.
- ***see invisibility.*** Classes: bard, sorcerer, warlock, wizard.

3rd Level

- ***clairvoyance.*** Concentration. Classes: bard, cleric, sorcerer, wizard.
- ***spying shot.*** Concentration. Classes: ranger.
- ***tongues.*** Classes: bard, cleric, sorcerer, warlock, wizard.

4th Level

- ***arcane eye.*** Concentration. Classes: wizard.
- ***divination.*** Ritual. Classes: cleric.
- ***locate creature.*** Concentration. Classes: bard, cleric, druid, paladin, ranger, wizard.

5th Level

- ***commune.*** Ritual. Classes: cleric.
- ***commune with nature.*** Ritual. Classes: druid, ranger.
- ***contact other plane.*** Ritual. Classes: warlock, wizard.
- ***decree.*** Concentration. Classes: bard, cleric, wizard.
- ***legend lore.*** Classes: bard, cleric, wizard.
- ***scrying.*** Concentration. Classes: bard, cleric, druid, warlock, wizard.
- ***telepathic bond.*** Ritual. Classes: wizard.

6th Level

- ***find the path.*** Concentration. Classes: bard, cleric, druid.
- ***true seeing.*** Classes: bard, cleric, sorcerer, warlock, wizard.

9th Level

- ***foresight.*** Classes: bard, druid, warlock, wizard.

Enchantment

Cantrips

- ***vicious mockery.*** Classes: bard, sorcerer.

1st Level

- ***animal friendship.*** Classes: bard, druid, ranger.
- ***bane.*** Concentration. Classes: bard, cleric.
- ***bless.*** Concentration. Classes: cleric, paladin.
- ***charm person.*** Classes: bard, druid, sorcerer, warlock, wizard.
- ***command.*** Classes: cleric, paladin.
- ***heroism.*** Concentration. Classes: bard, paladin.
- ***hideous laughter.*** Concentration. Classes: bard, wizard.
- ***sleep.*** Classes: bard, sorcerer, warlock, wizard.
- ***torment.*** Concentration. Classes: warlock.

2nd Level

- ***animal messenger.*** Ritual. Classes: bard, druid, ranger.
- ***aura of duplicity.*** Concentration. Classes: bard, sorcerer, warlock.
- ***aura of truthfulness.*** Concentration. Classes: paladin.
- ***calm emotions.*** Concentration. Classes: bard, cleric.
- ***compulsive strike.*** Classes: bard, cleric, warlock, wizard.
- ***enthrall.*** Classes: bard, warlock.
- ***hold person.*** Concentration. Classes: bard, cleric, druid, sorcerer, warlock, wizard.
- ***suggestion.*** Concentration. Classes: bard, sorcerer, warlock, wizard.
- ***zone of truth.*** Classes: bard, cleric, paladin.

3rd Level

- ***tyranny.*** Concentration. Classes: bard, cleric, warlock, wizard.

4th Level

- ***compulsion.*** Concentration. Classes: bard.
- ***confusion.*** Concentration. Classes: bard, druid, sorcerer, wizard.
- ***dominate beast.*** Concentration. Classes: druid, ranger, sorcerer.

5th Level

- ***bloodthirsty fury.*** Classes: warlock.
- ***dominate person.*** Concentration. Classes: bard, sorcerer, wizard.
- ***geas.*** Classes: bard, cleric, druid, paladin, wizard.
- ***hold monster.*** Concentration. Classes: bard, sorcerer, warlock, wizard.
- ***mind blast.*** Classes: sorcerer, warlock.
- ***modify memory.*** Concentration. Classes: bard, wizard.

6th Level

- ***irresistible dance.*** Concentration. Classes: bard, wizard.
- ***mass suggestion.*** Classes: bard, sorcerer, warlock, wizard.

8th Level

- ***antipathy/sympathy.*** Classes: bard, druid, wizard.
- ***dominate monster.*** Concentration. Classes: bard, sorcerer, warlock, wizard.
- ***feeblemind.*** Classes: bard, druid, warlock, wizard.
- ***power word stun.*** Classes: bard, sorcerer, warlock, wizard.

9th Level

- ***power word kill.*** Classes: bard, sorcerer, warlock, wizard.



Evocation

Cantrips

- ***dancing lights.*** Concentration. Classes: bard, sorcerer, wizard.
- ***eldritch blast.*** Classes: warlock.
- ***fire bolt.*** Classes: sorcerer, wizard.
- ***light.*** Classes: bard, cleric, sorcerer, wizard.
- ***ray of frost.*** Classes: sorcerer, wizard.
- ***sacred flame.*** Classes: cleric.
- ***shocking grasp.*** Classes: sorcerer, wizard.
- ***warcry.*** Classes: bard, cleric, sorcerer, warlock, wizard.

1st Level

- ***acid blob.*** Classes: sorcerer, wizard.
- ***burning hands.*** Classes: sorcerer, wizard.
- ***cure wounds.*** Classes: bard, cleric, druid, paladin, ranger.
- ***divine favor.*** Concentration. Classes: paladin.
- ***elemental weapon.*** Concentration. Classes: paladin.
- ***faerie fire.*** Concentration. Classes: bard, druid.
- ***guiding bolt.*** Classes: cleric.
- ***healing word.*** Classes: bard, cleric, druid.
- ***magic missile.*** Classes: sorcerer, wizard.
- ***thunderwave.*** Classes: bard, druid, sorcerer, wizard.
- ***withering rebuke.*** Classes: warlock.

2nd Level

- ***acid arrow.*** Classes: wizard.
- ***branding smite.*** Concentration. Classes: paladin.
- ***continual flame.*** Classes: cleric, wizard.
- ***darkness.*** Concentration. Classes: sorcerer, warlock, wizard.
- ***flame blade.*** Concentration. Classes: druid.
- ***gust of wind.*** Concentration. Classes: druid, sorcerer, wizard.
- ***moonbeam.*** Concentration. Classes: druid.
- ***prayer of healing.*** Classes: cleric.
- ***roar.*** Classes: sorcerer, wizard.
- ***scorching ray.*** Classes: sorcerer, wizard.
- ***shatter.*** Classes: bard, sorcerer, warlock, wizard.
- ***spiritual weapon.*** Classes: cleric.
- ***vengeful weapon.*** Concentration. Classes: cleric, paladin.
- ***venomous influx.*** Classes: bard, sorcerer, warlock, wizard.

3rd Level

- ***corrosive geyser.*** Classes: sorcerer, wizard.
- ***daylight.*** Classes: cleric, druid, paladin, ranger, sorcerer.
- ***fireball.*** Classes: sorcerer, wizard.
- ***lightning bolt.*** Classes: sorcerer, wizard.
- ***mass healing word.*** Classes: cleric.
- ***sending.*** Classes: bard, cleric, wizard.
- ***tiny hut.*** Ritual. Classes: bard, wizard.
- ***wind wall.*** Concentration. Classes: druid, ranger.

4th Level

- ***fire shield.*** Classes: wizard.
- ***ice storm.*** Classes: druid, sorcerer, wizard.
- ***overpowering weapon.*** Concentration. Classes: paladin.
- ***resilient sphere.*** Concentration. Classes: wizard.
- ***wall of fire.*** Concentration. Classes: druid, sorcerer, wizard.

5th Level

- ***arcane hand.*** Concentration. Classes: wizard.
- ***cone of cold.*** Classes: sorcerer, warlock.
- ***flame strike.*** Classes: cleric.
- ***hallow.*** Classes: cleric.
- ***mass cure wounds.*** Classes: bard, cleric, druid, ranger.
- ***staggering weapon.*** Concentration. Classes: paladin.
- ***wall of force.*** Concentration. Classes: wizard.
- ***wall of stone.*** Concentration. Classes: druid, sorcerer, wizard.

6th Level

- ***blade barrier.*** Concentration. Classes: cleric.
- ***chain lightning.*** Classes: sorcerer, wizard.
- ***contingency.*** Classes: wizard.
- ***freezing sphere.*** Classes: wizard.
- ***heal.*** Classes: cleric, druid.
- ***sunbeam.*** Concentration. Classes: druid, sorcerer, wizard.
- ***wall of ice.*** Concentration. Classes: wizard.

7th Level

- ***arcane sword.*** Concentration. Classes: bard, wizard.
- ***delayed blast fireball.*** Concentration. Classes: sorcerer, wizard.
- ***divine word.*** Classes: cleric.
- ***fire storm.*** Classes: cleric, druid, sorcerer.
- ***forcecage.*** Classes: bard, warlock, wizard.
- ***prismatic spray.*** Classes: sorcerer, wizard.

8th Level

- ***earthquake.*** Concentration. Classes: cleric, druid, sorcerer.
- ***sunburst.*** Classes: druid, sorcerer, wizard.

9th Level

- ***mass heal.*** Classes: cleric.
- ***meteor swarm.*** Classes: sorcerer, wizard.

Illusion

Cantrips

- ***minor illusion.*** Classes: bard, sorcerer, warlock, wizard.

1st Level

- ***color spray.*** Classes: sorcerer, wizard.
- ***disguise self.*** Classes: bard, sorcerer, wizard.
- ***illusory script.*** Ritual. Classes: bard, sorcerer, wizard.
- ***silent image.*** Concentration. Classes: bard, sorcerer, wizard.

2nd Level

- ***arcanist's magic aura.*** Classes: wizard.
- ***blur.*** Concentration. Classes: sorcerer, wizard.
- ***invisibility.*** Concentration. Classes: bard, sorcerer, warlock, wizard.
- ***magic mouth.*** Ritual. Classes: bard, wizard.
- ***mirror image.*** Classes: sorcerer, warlock, wizard.
- ***silence.*** Concentration. Ritual. Classes: bard, cleric, ranger.

3rd Level

- ***fear.*** Concentration. Classes: bard, sorcerer, warlock, wizard.
- ***hypnotic pattern.*** Concentration. Classes: bard, sorcerer, warlock, wizard.
- ***major image.*** Concentration. Classes: bard, sorcerer, warlock, wizard.
- ***phantom steed.*** Ritual. Classes: wizard.
- ***silent walk.*** Classes: bard, ranger.

4th Level

- ***greater invisibility.*** Concentration. Classes: bard, sorcerer, wizard.
- ***hallucinatory terrain.*** Classes: bard, druid, warlock, wizard.
- ***phantasmal killer.*** Concentration. Classes: wizard.

5th Level

- ***aura of awe.*** Concentration. Classes: paladin.
- ***creation.*** Classes: sorcerer, wizard.
- ***dream.*** Classes: bard, warlock, wizard.
- ***mislead.*** Concentration. Classes: bard, wizard.
- ***seeming.*** Classes: bard, sorcerer, wizard.

6th Level

- ***programmed illusion.*** Classes: bard, wizard.

7th Level

- ***mirage arcane.*** Classes: bard, druid, wizard.
- ***project image.*** Concentration. Classes: bard, wizard.
- ***simulacrum.*** Classes: wizard.

9th Level

- ***weird.*** Concentration. Classes: wizard.



Necromancy

Cantrips

- ***chill touch.*** Classes: sorcerer, warlock, wizard.
- ***spare the dying.*** Classes: cleric.
- ***sudden cramp.*** Concentration. Classes: sorcerer, warlock, wizard.

1st Level

- ***false life.*** Classes: sorcerer, wizard.
- ***inflict wounds.*** Classes: cleric.

2nd Level

- ***blindness/deafness.*** Classes: bard, cleric, sorcerer, wizard.
- ***gentle repose.*** Ritual. Classes: cleric, wizard.
- ***ray of enfeeblement.*** Concentration. Classes: warlock, wizard.

3rd Level

- ***animate dead.*** Classes: cleric, wizard.
- ***bestow curse.*** Concentration. Classes: bard, cleric, wizard.
- ***revivify.*** Classes: cleric, paladin.
- ***speak with dead.*** Classes: bard, cleric.
- ***vampiric touch.*** Concentration. Classes: warlock, wizard.

4th Level

- ***blight.*** Classes: druid, sorcerer, warlock, wizard.
- ***grim escort.*** Concentration. Classes: cleric, wizard.
- ***healthy carrier.*** Classes: bard, warlock.
- ***leech.*** Concentration. Classes: warlock.

5th Level

- ***contagion.*** Classes: cleric, druid, warlock.
- ***raise dead.*** Classes: bard, cleric, paladin.

6th Level

- ***circle of death.*** Classes: sorcerer, warlock, wizard.
- ***create undead.*** Classes: cleric, warlock, wizard.
- ***eyebite.*** Concentration. Classes: bard, sorcerer, warlock, wizard.
- ***harm.*** Classes: cleric.
- ***magic jar.*** Classes: warlock, wizard.

7th Level

- ***finger of death.*** Classes: sorcerer, warlock, wizard.
- ***resurrection.*** Classes: bard, cleric.

8th Level

- ***clone.*** Classes: wizard.

9th Level

- ***astral projection.*** Classes: cleric, warlock, wizard.
- ***true resurrection.*** Classes: cleric, druid.



Transmutation

Cantrips

- ***druidcraft.*** Classes: druid.
- ***mending.*** Classes: bard, cleric, druid, sorcerer, wizard.
- ***message.*** Classes: bard, sorcerer, wizard.
- ***prestidigitation.*** Classes: bard, sorcerer, warlock, wizard.
- ***shillelagh.*** Classes: druid.
- ***thaumaturgy.*** Classes: cleric.
- ***vivacity.*** Concentration. Classes: bard, sorcerer, warlock.

1st Level

- ***create or destroy water.*** Classes: cleric, druid.
- ***duplicate potion.*** Classes: cleric, wizard.
- ***expeditious retreat.*** Concentration. Classes: sorcerer, warlock, wizard.
- ***feather fall.*** Classes: bard, sorcerer, wizard.
- ***flesh pouch.*** Classes: bard, warlock.
- ***goodberry.*** Classes: druid, ranger.
- ***jump.*** Classes: druid, ranger, sorcerer, wizard.
- ***longstrider.*** Classes: bard, druid, ranger, wizard.
- ***powerful weapon.*** Classes: paladin, ranger.
- ***purify food and drink.*** Ritual. Classes: cleric, druid, paladin, ranger.

2nd Level

- ***alter self.*** Concentration. Classes: sorcerer, wizard.
- ***barkskin.*** Concentration. Classes: druid, ranger.
- ***darkvision.*** Classes: druid, ranger, sorcerer, warlock, wizard.
- ***enhance ability.*** Concentration. Classes: bard, cleric, druid, sorcerer.
- ***enlarge/reduce.*** Concentration. Classes: sorcerer, wizard.
- ***expose.*** Concentration. Classes: bard, sorcerer.
- ***heat metal.*** Concentration. Classes: bard, druid.
- ***killer shot.*** Classes: ranger.
- ***knock.*** Classes: bard, sorcerer, wizard.
- ***levitate.*** Concentration. Classes: sorcerer, wizard.
- ***magic weapon.*** Concentration. Classes: paladin, wizard.
- ***rope trick.*** Classes: wizard.
- ***spider climb.*** Concentration. Classes: ranger, sorcerer, warlock, wizard.
- ***spike growth.*** Concentration. Classes: druid, ranger.

3rd Level

- ***blink.*** Classes: sorcerer, wizard.
- ***fly.*** Concentration. Classes: sorcerer, warlock, wizard.
- ***gaseous form.*** Concentration. Classes: sorcerer, warlock, wizard.
- ***haste.*** Concentration. Classes: sorcerer, wizard.
- ***meld into stone.*** Ritual. Classes: cleric, druid.
- ***plant growth.*** Classes: bard, druid, ranger.
- ***slow.*** Concentration. Classes: sorcerer, wizard.
- ***speak with plants.*** Classes: bard, druid, ranger.
- ***water breathing.*** Ritual. Classes: druid, ranger, sorcerer, wizard.
- ***water walk.*** Ritual. Classes: cleric, druid, ranger, sorcerer.
- ***wild regression.*** Classes: druid.

4th Level

- ***blindsight.*** Classes: bard, druid, ranger, warlock, wizard.
- ***control water.*** Concentration. Classes: cleric, druid, wizard.
- ***fabricate.*** Classes: wizard.
- ***giant insect.*** Concentration. Classes: druid.
- ***polymorph.*** Concentration. Classes: bard, druid, sorcerer, warlock, wizard.
- ***prehensile appendage.*** Classes: druid, sorcerer, warlock, wizard.
- ***stone shape.*** Classes: cleric, druid, wizard.

5th Level

- ***animate objects.*** Concentration. Classes: bard, sorcerer, wizard.
- ***aura of holy armament.*** Concentration. Classes: paladin.
- ***gift of conscience.*** Classes: bard, druid.
- ***passwall.*** Classes: wizard.
- ***reincarnate.*** Classes: druid.
- ***telekinesis.*** Concentration. Classes: sorcerer, wizard.
- ***unholy fusion.*** Concentration. Classes: warlock, wizard.

6th Level

- ***disintegrate.*** Classes: sorcerer, wizard.
- ***flesh to stone.*** Concentration. Classes: warlock, wizard.
- ***move earth.*** Concentration. Classes: druid, sorcerer, wizard.
- ***wind walk.*** Classes: druid.

7th Level

- ***etherealness.*** Classes: bard, cleric, sorcerer, warlock, wizard.
- ***regenerate.*** Classes: bard, cleric, druid.
- ***reverse gravity.*** Concentration. Classes: druid, sorcerer, wizard.
- ***sequester.*** Classes: wizard.

8th Level

- ***animal shapes.*** Concentration. Classes: druid.
- ***control weather.*** Concentration. Classes: cleric, druid, wizard.
- ***glibness.*** Classes: bard, warlock.

9th Level

- ***shapechange.*** Concentration. Classes: druid, wizard.
- ***time stop.*** Classes: sorcerer, wizard.
- ***true polymorph.*** Concentration. Classes: bard, warlock, wizard.
- ***wondrous domain.*** Classes: cleric, druid, wizard.

Appendix
List of Corrupt Spells

All the spells listed below are intrinsically or potentially corrupt. Spellcasters gifted with the Arcana of Corruption (see the **Corruption chapter**) know or discover them intuitively.

Intrinsic and Potential Corruption

The casting of certain corrupt spells can be non-corrupted by virtue of specific terms of use, in which case this is detailed in the concerned spell's description. Conversely, the casting of some ordinarily non-corrupt spells may be corrupted in cases of misuse.
A cleric's domain spells are never corrupt, as their energy is purified by the cleric's divinity.
The leader is free to add other particularities specific to their campaign, which may render the use of a normally corrupt spell non-corrupted, and vice versa. The corrupt nature of a spell may depend on its recipient, on its direct or long-term effects, on its influence on the psyche of others, on its violation of nature's balance, on the caster's intent, and on many other possible factors. Whether the casting of a spell is corrupted or not may fall in a gray area, in which case the leader is the final arbiter.

Corrupt Cantrips

- ***druidcraft.*** Transmutation.

1st-level Corrupt Spells

- ***charm person.*** Enchantment.
- ***flesh pouch.*** Transmutation.
- ***speak with animals.*** Divination. This spell is corrupt if the caster uses it to the detriment of the animal they are communicating with.
- ***unseen servant.*** Conjuration. This spell is corrupt if the servant is a captive soul.

2nd-level Corrupt Spells

- ***blindness/deafness.*** Necromancy.
- ***compulsive strike.*** Enchantment. The spell is corrupt is the target is unwilling.
- ***detect thoughts.*** Divination.
- ***suggestion.*** Enchantment.

3rd-level Corrupt Spells

- ***animate dead.*** Necromancy.
- ***bestow curse.*** Necromancy.
- ***fear.*** Illusion.
- ***revivify.*** Necromancy. This spell is corrupt if it is cast without the approval of the gods (see the **Laws of Magic chapter: Fooling the Gods**).
- ***tyranny.*** Enchantment.
- ***vampiric touch.*** Necromancy.

4th-level Corrupt Spells

- ***blight.*** Necromancy.
- ***confusion.*** Enchantment.
- ***conjure woodland beings or minor ravagers.*** Conjuration. The corrupt version of this spell summons ravagers.
- ***dominate beast.*** Enchantment.
- ***giant insect.*** Transmutation.
- ***grim escort.*** Necromancy.
- ***healthy carrier.*** Necromancy.
- ***leech.*** Necromancy.
- ***phantasmal killer.*** Illusion.
- ***prehensile appendage.*** Transmutation.

5th-level Corrupt Spells

- ***bloodthirsty fury.*** Enchantment.
- ***contagion.*** Necromancy.
- ***dominate person.*** Enchantment.
- ***dream.*** Illusion. This spell is corrupt if it is used to send a nightmare.
- ***geas.*** Enchantment.
- ***modify memory.*** Enchantment.
- ***raise dead.*** Necromancy. This spell is corrupt if it is cast without the approval of the gods (see the **Laws of Magic chapter: Fooling the Gods**).
- ***reincarnate.*** Transmutation.
- ***unholy fusion.*** Transmutation.

6th-level Corrupt Spells

- ***conjure fey or ravager.*** Conjuration. The corrupt version of this spell summons a ravager.
- ***create undead.*** Necromancy.
- ***eyebite.*** Necromancy.
- ***flesh to stone.*** Transmutation.
- ***harm.*** Necromancy.
- ***magic jar.*** Necromancy.
- ***mass suggestion.*** Enchantment.

7th-level Corrupt Spells

- ***finger of death.*** Necromancy.
- ***magnificent mansion.*** Conjuration. This spell is corrupt if the servants are captive souls.
- ***resurrection.*** Necromancy. This spell is corrupt if it is cast without the approval of the gods (see the **Laws of Magic chapter: Fooling the Gods**).
- ***simulacrum.*** Illusion.
- ***symbol.*** Abjuration.

8th-level Corrupt Spells

- ***antipathy/sympathy.*** Enchantment.
- ***clone.*** Necromancy.
- ***dominate monster.*** Enchantment.
- ***feeblemind.*** Enchantment.

9th-level Corrupt Spells

- ***true resurrection.*** Necromancy. This spell is corrupt if it is cast without the approval of the gods (see the **Laws of Magic chapter: Fooling the Gods**).
- ***weird.*** Illusion.

Appendix

Common Alchemical Potions

In this appendix, you will find an overview of the most common alchemical potions, all of which can be replicated with the *duplicate potion* spell.

Elemental Oil

Potion, uncommon

The contents of this vial look like a thick, syrupy concentrate of the corresponding element. To determine the type of an *elemental oil*, roll on the following table. The leader can also choose the type without rolling. You can anoint a melee weapon with the oil as an action. For 1 minute, successful weapon attacks with this weapon deal 2d6 extra damage of the oil's type.

If, due to another effect, the anointed weapon already deals damage of one of the types listed in the table, the elemental oil has no effect.

d8	Damage Type
1	Acid
2	Cold
3	Fire
4	Force
5	Lightning
6	Necrotic
7	Radiant
8	Thunder

Night Drops

Potion, uncommon

Night drops can be instilled in a creature's eyes as an action. They grant the beneficiary darkvision out to a range of 60 feet for 1 hour. They are usually contained in a small glass tube and look like a milky, quasi-translucent liquid.

Oil of Etherealness

Potion, rare

Beads of this cloudy gray oil form on the outside of its container and quickly evaporate. The oil can cover a Medium or smaller creature, along with the equipment it's wearing and carrying (one additional vial is required for each size category above Medium). Applying the oil takes 10 minutes. The affected creature then gains the effect of the *etherealness* spell for 1 hour.

Oil of Slipperiness

Potion, uncommon

This sticky black unguent is thick and heavy in the container, but it flows quickly when poured. The oil can cover a Medium or smaller creature, along with the equipment it's wearing and carrying (one additional vial is required for each size category above Medium). Applying the oil takes 10 minutes. The affected creature then gains the effect of a *freedom of movement* spell for 8 hours.

Alternatively, the oil can be poured on the ground as an action, where it covers a 10-foot square, duplicating the effect of the *grease* spell in that area for 8 hours.



Philter of Love

Potion, uncommon

When you drink this potion, make a DC 13 Wisdom saving throw. On a failed save, the next time you see a creature within 10 minutes after drinking this philter, you become **charmed** by that creature for 1 hour. If the creature is of a species and gender you are normally attracted to, you regard it as your true love while you are charmed. This potion's rose-hued, effervescent liquid contains one easy-to-miss bubble shaped like a heart.

Potion of Animal Friendship

Potion, uncommon

When you drink this potion, you can cast the *animal friendship* spell (save DC 13) for 1 hour at will. Agitating this muddy liquid brings little bits into view: a fish scale, a hummingbird tongue, a cat claw, or a squirrel hair.

Potion of Clairvoyance

Potion, rare

When you drink this potion, you gain the effect of the *clairvoyance* spell. An eyeball bobs in this yellowish liquid but vanishes when the potion is opened.

Potion of Climbing

Potion, common

When you drink this potion, you gain a climbing speed equal to your walking speed for 1 hour. During this time, you have advantage on Strength (Athletics) checks you make to climb. The potion is separated into brown, silver, and gray layers resembling bands of stone. Shaking the bottle fails to mix the colors.

Potion of Diminution

Potion, rare

When you drink this potion, you gain the "reduce" effect of the *enlarge/reduce* spell for 1d4 hours (no concentration required). The red in the potion's liquid continuously contracts to a tiny bead and then expands to color the clear liquid around it. Shaking the bottle fails to interrupt this process.

Potion of Gaseous Form

Potion, rare

When you drink this potion, you gain the effect of the *gaseous form* spell for 1 hour (no concentration required) or until you end the effect as a bonus action. This potion's container seems to hold fog that moves and pours like water.

Potion of Giant Strength

Potion, rarity varies

When you drink this potion, your Strength score changes for 1 hour. The type of giant determines the score (see the following table). The potion has no effect on you if your Strength is equal to or greater than that score. This potion's transparent liquid has floating in it a sliver of fingernail from a giant of the appropriate type. The *potion of frost giant strength* and the *potion of stone giant strength* have the same effect.

Type of Giant	Strength	Rarity
Hill giant	21	Uncommon
Frost/stone giant	23	Rare
Fire giant	25	Rare

Potion of Growth

Potion, uncommon

When you drink this potion, you gain the "enlarge" effect of the *enlarge/reduce* spell for 1d4 hours (no concentration required). The red in the potion's liquid continuously expands from a tiny bead to color the clear liquid around it and then contracts. Shaking the bottle fails to interrupt this process.

Potion of Healing

Potion, rarity varies

You regain hit points when you drink this potion. The number of hit points depends on the potion's rarity, as shown in the Potions of Healing table. Whatever its potency, the potion's red liquid glimmers when agitated.



Potions of Healing

Potion of...	Rarity	HP Regained
Healing	Common	2d4+2
Greater healing	Uncommon	4d4+4
Superior healing	Rare	8d4+8

Potion of Heroism

Potion, rare

For 1 hour after drinking it, you gain 10 temporary hit points that last for 1 hour. For the same duration, you are under the effect of the *bless* spell (no concentration required). This blue potion bubbles and steams as if boiling.

Potion of Mind Reading

Potion, rare

When you drink this potion, you gain the effect of the *detect thoughts* spell (save DC 13). The potion's dense, purple liquid has an ovoid cloud of pink floating in it.

Potion of Poison

Potion, uncommon

This concoction looks, smells, and tastes like a *potion of healing* or other beneficial potion. However, it is actually poison masked by illusion magic. An *identify* spell reveals its true nature.

If you drink it, you take 3d6 poison damage, and you must succeed on a DC 13 Constitution saving throw or be **poisoned**. At the start of each of your turns while you are poisoned in this way, you take 3d6 poison damage. At the end of each of your turns, you can repeat the saving throw. On a successful save, the poison damage you take on your subsequent turns decreases by 1d6. The poison ends when the damage decreases to 0.

Potion of Polymorph

Potion, rare

When you drink this potion, you must make a DC 13 Wisdom saving throw or be transformed into an animal, as per the effect of a *polymorph* spell. The nature of the animal is determined at the time of the potion's brewing by its creator. You can choose to willingly fail the save.

When the potion starts to take effect, a wave of fatigue washes over you and you feel the overwhelming need to rest in the following minute. You then become **unconscious** for 1 round during which the transformation occurs.

Potion of Resistance

Potion, uncommon

When you drink this potion, you gain resistance to one type of damage for 1 hour. The leader chooses the type or determines it randomly by rolling on the following table:

d10	Damage Type
1	Acid
2	Cold
3	Fire
4	Force
5	Lightning
6	Necrotic
7	Poison
8	Psychic
9	Radiant
10	Thunder



Potion of Water Breathing

Potion, uncommon

You can breathe underwater for 1 hour after drinking this potion. Its cloudy green fluid smells of the sea and has a jellyfish-like bubble floating in it.

Restorative Ointment

Potion, uncommon

This glass jar, 3 inches in diameter, contains 1d4 + 1 doses of a thick mixture that smells faintly of aloe. The jar and its contents weigh 1/2 pound.

As an action, one dose of the ointment can be swallowed or applied to the skin. The creature that receives it regains 2d8 + 2 hit points, ceases to be poisoned, and is cured of any disease.

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Discover the universe of Eana and its many unique civilizations, battle the loathsome forces of Canker, find the lost portals of the Travelers, and ascend the stairs of the Fateforge!

Grimoire is the second book of the **Fateforge** series. Centered on magic and spellcasters, it includes information on:

- ***Modular Magic***. The modular system lets you tailor the game to your favored playstyle, from epic, unbridled fantasy to a more subdued and down-to-earth atmosphere. You will find rules related to critical success on spellcasting, resurrection, spell modification, and more.

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- ***Geomagic***. This chapter details geomagic—the study of localized magic activity—and its fascinating manifestations, which directly influence the area they affect.

- ***Corruption***. Beware the perils of corruption, this rampant evil that transforms the body and mind of whoever is exposed to it. The powers it offers are tempting, but the risk of a monstrous downfall is very real!

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- ***Appendices***. Several game aids go over the core knowledge of any student of the arcana, or give compiled information on spells. This part of the book also covers the use of scrolls and provides a list of common potions of Eana.

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