

# [E5E] Руководство Паланта по магии

Expanded 5e

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От автора

## Изменение правил связанных с сотворением заклинаний

### Сферы происхождения волшебства

Тайная магия

Божественная магия

Первозданная магия

Псионика

### Уникальные и секретные заклинания

Некоторые классовые свойства и черты позволяют выбрать любое заклинание в т.ч. из списка заклинаний других классов. И хотя в целом это не вызывает проблем, некоторые заклинания явно создавались с прицелом на то, что они доступны лишь определенным классам. Поэтому появляется понятие уникальных заклинаний – доступных лишь определенным классам и никакие дополнительные свойства или эффекты (за исключением свойств артефактов) не могут сделать это заклинание доступным представителям других классов.

К таким заклинаниям, например, относятся:

- У паладина: призыв скакуна, круг силы
- У рейнджера: быстрый колчан
- У рейнджера и друида: страж природы

Секретные заклинания – это особые заклинания доступные лишь представителям особых организаций.

### Определение сотворяемого заклинания

#### Измененная устойчивость к волшебству

Оригинальное свойство «Устойчивость к волшебству» давало существу преимущество на спасброски против эффектов заклинаний.

Измененное свойство «Устойчивость к волшебству» работает иначе – приближенно к правилам старых редакций и представляет собой Класс Сложности проверки заклинательной характеристики, которую должен успешно превозмочь заклинатель, чтобы его заклинание вообще оказало влияние на цель. При этом Устойчивость к волшебству распространяется и на положительные эффекты заклинаний.

Устойчивость к волшебству определяется как  $15 + 2 * \text{Бонус владения существа}$ .

Так, у демона с 17 уровнем опасности и бонусом владения +6 будет Устойчивость к волшебству 27.

Бонус проверки заклинателя для определения превозмогания устойчивости к волшебству определяется как: бонус владения заклинателя + модификатор его заклинательной характеристики + круг сотворенного заклинания (для заговоров – 0) + прочие модификаторы.

Прочие модификаторы этой проверки возникают если заклинатель обладает волшебными предметами или свойствами, которые увеличивают Класс Сложности сотворяемых им заклинаний.

Например, у волшебника 15 уровня с 22 интеллектом при сотворении Изгнания (заклинание 4-го круга) с надетой робой архимага (которая увеличивает КС заклинаний на 2) бонус к проверке будет составлять: 5 (бонус владения) + 2 (роба архимага) + 6 (модификатор интеллекта) + 4 (уровень заклинания) = +17.

## Ритуальное сотворение заклинаний

### Тайные заклинатели

Проведение заклинания как ритуала подразумевает следующие элементы:

— Начертание магического круга, размер и сложность которого зависит от уровня заклинания. (Круг светится в зависимости от школы)

### Божественные заклинатели

Проведение заклинания как ритуала подразумевает следующие элементы:

- Ладан и благовония.
- Заклинания призывающие что либо требуют начертание круга.;

### Природные заклинания

Проведение заклинания как ритуала подразумевает следующие элементы:

- Круг из природных элементов: камней, веток, ледышек, камыша и проч.
- Особые высушенные травы.
- Ритуальный танец(по желанию).

Для всех: наличие в заклинание вербального и соматического компонента подразумевает что на всей продолжительности необходимо творить волшебу, как если бы вы творили заклинание каждый раунд.

Дополнительные приготовления входят в 10 минут требуемые на сотворение заклинания как ритуала. В мешочке мат компонентов всегда есть всё необходимое для сотворения ритуала.

## Школы магии

Spellcasters categorize their spells into schools. Each spell listed belongs to one of the following schools. All magic-user cantrips, as well as the Enchant an Item and Permanency spells belong to more than one school, allowing them all to be cast by specialist magic-users:

- 1. Abjuration:** Abjuration spells are protective in nature, though some of them have aggressive uses. They create magical barriers, negate harmful effects, harm trespassers, or banish creatures to other planes of existence.
- 2. Alteration/Transmutation:** Alteration 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 your command, or enhance a creature's innate healing abilities to rapidly recover from injury. Alteration spells are commonly referred to as transmutation spells due to their effects.
- 3. Conjunction/Summoning:** Conjunction/Summoning 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 conjunctions create objects or effects out of nothing.
- 4. Divination:** Divination spells reveal information, whether in the form of long-forgotten secrets, glimpses of the future, the locations of hidden things, the truth behind illusions, or visions of distant people or places.

**5. Enchantment/Charm:** Enchantment/Charm 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.

**6. Invocation/Evocation:** Invocation/Evocation spells manipulate magical energy to produce a desired effect, such as calling up blasts of fire, walls of ice, or fields of force magic.

**7. Illusion/Phantasm:** Illusion/Phantasm 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. Some Illusion spells draw energy from the Demiplane of Shadow in order to create quasi-real objects and effects.

A rule of illusions is that an illusion is only as good as the caster who created it. They draw from personal experience, so a caster cannot create a truly believable illusion unless he is intimately familiar with whatever he is attempting to create.

**8. Necromancy:** Necromancy spells manipulate the energies of life and death. Such spells can restore life force, drain the life energy from another creature, create the undead, or bring the dead back to life.

Creating the undead through the use of necromancy spells, such as Animate Dead, is not a good act, and only evil casters use such spells frequently.

**Universal:** Consider universal magic to be Sorcery 101; without the basic spells in this school, magic-users are incapable of continuing their studies in the other schools of magic. Therefore, all magic-users have access to the spells in this school, regardless of specialization.

[Создание новых заклинаний – деятельность кампании](#)

[Создание одноразовых носителей заклинаний \(свитков\) – деятельность кампании](#)

## Измененные заклинания

### Про изменение старых заклинаний

Wording that specifies how to treat a conjured creature's initiative is removed.

When you cast **Aura of Vitality** using a spell slot of 4th level or higher, it restores 1d6 additional hit points for each slot level above 3rd.

**Bane** A creature under the effects of **Bane** subtracts a d6, not a d4, from its attack rolls and saving throws.

**Barkskin** now no longer requires concentration and reads as follows: "You touch a willing creature. The target's skin takes on a rough, bark-like appearance for the spell's duration, during which its base AC becomes 16 if it is not already higher. The creature can benefit from wearing a shield as normal."

**Blade Ward** now has a range of touch, granting the resistance to the creature you touch.

**Chromatic Orb** deals 4d8 damage, instead of 3d8.

**Circle of Death** now states that a creature reduced to 0 hit points by the spell's damage is immediately killed.

**Color Spray** A creature affected by **Color Spray** is both blinded and incapacitated.

**Conjure Animals** states that you can try to summon specific creatures, but the DM ultimately decides which creatures appear when you cast the spell.

**Conjure Barrage** deals 6d8 damage, instead of 3d8.

**Conjure Fey**, **Conjure Minor Elementals**, and **Conjure Woodland Beings** state that you can try to summon specific creatures, but the DM ultimately decides which creatures appear when you cast the spell.

**Cordon of Arrows** deals 2d6 damage, instead of 1d6.

**Crown of Madness** does not require you to use your action on subsequent turns to maintain control over the target.

**Dancing Lights** does not require concentration, but it ends early if you cast it again.

**Elemental Weapon** can affect magical weapons as well as nonmagical weapons. A magic weapon only gains the bonus to attack rolls if it does not already have a similar bonus to attack rolls. You can touch a creature's natural weapons (such as its claws or teeth) to grant this benefit to that natural weapon, or you can touch a humanoid's arms or legs to grant this benefit to the creature's unarmed strikes. Finally, the spell's damage dice are d8s, instead of d4s.

**Enhance Ability** Instead of advantage, **Enhance Ability** grants a bonus on the given checks equal to the caster's spellcasting ability modifier (minimum +2).

**Enlarge/Reduce** The damage bonus and penalty of **Enlarge/Reduce** is 1d6, instead of 1d4.

**Ensnaring Strike** deals 2d6 damage, instead of 1d6.

**Entrall** does not allow a saving throw to resist its effects, but creatures immune to being charmed are immune to its effects.

**Eyebite** does not require concentration, instead lasting 1 minute.

**Faerie Fire** When you cast Faerie Fire using a spell slot of 2nd level or higher, the dimensions of the cube increase by 5 feet for each slot level above 1st.

**Find Traps** now has a duration of up to 10 minutes, requiring concentration. You automatically know if there are any traps within 30 feet of you for the duration, and you can use an action to have specific, visible traps (both triggering and action mechanisms) glow in your vision. 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.

A creature reduced to 0 hit points by the damage of Finger of Death immediately dies.

**Flame Blade's** description is replaced with the following:

You evoke a fiery blade in your free hand. This magic sword lasts until the spell ends. It counts as a simple melee weapon with which you are proficient. It deals 3d6 fire damage on a hit and has the finesse and light properties. You can use your spellcasting ability instead of your Strength or Dexterity for the weapon's attack and damage rolls.

If you drop the weapon, it dissipates at the end of the turn. Thereafter, while the spell persists, you can use a bonus action to cause the sword to reappear in your hand.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d6 for each slot level above 2nd, to a maximum of 6d6.

**Flame Strike** deals 6d6 fire damage and 6d6 radiant damage, instead of 4d6 of each. When you cast the spell using a spell slot of 6th level or higher, both the fire damage and radiant damage increase by 1d6.

**Friends** now has a duration of up to 10 minutes.

**Geas** When a creature takes psychic damage from Geas, its hit point maximum is reduced by the amount of psychic damage taken, to a minimum of 1. This reduction lasts until the spell ends.

**Grease** When you cast Grease using a spell slot of 2nd level or higher, the dimensions of the square increase by 5 feet for each slot level above 1st.

**Hail of Thorns** deals 2d6 piercing damage instead of 1d10, and this damage increases by 1d6 for each slot level above 1st (to a maximum of 6d6)

Whenever a creature affected by Heroism rolls an attack roll or saving throw, it can roll a d4 add it to the result.

**Inflict Wounds** deals 4d10 damage, instead of 3d10.

If Lightning Bolt hits a solid surface made of wood, stone, or metal, it reflects off that surface at an angle equal and opposite the angle at which it hit, continuing to do so until its total length is 100 feet or until it has reflected 3 times. Each creature along any of its lengths becomes a target of the spell, though a creature cannot be targeted by the same lightning bolt more than once.

**Magic Weapon** can affect magical weapons as well as nonmagical weapons. A magical weapon only gains the bonus to attack and damage rolls if it does not already have such a bonus. You can touch a creature's natural weapons (such as its claws or teeth) to grant this benefit to that natural weapon, or you can touch a humanoid's arms or legs to grant this benefit to the creature's unarmed strikes.

**Melfs Acid Arrow** On a hit, Melfs Acid Arrow deals 6d4 damage, instead of 4d4.

**Selkar's Sword** deals 6d10 damage, instead of 3d10.

**Pass Without Trace** now specifies that a creature must be within 30 feet of you to benefit from its effects.

**Phantasmal Force** now specifies that the illusion created does not offer any physical resistance, even if the target thinks it's real. It also deals 2d6 damage, instead of 1d6.

**Phantasmal Killer** A creature reduced to 0 hit points by the damage of Phantasmal Killer immediately dies.

**Polymorph** The third paragraph of Polymorph instead reads as follows: "The target gains a number of temporary hit points equal to the hit points of its new form. These temporary hit points can't be replaced by temporary hit points from another source. A target reverts to its normal form when it has no more temporary hit points or it dies. If the spell ends before then, the creature loses all its temporary hit points and reverts to its normal form."

**Protection from Energy** When you cast Protection from Energy using a spell slot of 4th level or higher, you can target 1 additional creature for each slot level above 3rd.

**Ray of Sickness** deals 3d8 damage, instead of 2d8.

**Resistance** has a range of 30 feet. Its first sentence now reads, "Choose one creature within range."

**Stoneskin** no longer requires concentration.

**Sunbeam** deals 8d8 damage, instead of 6d8.

**True Polymorph** The fourth paragraph of True Polymorph now reads the same as the third paragraph of polymorph, as written above.

**True Strike** now grants advantage to the first attack roll against the target before the end of your next turn, even if it is not made by you. It no longer requires concentration.

**Vampiric Touch** The damage dice of Vampiric Touch are d8s, instead of d6s.

**Web** When you cast Web using a spell slot of 3rd level or higher, the dimensions of the cube increase by 5 feet for each slot level above 2nd.

**Witch Bolt** requires a bonus action, not an action, to deal damage to the target after it is initially cast. Its range is 60 feet.

**Aganazaar's Scorcher** deals 4d8 fire damage, instead of 3d8.

**Chaos Bolt** deals 2d8 + 2d6 damage, instead of 2d8 + 1d6.

**Create Bonfire** does not require concentration, but it ends early if you cast the spell again.

**Dragon's Breath** The damage for Dragon's Breath is 3d8, instead of 3d6.

**Dust Devil** The damage dice for Dust Devil are d10s, instead of d8s.

**Earth Tremor** The damage for Earth Tremor is 2d6, instead of 1d6.

**Erupting Earth** The damage for Erupting Earth is 4d10 instead of 3d12.

**Flame Arrows** The fire damage of Flame Arrows is 2d6, instead of 1d6.

**Healing Spirit** The Healing Spirit spell ends early once it has healed a number of times equal to twice your spellcasting ability modifier.

**Holy Weapon** The damage for Holy Weapon is 2d10, instead of 2d8.



**Mind Spike** The damage for Mind Spike is 4d8, instead of 3d8.

**Primal Savagery** deals slashing damage with claws or piercing damage with teeth, instead of acid damage. This damage is magical.

**Shape Water** specifies that freezing the water cannot deal damage to objects.

**Skywrite** does not require concentration, but it ends early if you cast the spell again.

**Snilloc's Snowball Swarm** deals 5d6 cold damage, instead of 3d6.

**Steel Wind Strike** is a 4th-level spell dealing 5d10 force damage on a hit, instead of a 5th-level spell dealing 6d10 damage.



## Добавленные заклинания

Про добавление заклинаний

Заклинания добавлялись исходя из следующих предпосылок:

## Описания заклинаний

### Althares' Second Blessings

6th level (vocation (ritual))

Secret Spell: Faithful of Althares or val'Abebi bloodline Casting Time: 1 hour

Rang\*'; Touch

Components: V, S, M (200 gp of rare materials and chemicals, see below)

Duration: Instantaneous

With a prayer to Althares, you touch a barrel filled with a prepared mixture of rare materials and chemicals worth 200 gp, infusing it with the Second Gift and creating 200 shots worth of blastpowder. The recipe for this dangerously unstable mixture is a closely guarded secret of the

-4/' Altherian people.

AtHiLhve Levels: When you cast this spell using a spell slot of 7th level or higher, you may produce an additional 200 shots of blastpowder for each slot level above 6th. You must provide a barrel full of 200 gp worth of materials for each slot level above 6th as well.

Casting Time: 1 action

Range: Self (30-foot radius)

Components: V

Duration: Concentration, up to 1 minute

You radiate an aura of life energy, healing your allies and burning the undead. Until the spell ends, your aura moves with you and is filled with dim light.

Any friendly creature that begins their turn in your aura regains a number of hit points equal to your 1d8 + your spellcasting ability modifier, while any undead that starts its turn in your aura suffers the same amount of radiant damage.

### Analyze Dweomer

Divination

Level: Brd 6, Sor/Wiz 6

Components: V, S, F

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One object or creature per caster level

Duration: 1 round/level (D)

Saving Throw: None or Will negates; see text

Spell Resistance: No

You discern all spells and magical properties present in a number of creatures or objects. Each round, you may examine a single creature or object that you can see as a free action. In the case of a magic item, you learn its functions, how to activate its functions (if appropriate), and how many charges are

left (if it uses charges). In the case of an object or creature with active spells cast upon it, you learn each spell, its effect, and its caster level.

An attended object may attempt a Will save to resist this effect if its holder so desires. If the save succeeds, you learn nothing about the object except what you can discern by looking at it. An object that makes its save cannot be affected by any other analyze dweomer spells for 24 hours.

Analyze dweomer does not function when used on an artifact.

#### Focus

A tiny lens of ruby or sapphire set in a small golden loop. The gemstone must be worth at least 1,500 gp.

#### Analyze Dweomer

##### Divination

Components: V, S, M

Casting Time: 1 action

Range: Personal

Area of Effect: 60' Cone

Duration: Concentration, up to 1 round/caster level

Saving Throw: See below

You discern all spells and magical properties present in a number of creatures or objects. Each round you may examine a single creature or object within the area of effect.

In the case of a magic item you learn its functions, how to activate its functions, and how many charges are left (if it uses charges). In the case of an object or creature with active spells cast upon it, you learn each spell, its effect, and its caster level. Analyze Dweomer does not function when used on an artifact.

A creature examined through this spell may attempt a Wisdom saving throw to resist this effect. If the save succeeds you learn nothing about the creature except what you can discern by looking at it.

Material Component: A tiny lens of ruby or sapphire, worth at least 1,500 gp, set in a small golden loop. It is not expended by the casting of this spell.

#### Animate Plants

##### Transmutation

Components: V

Casting Time: 1 action

Range: 30' (Close)

Targets: 1 or more plants; see text

Duration: Concentration, up to 1 round/caster level

You imbue inanimate plants with mobility and a semblance of life. Each animated plant then immediately attacks whomever or whatever you initially designate as though it were an animated object.

As a bonus action, you can mentally command any creature you made with this spell if the creature is within 400 feet of you (if you control multiple creatures, you can command any or all of them at the same time, issuing the same command to each one). You decide what action the creature will take and where it will move during its next turn, or you can issue a general command, such as to guard a particular chamber or corridor. If you issue no commands, the creature only

defends itself against hostile creatures. Once given an order, the creature continues to follow it until its task is complete.

Animated plants have an armor class of 15 and speed of 30' per round. Small plants have 15 hit points, Medium plants have 30 hit points, and Large plants have 45 hit points. All attack using your spell attack bonus (see chapter 10). Small plants deal 1d4 damage, Medium plants deal 2d4 damage, and Large plants deal 3d4 damage. The type of damage (i.e. piercing, bludgeoning, slashing) depends on the plant's form. Animated plants resist bludgeoning and piercing damage. See chapter 9 for more information on Damage Resistance.

You may animate 1 Small plant, or an equivalent number of larger plants, per 2 caster levels. A Medium plant counts as 2 Small plants and a Large plant as 4 Small plants. As such, a 12th level cleric may animate either 6 Small plants or its equivalent in larger plants.

Alternatively, you may imbue all plants within range with a degree of mobility, which allows them to entwine around creatures in the area. This usage of the spell duplicates the effect of an Entangle spell.

Animate Plants cannot affect plant creatures, nor does it affect non-living vegetable material.

In all other respects this spell functions as the Animate Object spell.

### Arcane Sight

#### Divination

Level: Sor/Wiz 3

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level (D)

This spell makes your eyes glow blue and allows you to see magical auras within 120 feet of you. The effect is similar to that of a detect magic spell, but arcane sight does not require concentration and discerns aura location and power more quickly.

You know the location and power of all magical auras within your sight. An aura's power depends on a spell's functioning level or an item's caster level, as noted in the description of the detect magic spell. If the items or creatures bearing the auras are in line of sight, you can make Spellcraft skill checks to determine the school of magic involved in each. (Make one check per aura; DC 15 + spell level, or 15 + one-half caster level for a nonspell effect.)

If you concentrate on a specific creature within 120 feet of you as a standard action, you can determine whether it has any spellcasting or spell-like abilities, whether these are arcane or divine (spell-like abilities register as arcane), and the strength of the most powerful spell or spell-like ability the creature currently has available for use.

Arcane sight can be made permanent with a permanency spell.

### Arcane Sight

3rd-level divination

Range: Self

Components: V S

Duration: Concentration, up to 1 hour

You can sense the presence of magic within 60 feet. If you detect the presence of magic you may use an 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.

Additionally, if you focus on a specific creature and that creature can cast or manifest spells (through their class, a bloodline power, feat, or something similar), they must make a saving throw utilizing their primary spellcasting or manifesting ability. If they fail this saving throw, you know what type of spellcaster they are (arcane, divine, primal, or psionic), and their relative power level (1st to 3rd level are neophytes, 4th through 10th are journeymen, 11th through 15th are masters, and 16th through 20th are grand masters). If they succeed, you fail to detect anything except the presence of any magical items on their person.

### Aura of Radiance

5th-level evocation

Casting Time: 1 action

Range: Self (20-foot radius)

Components: V

Duration: Concentration, up to 1 minute

You radiate an aura of bright light, burning the unclean and protecting you from their foul magic. Until the spell ends, your aura of bright light moves with you. This aura sheds bright light in a 10-foot radius and dim light for an additional 10 feet beyond that. Your aura instantly suppresses any magical darkness it touches.

Any friendly creatures within your aura gain resistance to necrotic damage as long as they remain in your aura.

Any infernal or undead that starts their turn within your aura must make a Constitution saving throw. A creature takes 3d10 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 radiant damage increases by 1d10 for each spell level above the 5th.

### Barkskin

2nd-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a handful of oak bark)

Duration: 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.

### Beacon of Hope

3rd-level abjuration

Casting Time: 1 action

Range: 30 feet

Duration: 1 minute

Choose any number of creatures within range. Your prayer fills these creatures with hope, vitality, and the will to push through the most trying circumstances. For the duration, each target has advantage on Wisdom saving throws and death saving throws, and a target regains the maximum number of hit points possible from any healing.

### Bestial Form

3rd-level transmutation

Secret Spell: Faithful of Saluwe or val'Dellenov bloodline

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 hour

With a whisper, you transform yourself into a primal humanoid, summoning forth the aspects of several beasts and incorporating them into your physical form. For the duration, you gain the following benefits:

**Animal Endurance:** You have advantage on all Constitution saving throws to maintain concentration on your spells.

**Bestial Traits:** You gain one of the traits from the loll' wing list:

- **Eyes of the Eagle:** You gain advantage on all Wisdom (Perception) skill checks that rely on sight.
- **Ferocity of the Tiger:** When you take the Attack action you can make an extra attack with your natural weapon as a bonus action.
- **Hide of the Boar:** You possess natural armor class of 12 + proficiency bonus + your spellcasting ability modifier.
- **Might of the Bear:** You gain 2d6 temporary hit points, which are lost when the spell ends.



- **Nose of the Wolf:** You gain advantage on all Wisdom (Perception) skill checks that rely on smell scent.
- **Swiftness of the Cat:** Your base speed increase by 10 feet.

**Natural Weapons:** You grow claws, fangs, spines, horns, or a different natural weapon of your choice and you gain proficiency with whatever you choose. Your natural weapons are magical and deal 1d6 slashing, bludgeoning or piercing damage. You must choose the type of damage dealt when you cast this spell and you cannot change it unless you cast this spell again.

**At Higher Levels:** When you cast this spell using a spell slot of 4th level or higher, you may choose an additional Bestial Trait for each level slot above 3rd. You cannot choose the same trait more than once.

### Balthasar's Besieging BOLT

6th level evocation

Casting Time: 1 action

Range: Special

Components: V, S, M (a small stone sprinkled with 20 g.p. of diamond dust)

Duration: Concentration, up to 1 minute per 2 levels of the caster

This spell allows the caster to bring into being a siege engine of pure magical force. It will function in all ways as if it were a mundane piece of equipment (see the Dungeon Master's Guide for details on siege equipment). The siege engine can fire once every two minutes, and requires no crew. The type of siege engine that can be invoked depends on the level of the wizard:

Wizard's Level    Siege Engine Type

11th    Ballista

13th    Mangonel

15th    Trebuchet

**Alter Winds**

1st-level transmutation (ritual)

Casting Time: 1 action

Range: Self (30-foot radius)

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

Duration: Concentration, up to 1 hour

You change the strength or direction of the wind around you. The current wind conditions are determined by the GM based on the climate and season.

You may only affect one aspect of the wind (its strength or its direction), and you may only affect that aspect once per casting of this spell. The change caused by this spell is immediate within the area of effect. When the spell ends, the weather gradually returns to normal.

Successive castings of this spell or casting multiple casters of this spell do not stack, but you may alter a different aspect of the wind with a subsequent casting (direction for the first casting, strength for the second)

You can only affect the wind's strength if its current

#### Balthasar's Bookworm Bane

1st level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (child-sized leather glove) Duration: Concentration, up to 10 minutes

This spell is designed to eradicate a pest of particular destructiveness to wizards and their ilk; the bookworm. The spell brings into being a magical, disembodied hand that will systematically go through the wizard's library and crush any bookworms it comes across. The hand will search 100 books and/or scrolls per turn, with a 95% chance of successfully detecting a worm, if present. The books and/or scrolls will be returned unmolested to their original places.

Once found, the hand will pursue and attack the worm until it is destroyed, attacking once per turn, in addition to its special search and movement actions. A successful attack means the worm has been destroyed, and the hand will continue to search for the duration of the spell. This hunting and slaying activity counts as a bonus action during your turn. The hand has a strength of 8, an AC of 10, and is destroyed by 4 points of magical damage. It cannot perform any other function or attack any other sort of creature or object.

#### Balthasar's Construction Crew

4th level evocation (ritual)

Casting Time: 10 minutes

Range: 360 feet

Components: V, S, M (miniature tools worth at least 500 g.p.)

Duration: 12 hours

This spell brings forth a number of pairs of hands equal to the caster's experience level, each holding various carpentry tools. Each pair of hands can do the work of a single carpenter, miner, mason, or sapper. The pairs of hands cannot fight in any capacity, and have as many hit points as the caster has levels, although they are immune to non-magical damage, as well as psychic and poison damage of any type.

#### Balthasar's Dexterous Digits

2nd level evocation

Casting Time: 1 action

Range: 270 feet

Components: V, S, M (pair of gloves embroidered with the caster's initials, worth at least 10 g.p.)

Duration: Concentration, up to 30 minutes per level of the caster

This spell calls into being a pair of disembodied hands under the control of the caster. The hands can do everything the first-level spell Unseen Servant can do, but the Dexterous Digits have greater fine motor

control, being able to work with laboratory equipment, play a musical instrument, write, use sign language, use tools, etc. Each hand can carry up to 20 lbs. individually or 50 lbs. together. Doing so counts as a bonus action during your turn. They cannot wield a weapon or otherwise make an attack action. The hands can move 120 feet per turn, but cannot be separated farther than the caster's own hands can be. If ordered to move more than 90 feet from the caster, the hands will be dispelled. They cannot enact the somatic component of a spell on behalf of the caster or anyone else, The hands will be dispelled if they receive 6 hit points of magical damage.

#### Balthasar's Fantastic Fencers

5th level evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (small silver amulet in the shape of a gauntlet holding a sword, worth at least 1,000 g.p.)

Duration: Up to 1 round per level of the caster

This spell calls into being a single hand of magical force holding a longsword. Each hand fights as if it were a fighter of a level equal to half that of the caster. Concentration is not required; the hands of the fencers are simply given verbal orders, which they will obey. Each fencer hand has an AC of 18 and can take 15 h.p. of damage before being destroyed. The hand is immune to poison or psychic damage. Each hand can move 30' per round, but if it moves more than 120' from the caster, it disappears.

Once per minute, if the fencer hits, the target must make a strength check with a bonus of +4. If it fails, the target will drop one weapon held in hand, if applicable.

#### Balthasar's Feeling Fingers

1st level evocation

Casting Time: 1 action

Range: 180 feet

Components: V, S, M (child-sized silk glove and a swan feather)

Duration: Concentration, up to 1 hour plus 10 minutes per level of the caster

This spell calls into being a magical disembodied hand under the control of the caster. The hand cannot hold, carry, or lift anything, but it has great tactile sensitivity, and will transmit such feelings back to the caster, enabling him to feel cracks, textures, gaps, etc. The hand can search a 10' x 10' area in 10 turns, and gives advantage to the caster when making a Wisdom (Perception) check when searching for secret doors, elevator floors, pressure plates, etc. If a nonmagical trap is known to be somewhere, the hand can trigger it. Engaging in these functions counts as a bonus action during your turn. The hand will be dispelled if it takes 4 points of magical damage, is immune to psychic and poison damage, and has an AC of 10.

#### Balthasar's Force Sculpture

4th level evocation (ritual)

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (lump of soft clay with diamond dust mixed in; see below for details)

Duration: Special

This spell allows the caster to create a solid object out of pure magical force. The exact nature and characteristics of the object that can be created depends on the spell slot level being used for the spell. The sculpture can be destroyed by as many hit points of non-psychic/poison magical damage as the caster has hit points.

4th level spell slot: The object can be up to 7 cubic feet in volume. It cannot have any sharp edges or distinct details, cannot have moving parts, and must be rigid. Examples: ladder, plank, stair, etc. The material component requires at least 50 g.p. worth of diamond dust. Duration is 10 minutes per level of the caster.

5th level spell slot: The object can be up to 48 cubic feet in volume. It can have sharp edges and fine detail (detail takes 2d4 minutes and requires a successful Dexterity (Create Art) check), can have simple moving parts, and must be rigid. Examples: wagon, chariot, sword, quiver full of arrows, etc. The material component requires at least 100 g.p. worth of diamond dust. Duration is 30 minutes plus 10 minutes per level of the caster.

8th level spell slot: The object can be up to 135 cubic feet in volume. It can have sharp edges and fine detail (detail takes 2d4 minutes and requires a successful Dexterity (Create Art) check), can have complex moving parts, and can be flexible. Examples: ship, crossbow, mechanical clock, net, rope bridge). The material component requires at least 1,000 g.p. worth of diamond dust. Duration is 1 hour plus 10 minutes per level of the caster.

#### Balthasar's Pugnacious Pugilist

3rd level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (mitten stuffed with cMongorn and a small brass bell)

Duration: Concentration, up to 2 rounds per level of the caster

This spell brings into being a pair of disembodied fists, which the caster can order to make an unarmed bludgeoning strike against any foe in range that the caster can see. The hands have a strength of 18 (+4) and can only bludgeon; they cannot shove or grapple. The hands must attack the same target each turn, and attack as if they were a fighter of half the caster's level, have 6 hit points, are immune to psychic and poison damage, and have an AC of 16. They disappear when they reach 0 hit points.

#### Balthasar's Silencing Hand

2nd level evocation

Casting Time: 1 action

Range: 120'

Components: V, S, M (cloth glove smeared with honey or syrup)

Duration: 2 minutes per level of the caster

This spell brings into being a disembodied hand which will immediately fly to any single creature within range that is visible to the caster and clamp itself over the mouth. The target is entitled to a Dexterity saving throw to avoid the hand; if the throw is successful the hand disappears. The creature so affected cannot speak, cannot cast spells requiring a verbal component, and cannot activate any magic items

requiring a command word. The hand cannot be pulled off physically, but can be dispelled by 24 points of magical (non- psychic/poison) damage or a dispel magic spell.

### Balthasar's Strangling Grip |

5th level evocation

Casting Time: 1 action

Range: 30' per level of the caster

Components: V, S, M (pair of gloves sewn as if choking a glass bottle neck)

Duration: Concentration, 2 rounds

This spell brings into being a pair of disembodied hands which will immediately fly to any single creature within range that is visible to the caster, grasp its throat, and begin to strangle it. The target creature must be humanoid and have a relatively unprotected throat, and must be within 2' of the caster's height (taller or shorter). The hands attack as if the caster were attacking, but have advantage due to the speed of the attack. A successful Strength check will allow the victim to pull the strangling hands off its throat, with a DC equal to 20 plus the caster's proficiency bonus.

### Bindings of Sarish

2nd-level enchantment

Secret Spell: Faithful of Sarish or val'Mehan

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

Calling upon the contracts of Sarish, you attempt to bind an infernal that you can see within range. Your target instantly becomes aware of the spell and its purpose and will do what it can to stop you. The infernal 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 your target, it has advantage on the saving throw.

You may only attempt to charm infernals with a CR equal to or less than your level. Infernals with a higher CR automatically make their saving throw. Infernals with a CR less than half your level suffer disadvantage on their saving throw to resist this spell.

While your target is charmed, you may give it basic verbal commands as a bonus action; such as "attack that creature", "fly up there", "fetch me that object". If you are unable to communicate with your charmed infernal, or give it no other commands, it will simply protect you, attempting to kill anyone who dares attack you.

You can use your action to take total and precise control of your charmed infernal. Until the end of your next turn, it takes only the actions you choose, and doesn't do anything that you won't allow it to do. During this time, you can also cause your charmed infernal to use a reaction, but this requires you to use your own reaction as well. Each time your charmed infernal 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 3rd-level spell slot, the duration is concentration, up to 1 hour. When you use a 6th-level spell slot, the duration is concentration, up to 6 hours. When you use a spell slot of 7th level or higher, the duration is concentration, up to 12 hours.

## Black Ice

1st-level conjuration

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a drop of water or water within 10 feet of you)

Duration: 1 minute

An area you choose is blanketed in black ice. Choose a point you can see within range. A 10-foot square centered on that point is covered in ice, becoming difficult terrain for the duration of the spell. Any creature that starts their turn in or moves through the ice must make a successful Dexterity saving throw or fall prone.

If a spell that deals fire damage affects a section of black ice, that section becomes normal terrain.

**At Higher Levels:** When you cast this spell using a spell slot of 2nd level or higher, you can conjure an additional 10-foot radius sphere of ice for each slot level above 1st. These additional sections need not be connected to each other.

## Blade Barrier

6th-level evocation

As you cast this spell, a terrific noise arises as a wall of whirling, razor-sharp blades made of magical force comes into being. The blades scrape and squeal as they dance around the point you designate.

**Effect:** You create a vertical wall of whirling blades within 100 feet of you. You can choose to make the wall up to 100 feet long, 20 feet high, and 5 feet thick, or a circle with up to a 30-foot radius and up to 20 feet high and 5 feet thick. The wall lasts until your concentration is broken, but for no longer than 10 minutes. The wall grants three-quarters cover to creatures behind it, and its space counts as difficult terrain.

The wall deals 6d10 slashing damage to each creature within its area. It deals this damage when it appears, when a creature passes through the wall (no more than once per turn), and whenever a creature ends its turn inside the wall. When a creature would take damage from the wall, it can make a Dexterity saving throw to take half damage instead.

If you create the wall on top of a creature, that creature must make a Dexterity saving throw. On a failed save, it takes damage as if it passed through the wall. On a success, the creature can move 5 feet so it is not in the wall.

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## Blade Storm

3rd-level evocation

Casting Time: 1 action

Range: 150 feet

Components: V, S, M (a small chain with tiny blades shaped like lightning bolts as charms)

Duration: Instantaneous

A location within range that you can see erupts in a cloud of flashing blades, cutting those within it to ribbons. The cloud of blades flares up in a 10-foot radius, 40-foot high cylinder. All creatures within the cylinder must make a Dexterity saving throw. A target takes 6d6 slashing damage on a failed save, or half as much damage on a successful one.

The blades spread around corners and will destroy small, delicate, unattended objects.

**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.

### Blazing Sun Strike

Evocation cantrip

Casting Time: 1 Action

Range: 10 feet

Components: V, M (a weapon)

Duration: 1 Round

Classes: Bard, Cleric, Sorcerer, Warlock, Wizard

As part of the action used to cast this spell, you must make a melee attack with a weapon against one creature within the spell's range, otherwise the spell fails. On a hit, the target suffers the attack's normal effects and becomes wreathed in radiant energy until the start of your next turn. If the target does not willingly move before then, it immediately takes 1d6 radiant damage and the spell ends. If the target does move, it must roll a d4 and subtract the roll from its next attack roll or saving throw. Creatures that are immune to the blinded condition are immune to the roll penalty.

This spell's damage increases when you reach higher levels. At 5th level, the melee attack deals an extra 1d6 radiant damage to the target, and the damage the target takes for not moving increases to 2d6. Both damage rolls increase by 1d6 at 11th level and 17th level.

### Bleed

3rd-level necromancy

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

You point your finger, utter an incantation, and force a creature within range that you can see to make a Constitution saving throw. If your target fails their saving throw, they start to bleed from their eyes, mouth, and ears. Your target suffers 4d10 necrotic damage and disadvantage on all Wisdom (Perception) checks based on sight. This spell has no effect on constructs, oozes plants, and undead.

At the end of each of its turns, the target can make another Constitution saving throw. On a failure, the target takes 2d10 necrotic damage. On a success, the spell ends. This spell also ends if the target leaves the spell's range.

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

## Bless Weapon

### Transmutation

Level: Pal 1

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Weapon touched

Duration: 1 min./level

Saving Throw: None

Spell Resistance: No

This transmutation makes a weapon strike true against evil foes. The weapon is treated as having a +1 enhancement bonus for the purpose of bypassing the damage reduction of evil creatures or striking evil incorporeal creatures (though the spell doesn't grant an actual enhancement bonus). The weapon also becomes good, which means it can bypass the damage reduction of certain creatures. (This effect overrides and suppresses any other alignment the weapon might have.) Individual arrows or bolts can be transmuted, but affected projectile weapons (such as bows) don't confer the benefit to the projectiles they shoot.

In addition, all critical hit rolls against evil foes are automatically successful, so every threat is a critical hit. This last effect does not apply to any weapon that already has a magical effect related to critical hits, such as a keen weapon or a vorpal sword.

## Blessed Vigil

### 1st level enchantment

Casting Time: 1 action

Range: Touch

Components: V, S, M (holy oil)

Duration: Concentration up to 8 hours

A creature you touch gains a +2 bonus on Wisdom (Perception) checks and advantage on all saving throws to resist the charmed condition for the duration of the spell.

## Blood Spider

### 1st-level necromancy (ritual)

Secret Spell: Faithful of Sarish or val'Mehan

Casting Time: 1 action

Range: 30 kvi

Components: V S

Duration: Concentration, up to 1 minute



You create a small spider made of your own blood. As an additional component when you cast this spell, you must reduce your hit point maximum by 2. This reduction ends when the spell ends.

The blood spider stands about an inch tall, and is tethered to you by a thin string of blood. The spider is completely under your control, and moves with a base walking and climbing speed of 20 feet. It also acts as an extension of your own senses, allowing you to see and hear through it without difficulty.

The blood spider always leaves a small trail of blood that may betray your presence or location. If it is ever attacked, it simply “pops” into a splatter of blood.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the spider’s speed and range increases by 10 feet for every slot level above 1st.

### Blood Storm

5th-level necromancy

Casting Time: 1 action

Range: Touch

Components: V, S, M (the corpse of a creature that died no more than 1 minute ago)

Duration: Instantaneous

With a touch and a few arcane words, you rip the lifeblood from a freshly fallen foe, forming it into a torrent of crystallized blood that slices through those around you.

All creatures within 20-feet of you must make a Dexterity saving throw. On a failed save they suffer 8d6 magical slashing damage, or half as much on a successful one.

The effect of this spell is so unnerving that any living, intelligent creature within 60 feet that can see the spell’s effect must make a Wisdom saving throw or be frightened until the end of their next turn.

Undead, spirits, or constructs automatically succeed on their Wisdom saving throw.

At Higher Levels: When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d6 for each slot level above 5th.

### Break Enchantment

Abjuration

Level: Brd 4, Clr 5, Luck 5, Pal 4, Sor/Wiz 5

Components: V, S

Casting Time: 1 minute

Range: Close (25 ft. + 5 ft./2 levels)

Targets: Up to one creature per level, all within 30 ft. of each other

Duration: Instantaneous

Saving Throw: See text

Spell Resistance: No

This spell frees victims from enchantments, transmutations, and curses. Break enchantment can reverse even an instantaneous effect. For each such effect, you make a caster level check (1d20 + caster level,

maximum +15) against a DC of 11 + caster level of the effect. Success means that the creature is free of the spell, curse, or effect. For a cursed magic item, the DC is 25.

If the spell is one that cannot be dispelled by dispel magic, break enchantment works only if that spell is 5th level or lower.

If the effect comes from some permanent magic item break enchantment does not remove the curse from the item, but it does free the victim from the item's effects.

### Breath of the Dragon

3rd-level evocation

Secret Spell: Ss'ressen who worship the Fire Dragon

Casting Time: 1 action

Range: Self (30-foot cone)

Components: V, S

Duration: Instantaneous

The Fire Dragon bestows upon you the ability to breathe fire, like the ancient, city-destroying beasts of myth. Each creature in a 30-foot cone must make a Dexterity saving throw. A creature takes 6d6 fire damage on a failed save, or half as much damage on a successful one.

This 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 4th level or higher, the damage increases by 1d6 for each slot level above 3rd.

### Brittle Bones

3rd-level necromancy

Casting Time: 1 bonus action

Range: 30 feet

Components: V, S, M

Duration: Instantaneous

You weaken a creature's bones, making them as delicate as eggshells. Choose a creature within range that you can see; your target must make a Constitution saving throw. If the target fails their save, they suffer 3d6 necrotic damage and they gain vulnerability against the next attack that deals bludgeoning, piercing, or slashing damage before the end of your next turn.

### Call Revenant

5th-level necromancy

Secret Spell: Faithful of Neroth

Casting Time: 10 minutes

Range: Touch

Components: V, S, M (a pair of 50 gp silver bracers which are put on the body's wrists and are not consumed by the casting of the spell.)

Duration: Instantaneous

You touch the body of a creature who was murdered within the last 10 hours and utter an oath of vengeance, empowering the soul's discarded intellect and infusing it with your lord's power.

You raise the touched creature as a revenant intent on seeking down and killing the person who caused their death. If your target was aware of the attack and saw the face or know the name of their killer, they will use their innate abilities to hunt them down. Otherwise they will look to you for guidance. For the revenant's stats see Appendix 1 Bestiary.

The revenant's respite from death is short-lived. It has a number of days equal to your level to find and kill its murderer. Once the time has elapsed, or when the revenant wills it, the revenant instantly decays and turns to dust. The revenant's equipment, clothing, and the bracers used as the material component of this spell remain.

### Call to Arms

2nd-level transmutation (ritual)

Casting Time: 20 minutes

Range: touch

Components: V, S, M (a suit of armor or a weapon) Duration: Until dispelled

You enchant a chosen weapon (ranged weapons include 20 arrows/bolts in their quiver, or 10 packs of shot for flintlocks), or a suit of armor (including a shield) of your choice.

As a bonus action, you can call forth the item you enchanted, ending this spell. The item teleports to you, over a distance of up to 50 miles. It will pass through any barriers, except an effect that would block teleportation.

A weapon summoned with this spell appears in hand ready to be used, while a suit of armor and a shield appear strapped and buckled onto you, ready for action.

### Captivating Melody

3rd-level enchantment

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 1 minute

Also known as Cadic's ballad, with this spell you create a haunting melody that fascinates all those who hear it. Choose a point within range; each creature in a 30-foot-radius sphere centered on that point must make a Wisdom saving throw. On a failed save, a creature becomes charmed for the duration, quietly listening to the song. While charmed by this spell, a creature is incapacitated, and their speed is reduced to 0.

A deaf creature or a creature within the area of a silence spell or similar effect automatically succeeds on their saving throw.

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.

### Cascading Radiance

5th-level evocation

Casting Time: 1 action

Range: Self (15-foot radius)

Components: V S

Duration: Instantaneous

A wave of brilliant light sweeps out from you. Each creature in a 15-foot radius must make a Constitution saving throw or be blinded until the end of your next turn.

Any infernal, undead, or entropic creature within the area must also make a Charisma saving throw. A creature takes 5d8 radiant damage on a failed save, or half as much on a successful one.

If any of this spell's area overlaps with an area of magical darkness or the area of an illusion spell of 3rd level or lower, the spell that created the darkness or the illusion spell is dispelled.

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

### Chill Metal

Transmutation [Cold]

Level: Drd 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

**Target:** Metal equipment of one creature per two levels, no two of which can be more than 30 ft. apart; or 25 lb. of metal/level, none of which can be more than 30 ft. away from any of the rest

Duration: 7 rounds

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

Chill metal makes metal extremely cold. Unattended, nonmagical metal gets no saving throw. Magical metal is allowed a saving throw against the spell. An item in a creature's possession uses the creature's saving throw bonus unless its own is higher.

A creature takes cold damage if its equipment is chilled. It takes full damage if its armor is affected or if it is holding, touching, wearing, or carrying metal weighing one-fifth of its weight. The creature takes minimum damage (1 point or 2 points; see the table) if it's not wearing metal armor and the metal that it's carrying weighs less than one-fifth of its weight.

### Round Metal

Temperature	Damage
1 Cold	None
2 Icy	1d4 points
3-5 Freezing	2d4 points
6 Icy	1d4 points
7 Cold	None

On the first round of the spell, the metal becomes chilly and uncomfortable to touch but deals no damage. The same effect also occurs on the last round of the spell's duration. During the second (and also the next-to-last) round, icy coldness causes pain and damage. In the third, fourth, and fifth rounds, the metal is freezing cold, causing more damage, as shown on the table below.

Any heat intense enough to damage the creature negates cold damage from the spell (and vice versa) on a point-for-point basis. Underwater, chill metal deals no damage, but ice immediately forms around the affected metal, making it more buoyant.

Chill metal counters and dispels heat metal.

### Circle of Radiance

5th-level abjuration

Casting Time: 1 action

Range: Self (20-foot radius)

Components: \

Duration: Concentration, 1 minute

Radiant energy spills out from you, forming a 20-foot radius field of life energy that protects your allies and immolates the undead. This circle does not move with you. It sheds bright light within its radius and dim light in a 20-foot radius beyond that. This spell instantly dispels any magical darkness within its radius. Any friendly creature within the circle gains resistance to necrotic damage for as long as they remain within it.

Any undead that enters or starts their turn in the circle must make a Constitution saving throw or suffer 5d8 radiant damage and disadvantage on all attack rolls while they remain in the circle of radiance. On a successful save they suffer only half damage.

### Cleanse the Blood

2nd-level necromancy (ritual)

Casting Time: 1 action Range: Touch

Components: V, S

Duration: Instantaneous

Reaching out to a willing ally, you draw out their ailments by violently ripping them out of their body. You touch a friendly creature and neutralize one poison or cure one disease affecting it. Your target suffers 1d4 points of slashing damage as the affliction is ripped out of them.

You may keep the extracted blood in a specially prepared vial that costs 40gp. This blood may be used later as an additional material component in a scrying or locate creature spell. This consumes the blood, but leaves the vial intact.

If you use the blood as component for scrying, it counts as a body part. If you use the blood as component for locate creature, the detection range of the spell is increased to 3,000 feet.

**At Higher Levels:** When you cast this spell using a spell slot of 3rd level or higher, you can neutralize an additional poison or cure an additional disease your target is affected by for each slot level above 3rd. Your target suffers an additional 1d4 points of slashing damage for each disease or poison you cure.

### Compelling Strike

1st-level enchantment

Casting Time: 1 bonus action

Component: \

Range: 5 feet

Duration: Concentration, up to 1 minute

The next time you hit a creature with a weapon attack before this spell ends, your weapon produces a burst of light, and the attack deals an additional 1d8 radiant damage. Additionally, the target of your attack must make a successful Wisdom saving throw or gain disadvantage on attacks rolls against creatures other than you for the remainder of the duration.

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

### Contemplation

3rd-level divination (ritual)

Casting Time: 10 minutes

Range: Self

Components: V, S Duration: 1 hour

You can review your memories with perfect clarity. You select a 1-hour span of your life from a number of days ago equal to your spellcasting ability modifier. You relive the specified hour from a point of view just slightly above your head, allowing you to look all around yourself out to a 30-foot radius. You can only see and hear what happens around you, not recall your exact thoughts.

When you are reliving the past, your senses are the same as they normally are. But you have a second chance to spot something hidden or make ability checks related to the events of the hour. If you relive an hour where you are forced to make a saving throw to avoid being frightened, you must make that saving throw again.

You can never relive the same hour from your past more than once with this spell. This includes using this feature to revisit the hour when you initially used it. If you recite aloud any of the events of the hour you relive, you can revisit that recitation with this feature.

### Corona of Radiance

2nd level evocation

Casting Time: 1 action

Range: Self

Components: V, S, M (holy water)

Duration: Concentration up to 1 minute

You radiate an aura with a 10-foot radius, emitting bright light in a 10-foot radius and dim light for an additional 10-feet. Any abomination or undead that begin their turn within the spell's aura suffers 1d6 radiant damage.

### Crushing Waves

2nd-level conjuration

Casting Time: 1 action

Range: Self (15-foot cube)

Components: V, S

Duration: Instantaneous

You call forth a powerful wave to strike and push back your enemies. This wave rushes out from your feet, forcing all creatures in a 15-foot cube originating from you to make a Strength saving throw. On a failed save, each creature takes 3d6 bludgeoning damage and is knocked prone. On a successful save, the creature takes half as much damage and is pushed 5 feet back, but not knocked prone.

Unsecured objects that are completely within the area of the spell are automatically pushed 10 feet away from you by the wave. This spell creates a total of 50 gallons of water, which does not disappear after the spell is completed.

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.

### Crushing Weight

5th-level evocation

Casting Time: 1 action

Range: Touch

Components: V, M (a polished lodestone worth 50gp) Duration: Concentration, 1 minute

You can only cast this spell when you and your target are upon solid earth (the ground, in a stone building, on a stone wall). Make a melee spell attack against your target. On a hit, the creature is rooted in place and suffers 10d6 points of bludgeoning damage.

For the spell's duration, at the start of your target's turn, they must succeed on a Strength saving throw or be restrained until the beginning of their next turn.

At Higher Levels: When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d6 for each level above 5th.

### Crystallize

8th-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V S

Duration: Instantaneous

You attempt to turn one creature that you can see within range into a statue made of crystal. If the target's body is made of flesh, the creature must make a Constitution saving throw. On a failed save, it is turned to solid crystal and petrified. On a successful save, the creature isn't affected.

While petrified by this spell, the creature gains vulnerability to force and thunder damage. If the creature is physically broken while petrified, it suffers from similar deformities if it reverts to its original state.

### 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 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 2nd level or higher, the healing increases by 2d8 for each slot level above 1st.

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### Decree of Salvation

5th-level evocation

Casting Time: 1 action

Range: 10 feet

Components: V

Duration: Concentration, up to 10 minutes

With a prayer, you create a field of grace that protects the faithful within its bounds. 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.

Any friendly creatures within the cylinder gain advantage on all saving throws and 10 temporary hit points at the beginning of their turn.

### Decree of Salvation

2nd level evocation

Casting Time: 1 action

Range: Self



Components: V, S

Duration: Instantaneous

All friendly creatures within 30 feet that are currently stunned or frightened instantly lose that condition.

Interrogation

2nd level enchantments

Casting Time: 1 action

Range: 5-feet

Components: V, S, M (holy oils)

Duration: concentration up to 1 minute

Force a creature within 5 feet to make a Wisdom saving throw to resist being affected by this painful enchantment. If your target fails their saving throw they are assailed by a constant low-grade pain, not enough to cause any significant damage, but painful never-the-less. For the duration of the spell as an action, you may ask the target 1 question, to a maximum number of questions equal your proficiency bonus. If the affected creature refuses to answer the posed question the pain suddenly spikes dealing 1d6 psychic or necrotic damage (chosen by you at the time of casting). This damage increases by an additional 1d6 for each question not previously answered during the spell's duration. This spell does not compel your target to tell the truth, but the pain makes it difficult for them to think clearly imposing disadvantage on Charisma (Deception) checks. This spell is ineffective against aberrations, beasts, constructs, dragons, oozes, and plants.

Deeper Understanding

1st-level enchantment

Casting Time: 1 minute

Range: Self

Components: V

Duration: Concentration, 1 hour

During the casting of this spell, you talk with a creature that can understand you and gain a deeper understanding of them. The creature must make a Charisma saving throw. If they fail, you gain advantage on all Wisdom (Insight) checks you make regarding that creature for the spell's duration.

Even if the creature succeeds on their saving throw, you cannot be surprised by the creature for the duration. on Strength checks and Strength saving throws. Your weapons also grow to match your new size. While your weapons are enlarged, your attacks with them deal 1d4 extra damage.

- You have resistance to fire damage
- You cannot be frightened

When the spell ends, you return to your original size.

Detect Good and Evil

1st-level divination (ritual)

Casting Time: 1 action

Range: Self

Components: V, S, M

Duration: Concentration, up to 10 minutes

For the duration, you detect the presence of any celestial, fiend, or undead creature within 25 feet of you, and such creatures cannot become hidden from you. Within the same radius, you detect the presence of any place or object that has been consecrated or desecrated by magic.

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 Scrying

Divination

Components: V, S, M

Casting Time: 1 action

Range: Personal

Area of Effect: 40' radius circle centered on you

Duration: 1 day

You immediately become aware of any attempt to observe you by means of a Scrying spell or effect. The spell's area radiates from you and moves as you move. You know the location of every magical sensor within the spell's area.

If the scrying attempt originates within the area you automatically know its location; otherwise, you and the scrier must make opposed spell attack rolls. If your spell attack roll equals or exceeds the scrier's, you get a visual image of the scrier and an accurate sense of its direction and distance from you.

Material Component: A small piece of mirror and a miniature brass hearing trumpet. These are not expended by the spell's casting.

### Detect Undead

1st-level divination

You alter your senses to perceive the aura of negative energy surrounding undead creatures. This spell reveals hidden undead as well as those disguised as living creatures by magical or mundane means.

Effect: You detect the presence of any undead creatures in a 30-foot cone originating from you for 1 minute. Undead cannot become hidden from you while in the area of your detection.

On each of your turns, you can turn to detect undead in a new area as part of your movement. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

### Dimensional Anchor

Abjuration

Level: Clr 4, Sor/Wiz 4

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Ray

Duration: 1 min./level

Saving Throw: None

Spell Resistance: Yes (object)

A green ray springs from your outstretched hand. You must make a ranged touch attack to hit the target. Any creature or object struck by the ray is covered with a shimmering emerald field that completely blocks extradimensional travel. Forms of movement barred by a dimensional anchor include astral projection, blink, dimension door, ethereal jaunt, etherealness, gate, maze, plane shift, shadow walk, teleport, and similar spell-like or psionic abilities. The spell also prevents the use of a gate or teleportation circle for the duration of the spell.

A dimensional anchor does not interfere with the movement of creatures already in ethereal or astral form when the spell is cast, nor does it block extradimensional perception or attack forms. Also, dimensional anchor does not prevent summoned creatures from disappearing at the end of a summoning spell.

#### Dimensional Anchor

Abjuration

Components: V, S

Casting Time: 1 action

Range: 100' (Medium)

Target: 1 creature

Duration: Concentration, up to 1 minute/caster level

Saving Throw: Dexterity negates

A green ray springs from your outstretched hand and strikes your target, unless it makes a successful Dexterity save. Any creature or object struck by the ray is covered with a shimmering emerald field that completely blocks extra-dimensional travel. Forms of movement barred by a Dimensional Anchor include Astral Projection, Blink, Dimension Door, Ethereal Jaunt, Etherealness, Gate, Maze, Plane Shift, Shadow Walk, Teleport, and similar spell-like or psionic abilities. The spell also prevents the use of a Gate for the duration of the spell.

A Dimensional Anchor does not interfere with the movement of creatures already in ethereal or astral form when the spell is cast, nor does it block extra-dimensional perception or attack forms. Also, Dimensional Anchor does not prevent summoned creatures from disappearing at the end of a summoning spell.

#### Dimensional Lock

Abjuration

Level: Clr 8, Sor/Wiz 8

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: 20-ft.-radius emanation centered on a point in space

Duration: One day/level

Saving Throw: None

Spell Resistance: Yes

You create a shimmering emerald barrier that completely blocks extradimensional travel. Forms of movement barred include astral projection, blink, dimension door, ethereal jaunt, etherealness, gate, maze, plane shift, shadow walk, teleport, and similar spell-like or psionic abilities. Once dimensional lock is in place, extradimensional travel into or out of the area is not possible.

A dimensional lock does not interfere with the movement of creatures already in ethereal or astral form when the spell is cast, nor does it block extradimensional perception or attack forms. Also, the spell does not prevent summoned creatures from disappearing at the end of a summoning spell.

#### Dimensional Lock

Abjuration

Components: V, S

Casting Time: 1 action

Range: 100' (Medium)

Area of Effect: 20' radius sphere centered on a point in space Duration: 1 day/caster level

You create a shimmering emerald barrier that completely blocks extra-dimensional travel. Forms of movement barred include Astral Projection, Blink, Dimension Door, Ethereal Jaunt, Etherealness, Gate, Maze, Plane Shift, Shadow Walk, Teleport, and similar spell-like or psionic

abilities. Once Dimensional Lock is in place, extra-dimensional travel into or out of the area is not possible.

A Dimensional Lock does not interfere with the movement of creatures already in ethereal or astral form when the spell is cast, nor does it block extra-dimensional perception or attack forms. Also, the spell does not prevent summoned creatures from disappearing at the end of a summoning spell.

#### Discern Location

Divination

Level: Clr 8, Knowledge 8, Sor/Wiz 8

Components: V, S, DF

Casting Time: 10 minutes

Range: Unlimited

Target: One creature or object

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

A discern location spell is among the most powerful means of locating creatures or objects. Nothing short of a mind blank spell or the direct intervention of a deity keeps you from learning the exact location of a single individual or object. Discern location circumvents normal means of protection from scrying or location. The spell reveals the name of the creature or object's location (place, name, business name, building name, or the like), community, county (or similar political division), country, continent, and the plane of existence where the target lies.

To find a creature with the spell, you must have seen the creature or have some item that once belonged to it. To find an object, you must have touched it at least once.

## DIVINATORY EXPUNGEMENT

5th-level abjuration

Casting Time: 1 action

Range: 300 feet

Components: V, S

Duration: Until dispelled

You designate a specific area and a time in the immediate past (no more than ten minutes ago), protecting it from divinations that would reveal what happened there and then. The area of the spell 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. Only divination spells of 6th level or higher can determine events taking place in the warded area during the time you designated.

For example, if a wizard were to break into a tower, then cast this spell after leaving, it would hinder the effectiveness of divinations seeking to reveal the break-in, the party responsible, or exactly what occurred. Someone using divination (a 4th-level spell) would be unable to gain information about the wizard's activities in that time and place. Since this spell affects only the past, however, the wizard's actions might have been observed (such as with clairvoyance or scrying) while they were ongoing.

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

Thus, using a 6th-level spell slot protects against divinations up to 6th level, a 7th-level spell slot protects against divinations up to 7th level, and so on.

## Divine Favor

1st-level evocation

Casting Time: 1 bonus action

Components: V

Duration: up to 1 minute, Concentration

Your divine patron answers your prayer and places a spiritual hand upon your soul as a mark of favor. For as long as this blessing remains, you fight with greater might.

Effect: You gain a +1 bonus to attack rolls and damage rolls.

#### Divine Power

4th-level evocation (divine word)

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: up to 1 minute, Concentration

Intoning a prayer evokes your god's power through your weapon. When you strike, you do so with holy might.

Effect ( Concentration): You gain a +4 bonus to Strength checks. You gain the same bonus to attack rolls and damage rolls involving a weapon that uses Strength. The spell lasts for 1 minute or until your concentration is broken.

#### Divine Power

4th-level transmutation

Casting Time:

Range:

Components:

Duration:

Casting Time: Swift

Range: Self

Duration: Concentration, up to 10 minutes

Intoning a prayer fills you with unearthly might. For the duration, you gain a +4 bonus to Strength checks and Strength-based attack rolls and damage rolls.

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#### Dragon's Roar

2nd-level illusion

Casting Time: 1 action

Range: Self (15-foot radius)

Components: V, S, M (the scale from a drake) Duration: Instantaneous

While frightened by this spell a creature must take the Dash action and move away from you by the safest available route, unless there is nowhere to move. If the creature ends its turn in a location where it doesn't have line of sight on you, the creature can make a Wisdom saving throw. On a successful save the spell ends for that creature.

#### Kazghoul's Adventurer's Luck

2nd level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (5,000 g.p. of ruby dust) Duration: 30 minutes

This spell allows the caster to change the luck of a single creature by touching it. While the spell lasts, the creature affected should be treated as if he or she were holding a stone of good luck (+1 to all saving throws and ability checks) The ruby dust is sprinkled over the creature to be affected, and disappears as the spell is cast.

#### Kazghoul's Beast of Burden

1st level transmutation

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (lodestone and a pinch of iron filings)

Duration: 2 hours per level of the caster

This spell will effectively change the weight of any objects carried by a single creature, reducing it by half. This spell can be cast upon a single mount or person. If the spell expires while weight is still carried in excess of the maximum, the creature affected will sink to the ground, unable to move until its load is eased. If the load is 50% greater than the maximum, it will either have a 20% chance of going lame (if a mount), or losing 2 points of DEX for a week (if a humanoid). If the load is more than 50% of the maximum, the creature carrying it will suffer 1d6 hit points of damage and will automatically go lame or lose DEX as above. This spell cannot be combined with Kazghoul's swift mount (see below).

#### Kazghoul's Beneficent Polymorph

6th level transmutation

Casting Time: 1 action Range: Touch

Components: V, S, M (caterpillar cocoon) Duration: 2 hours

This spell functions similarly to a polymorph spell, except that the subject can choose which form it takes for the duration of the spell, and can change from one form to another until the spell expires; changing from one form to another requires an action, and the subject cannot change again until the following round. The caster still decides the initial form that is taken.

#### Kazghoul's Breath of Life

2nd level transmutation

Casting Time: 1 action

Range: 300 feet

Components: V Duration: 1 hour

This spell allows the caster to imbue up to three creatures with the ability to hold its breath for an hour. During this time, drowning and inhaling poisonous gasses will not be a danger for the creature.

At higher levels. If this spell is cast using a higher-level spell slot, two additional creatures can be affected for every slot above 2nd level. Thus, if a 4th level slot is used, up to seven creatures can be affected by the spell.

Kazghoul's Flying Feat

5th level transmutation

Casting Time: 1 minute

Range: 30 feet

Components: V, S, M (roc's feather)

Duration: concentration, up to 5 hours

This spell imbues an inanimate object with the ability to fly. The object (which can be anything up to 500 pounds) can fly with a speed of 50 feet, along any path the caster desires. It can hold up to 1,000 pounds of passengers and cargo, if applicable. If the caster loses concentration, is knocked unconscious, etc., the object will immediately fall to the ground.

Kazghoul's Handy Timepiece

4th level conjuration (ritual)

Casting Time: 1 hour

Range: 0

Components: V, S, M (100 gp silver pendulum, 5,000 gp gold orb)

Duration: Special

This spell is cast immediately before some other spell, which must have a duration of 48 hours or less. When it is cast, the next spell that is cast by the spellcaster will be timed. One minute before it expires, a small golden gong will appear in front of the spellcaster and give off a soft chime, to warn him that the spell is about to end.

Kazghoul's Instant Exit

4th level conjuration

Casting Time: 1 action

Range: 10 feet

Components: V, S Duration: 30 seconds

This spell creates a fast and handy, but risky, escape. Once cast, a door will appear on the nearest wall or other flat surface within 10 feet of the caster. Anyone entering the door will find themselves in a special tempoAlistar demi-plane. Up to 10 people can enter through the door before it closes automatically, although it can be closed by anyone as they walk through it. Once the door is closed, those in the demi-plane will be instantly teleported to a random spot within 500 feet (the Dungeon Master should determine distance and direction randomly, as appropriate for the terrain), but never within solid rock, molten lava, or some other instant-death locale. That is not to say the location will always be convenient...



### Kazghoul's Iron Sack

3rd level transmutation

Casting Time: 1 minute

Range: Touch

Components: V, S, M (strip of leather-backed mail) Duration: 12 hours

This spell increases the protective properties of an ordinary sack, purse, or backpack. Once cast, this spell will cause such a container to be as strong as inch-thick steel, although weight and flexibility remain unaffected. The affected container will get an additional +2 bonus to any saving throws, if applicable (the holder of the sack does not get such benefits).

### Kazghoul's Light Step

1st level transmutation

Casting Time: 1 action Range: Touch

Components: V, S, M (duck feather, cat's paw) Duration: 5 minutes

This spell is a very specialized form of levitation. Once cast, the creature touched will levitate very slightly above the floor or ground, effectively leaving no trace, making tracking impossible. The creature can only walk; if they attempt to run, use a dash action, etc., the spell will end immediately, but they walk at 150% of normal speed (thus a creature that normally moves at 30 feet would move at 45). Under the influence of this spell, one could also walk on (very calm) water, and would not activate traps that require body weight, such as pit traps, pressure plates, etc.

### Kazghoul's Marvelous Shield

3rd level evocation

Casting Time: 1 action Range: Self Components: V, S Duration: 1 hour

This spell will create a magical shield that completely surrounds the caster front, side, rear, and above. The caster gets a +2 bonus to armor class against melee attacks, is AC 19 against arrows, sling bullets, and other ammunition fired from a weapon, and AC 20 against hurled weapons. The spell requires that the caster be aware of the attack, however; a surprise attack will disrupt the spell immediately. It cannot be used in conjunction with a shield spell.

### Kazghoul's Merciful Metamorphosis

6th level transmutation

Casting Time: 1 action

Range: 300 feet

Components: V, S, M (500 gp powdered agate, 700 gp emerald)

Duration: Permanent

This spell was developed as a means of getting rid of an enemy without resorting to murder. It acts as a polymorph spell, but the effect is permanent, and the target loses all memory of having been anything other than the animal it now is. It does not radiate magic, but the effect can be reversed by a dispel magic or wish spell. The only form the target can be turned into is a beast. The target creature is entitled to a Wisdom saving throw, which negates the spell if successful.

### Kazghoul's Protection from Non-Magical Gas

4th level abjuration

Casting Time: 1 action Range: Self

Components: V, S, M (100 gp perfume, fan)

Duration: 30 minutes

This spell creates a spherical bubble 20 feet in radius, centered on the caster. Any creature within that sphere is immune to the effects of poison gas, smoke, and fumes. The air within is always fresh and oxygenated, so even if oxygen outside the bubble is consumed (for instance by a large fire), the air inside the bubble will remain breathable. The spell will move with the caster, but has no effect underwater or in a vacuum.

### Kazghoul's Scent Mask

2nd level illusion

Casting Time: 1 action

Range: Touch

Components: V, S, M (scentless flower)

Duration: 30 minutes

This spell allows the caster to conceal all odors emitted by the target creature. If the target is unwilling, the caster must make a successful unarmed attack, and the target is entitled to a Dexterity saving throw as well. A creature so masked cannot be tracked by scent (so, for instance, bloodhounds would be unable to track it), but scent-based attacks will also be rendered ineffective (for instance, giant skunks, ghouls, etc.).

### Kazghoul's Swift Mount

2nd level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (hare's foot or cheetah hair) Duration: 3 hours

This spell temporarily doubles the speed of any mount, regardless of the mode of movement (running, crawling, flying, swimming, etc.). This spell cannot be used in combination with Drawmj's beast of burden (see above); in fact, it will not work at all if the mount is carrying more than its normal limit. Once the spell is done, the mount will be completely spent and cannot move except for the slowest crawl (a few yards to get to a stable, for instance) for another 24 hours.

### Earth Shield

2nd-level conjuration

Casting Time: 1 reaction, taken when you are hit by an attack

Range: Self

Components: V, S Duration: 1 minute

You stomp the ground, causing a shield of stone to erupt from it. To cast this spell, you must be standing upon stone or earth.

The stone wall erupts between you and your attacker, granting you three-quarters cover (+5 bonus to AC and Dexterity saving throws) against the triggering attack. If this increase to your AC would have made the triggering attack miss, it does.

The wall remains until the spell ends, after which it crumbles to dust. It is 5 feet wide, 5 feet high and 1 foot deep. The wall has an AC of 15 and 30 hit points. Reducing the wall to 0 hit points destroys it.

Ebon Blade

Conjuration cantrip

Secret Spell: Elder Tradition

Casting Time: 1 bonus action

Component: V, S Range: Self

Duration: 1 minute

You conjure forth a blade of dark, crackling energy. Your blade can take the form of any simple or martial weapon with a blade that doesn't have the heavy or two-handed property.

For the duration, you can use your spellcasting ability instead of Strength for attack and damage rolls you make with your blade. Your ebon blade deals 1d8 slashing damage and counts as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage. The spell ends if you cast it again or if you release the blade, causing it to instantly dissipate.

Elemental Bolt

Evocation cantrip

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (a gem for earth, a feather for air, a shell for water, or a coal for fire)

Duration: Instantaneous

You create a bolt infused with elemental energy that you hurl at a creature you can see within range. You choose bludgeoning (earth), lightning (air), fire, or slashing (water) damage for the bolt you create, and then make a ranged spell attack against the target. If the attack hits, the creature takes 1d8 damage of the type you chose. The damage of your bolt is magical.

This spell creates more than one bolt when you reach higher levels: two bolts at 5th level, three bolts at 11th level, and four bolts at 17th level. You must choose the same element for all your bolts. You can direct the bolts at the same target or at different ones. Make a separate attack roll for each bolt.

Empowered Strike

Evocation cantrip

Casting Time: 1 action

Component: V, M (a weapon)

Range: 5 feet

Duration: Instantaneous

You envelop your weapon with energy that empowers your strike and it slams into an adjacent foe. As part of casting this spell, make a melee weapon attack against one creature within range, otherwise the

spell fails. On a hit, the target suffers the attack's normal effects, and crackling black force leaps from the target to a different creature of your choice that you can see within 5 feet of it. The second creature takes force damage equal to your spellcasting ability modifier.

This spell's damage increases when you reach higher levels. At 5th level, the melee attack deals an extra 1d8 force damage to the target, and the force damage to the second creature increases to 1d8 + your spellcasting ability modifier. Both damage rolls increase by 1d8 at 11th level and 17th level.

### Enemy of my Enemy

2nd-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: V, M (a drop of blood)

Duration: Instant

You twist a creature's mind, turning allies into enemies. Choose a creature in range that can see and hear you. They must make successful Wisdom saving throw or regard another creature of your choice within range as their most hated foe until the end of their next turn. Your target will attack the creature you designated as its enemy just as it would attack any other creature it truly despised.

### Epiphany

2nd-level divination (ritual)

Secret Spell: Faithful of Althares or val'Abebi

Casting Time: 1 action

Range: self

Components: V, S, M (1 sp)

Duration: Concentration, up to 1 hour

After tossing the silver piece over your shoulder, your perception narrows allowing you to focus upon your thoughts and actions with singular purpose. For the duration, you gain advantage on all Intelligence checks and ability checks that benefit from your tool proficiencies.

However, this intense internal focus distracts you from the physical world. For the duration, you suffer disadvantage on all Wisdom (Perception) checks.

### Euphoria

4th-level enchantment

Secret Spell: Faithful of Larissa or val'Sheem

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

You overwhelm creatures with pleasure. Choose up to 4 living humanoid creatures you can see within range. Your targets must succeed on a Charisma saving throw or become stunned for the duration.

At the end of each of its turns, an affected creature can make another Charisma 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 5th level or higher, you can target one additional humanoid for each slot level above the 4th.

### Evil Eye

1st-level enchantment

Casting Time: 1 bonus action

Range: 30 feet

Components: V

Duration: Concentration, up to 1 minute.

With a vicious glare, you lay a curse upon a creature you can see within range. When you cast this spell, you may choose one of the two following effects:

**Biting Curse:** For the duration, you deal an extra 1d6 damage to the target whenever you hit it with a spell or weapon attack.

Additionally, as a bonus action you can force the target to make a successful Wisdom saving throw or suffer disadvantage on the next attack roll it makes before the end of its next turn. The target must be visible and within range for you to use this option.

**Wicked Curse:** The target must make a Charisma saving throw. If it succeeds, the creature cannot be targeted by you with this spell until you finish a long rest. If it fails, until the spell ends, whenever the target makes an attack roll, saving throw, or ability check you can, as a reaction, give the target disadvantage. The target must be visible and within range for you to use this option.

Regardless of the curse you choose, if the target drops to 0 hit points before this spell ends, as a bonus action on your turn you may curse a new creature. You must choose the same option for the new target as the option you chose when you initially cast the spell. A remove curse cast on the target ends this spell early.

**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.

### Exorcise

Abjuration

Components: V, S, M

Casting Time: 1 minute

Range: Touch

Target: 1 creature or object

Duration: Instantaneous; see text

The spell of exorcism will negate possession of a creature or an object by any outside or supernatural force. This includes control of a creature by some force in an object, possession by Magic Jar spell, demonic possession, cursed item, and even charm spells and abilities.

For each such effect, you must succeed at a spell attack roll to dispel it. The DC of this roll is equal to the spell's DC. If the DC is unknown, the DC for this check is equal to 12 + the spell's level. As such a 3rd level spell would have a DC of 15 while a 9th level spell would have a DC of 21. If this roll succeeds, the targeted spell is dispelled. If not, the spell remains in effect. If you target a cursed magic item, you make a spell attack roll against a DC based on the rarity of the item:

17. Common: DC 15

18. Uncommon: DC 18

19. Rare: DC 20

20. Very rare: DC 25

21. Legendary: DC 30

If your spell attack roll succeeds, the item's curse remains, but the spell breaks its owner's attunement to the object so it can be removed or discarded.

Artifacts and deities are unaffected by mortal magic such as this.

### Explosive Runes

#### Abjuration

Components: V, S

Casting Time: 1 action

Range: Touch

Target: One object weighing no more than 10 lbs.

Duration: Permanent until triggered

Saving Throw: See text

You trace these mystic runes upon a book, map, scroll or similar object bearing written information. The runes detonate when read, dealing 6d6 points of force damage. Anyone within 5' of the runes takes the full damage with no saving throw; any other creature within 10' of the runes is entitled to a Dexterity save for half damage.

You and any characters you specifically instruct can read the protected writing without triggering the runes. Likewise, you can remove the runes whenever desired. Another creature can remove them with a successful Dispel Magic or Erase spell, but failure to do so triggers the explosion.

The explosion damages objects in the area that aren't worn or carried.

### Fate of One

#### 7th-level divination

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: Concentration, 1 minute

You gain a limited form of precognition. For the duration, you gain advantage on all saving throws and all attacks against you are made with disadvantage.

### Find Familiar

1st level conjuration [summoning]

You have a familiar, a spirit that takes animal form to serve you.

**Benefit:** You can bond with a familiar by mastering and performing a special ritual, as described in the “Bonding with a Familiar” sidebar. You can have only one familiar at a time.

Your familiar acts independently of you, but it always obeys your commands. In combat, it has its own turns and rolls its own initiative.

While you are within 100 feet of your familiar, you can communicate with it telepathically. Additionally, as an action, you can see through your familiar's eyes and hear what it hears for 1 round, and you also gain the benefits of any special senses that the familiar has. During this time, you are deaf and blind with regard to your own senses.

Finally, while within 100 feet of your familiar, you can have it deliver a spell on your turn that requires touching a creature, so that it touches the creature on your behalf, provided nothing is preventing the familiar from taking actions. If the spell requires an attack roll, you use your attack modifier for the roll. The familiar cannot make attacks of its own.

Choose a familiar. Each familiar has the same statistics, modified by the type you choose.

### Familiar

Tiny Celestial, Fey, or Fiend Armor Class 12

Hit Points 6 + 2 hp for each of your levels beyond 1st Speed 20 ft.

Str 2 (-4)      Dex 12 (+1)      Con 6 (-2)

Int 2 (-4)      Wis 10 (+0)      Cha 2 (-4)

### TRAITS

**Familiar:** When the familiar drops to 0 hit points or fewer, it disappears, leaving behind no physical form. The familiar cannot reappear until its master recalls it by spending 30 minutes performing a minor ritual.

### TRAITS BY TYPE

**Bat:** Cannot be blinded; has darkvision with a range of 20 feet; has a speed of 5 feet and a fly speed of 20 feet.

**Cat:** Gains a +5 bonus to all Dexterity checks to sneak; takes no damage when falling 20 feet or less.

**Hawk:** Has a speed of 5 feet and a fly speed of 30 feet.

**Owl:** Has darkvision with a range of 40 feet; has a speed of 5 feet and a fly speed of 25 feet.

**Rat:** Gains a +5 bonus to all Strength checks to climb and a +5 bonus to all Dexterity checks to sneak.

**Raven:** Has a speed of 5 feet and a fly speed of 25 feet; can mimic simple sounds (such as a person whispering, a baby crying, or a small animal chittering).

**Snake:** Gains a 5 bonus to all Dexterity checks to sneak, and a 5 bonus when rolling its initiative.

**Toad:** Can jump up to 10 feet.

Weasel: Gains a +5 bonus to all Strength checks to climb and a 5 bonus to all Dexterity checks to sneak.

### Bonding with a Familiar

A familiar is a simple spirit from another plane of existence that takes a physical form resembling a normal animal. To bond with a familiar, you must learn and master a special ritual that allows you to call it forth from its home plane, give it its animal form, and bind it to your service. At the time of the ritual's performance, you choose the type of animal form your familiar will take.

The process of calling a familiar is exhausting and expensive. To do so, you must stoke a brass brazier with charcoal and add 100 gp worth of incense, herbs, and fat. For the next day, you must perform an incantation, casting out your voice into the ether. At the end of this time, your new familiar crawls out from the smoking remains of the brazier's contents, bound to serve you.

### Find Familiar

1st-level conjuration (ritual)

Casting Time: 1 day

Range: Self

Duration: Permanent

Dex 12 (+1)    Con 6 (-2)

Wis 10 (+0)    Cha 2 (-4)

You gain the service of a familiar, a spirit that takes an animal form you choose. The familiar has the following statistics.

#### Familiar

Tiny Celestial, Fey, or Fiend

Armor Class 12

Hit Points 10 + 2 hp for each of your levels beyond 3rd Speed 20 ft.

Str 2 (-4)

Int 2 (-4)

#### TRAITS

Familiar: When the familiar drops to 0 hit points, it disappears, leaving behind no physical form. The familiar cannot reappear until you recall it by performing a minor ritual during a short rest.

#### TRAITS BY TYPE

Bat: Cannot be blinded; has darkvision with a range of 20 feet; has a speed of 5 feet and a fly speed of 20 feet.

Cat: Gains a +5 bonus to Dexterity (Stealth) checks; subtracts 20 feet from any fall when determining falling damage against it.

Hawk: Has a speed of 5 feet and a fly speed of 30 feet.



Owl: Has darkvision with a range of 40 feet; has a speed of 5 feet and a fly speed of 25 feet.

Rat: Gains a +5 bonus to all Strength checks to climb and a +5 bonus to Dexterity (Stealth) checks.

Raven: Has a speed of 5 feet and a fly speed of 25 feet; can mimic simple sounds (such as a person whispering, a baby crying, or a small animal chittering).

Snake: Gains a +5 bonus to Dexterity (Stealth) checks, and a +5 bonus when rolling its initiative.

Toad: Can jump up to 10 feet.

Weasel: Gains a +5 bonus to all Strength checks to climb and a 5 bonus to Dexterity (Stealth) checks.

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 cannot make attacks.

While you are within 100 feet of your familiar, you can communicate with it telepathically.

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Force Bolt

1st-level evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

You fire a bolt of pure force at a creature you can see within range. Make a ranged spell attack against the target. On a hit, the target takes 4d6 force damage. Your target must then make a successful Strength saving throw or be shoved back 10 feet.

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.

Forceful Repositioning

2nd-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a bracelet of twisted string) Duration: Instantaneous

You force two creatures within range to be teleported into each other's places. Your targets must be within 30 feet of each other and you must be able to see both targets.

Each creature must make a Charisma saving throw. If both creature fails their saving throw, the creatures swap places, teleporting through the intervening distance. A friendly creature can automatically fail its saving throw if they wish.

FUTURESIGHT

5th-level divination (ritual)

Casting Time: 1 hour Range: Touch Components: V, S, M (a piece of crystal worth 10 gp)

Duration: Concentration, up to 1 minute This spell is similar to peer into the future, but instead of giving you a vision of your own future, you experience a future vision of the creature you touch. The vision is of any point in the creature's future lifespan, but the exact point in time is up to the GM. Unlike peer into the future, you can specify a general topic on which your vision will focus. For example, you could say "a great battle" or "a moment of great triumph," and the GM will describe for you a point in the creature's future involving the chosen topic, if there is one. However, topics such as "the moment of Feldrik's death" or "when we find the Black Grail" are too specific.

### Good Hope

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 3

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Targets: One living creature/level, no two of which may be more than 30 ft. apart

Duration: 1 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell instills powerful hope in the subjects. Each affected creature gains a +2 morale bonus on saving throws, attack rolls, ability checks, skill checks, and weapon damage rolls.

Good hope counters and dispels crushing despair.

### Grey Mists

2nd-level conjuration

Casting Time: 1 action

Range: Self (20-foot radius)

Components: V, S

Duration: Concentration, up to 1 minute.

The chilly grey mists of the Cauldron flow from your mouth and nose, creating a 20-foot-radius sphere of dark grey fog, centered on you.

This fog spreads around corners and creates an area that is heavily obscured. It does not move with you. Any creature other than you that starts its turn within the mists must make a Constitution saving throw or suffer 4d4 cold damage.

This fog remains for the spell's 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 4th level or higher, the radius of the sphere increases by 5 feet for each slot level above 3rd.

## Hail of Thorns

1st-level conjuration

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: up to 1 minute

The next time you hit a creature with a ranged weapon attack before the spell ends, this spell creates a rain of thorns that sprouts from your ranged weapon or ammunition. In addition to the normal effect of the attack, the target of the attack and each creature within 5 feet of it must make a Dexterity saving throw. A creature takes 1d12 piercing damage on a failed save, or half as much damage on a successful one.

At Higher Levels. If you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d12 for each slot level above 1st (to a maximum of 6d12).

## Haste

Transmutation

Level: Brd 3, Sor/Wiz 3

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One creature/level, no two of which can be more than 30 ft. apart

Duration: 1 round/level

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

The transmuted creatures move and act more quickly than normal. This extra speed has several effects.

When making a full attack action, a hasted creature may make one extra attack with any weapon he is holding. The attack is made using the creature's full base attack bonus, plus any modifiers appropriate to the situation. (This effect is not cumulative with similar effects, such as that provided by a weapon of speed, nor does it actually grant an extra action, so you can't use it to cast a second spell or otherwise take an extra action in the round.)

A hasted creature gains a +1 bonus on attack rolls and a +1 dodge bonus to AC and Reflex saves. Any condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses.

All of the hasted creature's modes of movement (including land movement, burrow, climb, fly, and swim) increase by 30 feet, to a maximum of twice the subject's normal speed using that form of

movement. This increase counts as an enhancement bonus, and it affects the creature's jumping distance as normal for increased speed.

Multiple haste effects don't stack. Haste dispels and counters slow.

Material Component

A shaving of licorice root.

Haste

Casting Time:

Range:

Components:

Duration:

allowing the target of your spell to move slightly faster than everything around it.

Rumors persist that the recipients of this spell age at an unnatural rate, though it is more likely that such stories are an attempt to discourage its use.

Effect: Choose a willing creature within 25 feet of you. That creature's speed is doubled, it gains a +2 bonus to AC, it has advantage on Dexterity saving throws, and it gains an additional, hasted action on each of its turns. These benefits last until your concentration is broken, but for no longer than 1 minute.

The hasted action can be used only for the following actions:

- cast a cantrip
- make a single attack
- disengage
- hustle
- initiate a contest, such as a grapple

When the spell ends, the creature loses its next turn, as a wave of lethargy sweeps over it.

HEARTGLOW

2nd-level transmutation

Casting Time: 1 action

Range: Self (10-foot-radius sphere)

Components: V, S

Duration: Concentration, up to 10 minutes You focus the holy power within yourself into your heart, causing it to glow like a brilliant light, which can be seen through your chest, and even through your clothing and armor. While your heart glows, all evil creatures within range are discomfited by the shining light of your faith, giving them disadvantage on their attack rolls against you and on saves against your abilities and spells.

You can cast this spell only if your alignment is good.

### His Blade Shall Not Harm Me

1st-level abjuration

Secret Spell: Faithful of Hurrian

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 hour

Hurrian's blessing enfolds you. For the duration, you have resistance to slashing damage.

### Implosion

9th-level Transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You create a field of powerful kinetic force around one creature you can see and squeeze, attempting to pop them like a grape. If the creature you choose has 80 hit points or fewer, it dies. Otherwise, it must make a Strength saving throw or become restrained until the beginning of your next turn.

### Hold Person\*

2-level Enchantment

Casting Time 1 action

Range 60 feet

Duration up to 1 minute

Components V, S, M (a small, straight piece of iron)

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: 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.

Class(es): Bard, Cleric, Druid, Sorcerer, Warlock, Wizard

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### Holy Power

### Holy Vigor

3rd-level abjuration

Casting Time: 1 action

Range: Touch

Duration: 8 hours

Components:

Your touch imbues a willing creature with blessed vigor. It gains  $3d8 + 9$  temporary hit points for the duration. These hit points can exceed the creature's hit point maximum, and they cannot be regained. If the creature takes any damage, these hit points are lost first.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, the temporary hit points increase by  $2d8$  for each level above 3rd.

### Identify

1st-level divination

Casting Time:

Range:

Components:

Duration:

Discovering a magic item's effects is usually possible through trial and error. But to precisely catalog every facet of its lore and ability requires an academic approach refined by years of spellcraft.

You incant the magical phrases of revelation as you brush your fingers across an item, drawing up any magic that might be hidden within it. Upon casting identify, you discover the properties and pertinent lore of a magic item.

Effect: You learn the properties of a magic item you touch. If the item has any special lore associated with it, you learn that as well.

This spell reveals if an item has a secret, though not the nature of the secret.

Ritual: You can cast this spell as a ritual by spending at least 10 minutes intoning hierarchical questions to spirits of knowledge and lore, and scribing marks upon the object to be identified with special chalks.

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### IDENTIFY DEVICE

1st-level divination (ritual)

Casting Time: 1 minute Range: Touch Components: V, S, M (a small metal spring) Duration: Instantaneous

You choose one mechanical or chaostech device that you touch throughout the casting of the spell. You learn its basic properties and how to use them, whether it requires attunement to use, and how many charges it has. For example, casting this on a demon gun would tell you that it is a "weapon," while casting it on a spyglass would tell you that it is a "device for seeing faraway things."

If a device has different functions that are equally basic, the spell determines the weakest or simplest function. If these functions are also of equal level or power, the GM decides randomly which is identified.

If you instead touch a creature throughout the casting, you learn what devices, if any, are attached to it.

## ILLUMINATED WEAPON

1st-level evocation

Casting Time: 1 bonus action

Range: Touch

Components: V

Duration: Concentration, up to 1 minute You touch a weapon, infusing it with magical daylight. Until the spell ends, when you strike an undead creature with the weapon, the creature must make a Constitution save or it gains disadvantage on attacks, checks, and saves. An incorporeal undead struck by the weapon is slowed; its speed is halved, and on its turn it can use either an action or a bonus action (not both).

Chthonic Rites

1st-Level Abjuration

Casting Time: 1 hour (ritual)

Range: Touch

Components: V,S, M (100 gp worth of a mix of gems and coins, and 1 vial of holy water (consumed as part of casting this ritual))

Duration: Instantaneous

You perform the ancient chthonic rites once taught by the Dutiful Giant. When you cast the spell, choose one of the following rites, the target of which must be within 10 feet of you throughout the casting. Once a creature has benefited from a rite, they cannot do so again until they have returned to life after being dead.

Rite of the Ancient Cavern. The creature receives a gift requested from the depths of the Ancient Cavern. For the next 24 hours, gain resistance to bludgeoning, piercing, or slashing damage, have advantage on Constitution saving throws, and whenever you suffer radiant damage, you gain tempoAlistar hit points equal to your Constitution ability modifier.

Rite of the Flowering Haven. The creature receives a gift requested from the blossoming garden of the Flowering Haven. For the next 24 hours, gain resistance to acid, cold, fire, or poison damage, have advantage on Charisma ability checks, and whenever you suffer necrotic damage, you gain tempoAlistar hit points equal to your Charisma ability modifier.

Rite of the Shared Vigil. The creature and another willing creature touching that creature receive the gift of the Vigilant Titans. Until the next full moon, each creature has advantage on Wisdom(Perception) ability checks, advantage on saving throws against becoming blinded or deafened, cannot be surprised, and while the two creatures are within 30 feet of each other whenever the other suffers damage, the creature can reduce that damage by 1d6 as a reaction.

## Imbue with Spell Ability

Evocation

Level: Clr 4, Magic 4

Components: V, S, DF

Casting Time: 10 minutes

Range: Touch

Target: Creature touched; see text

Duration: Permanent until discharged (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You transfer some of your currently prepared spells, and the ability to cast them, to another creature. Only a creature with an Intelligence score of at least 5 and a Wisdom score of at least 9 can receive this bestowal. Only cleric spells from the schools of abjuration, divination, and conjuration (healing) can be transferred. The number and level of spells that the subject can be granted depends on its Hit Dice; even multiple castings of imbue with spell ability can't exceed this limit.

#### HD of Recipient Spells Imbued

2 or lower One 1st-level spell

3-4 One or two 1st-level spells

5 or higher One or two 1st-level spells and one 2nd-level spell

The transferred spell's variable characteristics (range, duration, area, and the like) function according to your level, not the level of the recipient.

Once you cast imbue with spell ability, you cannot prepare a new 4th-level spell to replace it until the recipient uses the imbued spells or is slain, or until you dismiss the imbue with spell ability spell. In the meantime, you remain responsible to your deity or your principles for the use to which the spell is put. If the number of 4th-level spells you can cast decreases, and that number drops below your current number of active imbue with spell ability spells, the more recently cast imbued spells are dispelled.

To cast a spell with a verbal component, the subject must be able to speak. To cast a spell with a somatic component, it must have humanlike hands. To cast a spell with a material component or focus, it must have the materials or focus.

#### Imbue with Spell Ability

Evocation

Components: V, S, M

Casting Time: 10 minutes

Range: Touch

Target: 1 creature; see text



Duration: 1 day

You transfer some of your currently prepared spells, and the ability to cast them, to another willing creature. Only a creature with an Intelligence score of at least 6 and a Wisdom score of at least 9 can receive this bestowal. Only cleric spells from the schools of abjuration, divination, and conjuration can be transferred. The maximum number and level of spells that the target can be granted depends on its hit dice; even multiple castings of Imbue with Spell Ability can't exceed this limit.

Recipient's HD    Maximum Number of Spells Imbued

2 or fewer      1-1st level spell

3 - 4      2-1st level spells

5 or greater      2-1st level spells and 1-2nd level spell

The transferred spell's variable characteristics (range, duration, area, saving throws and the like) function according to your level, not the level of the recipient.

To cast a spell with a verbal component, the target must be able to speak. To cast a spell with a somatic component, it must have humanlike hands. To cast a spell with a material component, it must have the material component on-hand.

Impose Emotions

4th-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, 1 minute

Choose one creature within range that you can see. That creature must make a Wisdom saving throw and if it fails, you can impose one of the following effects.

- **Desire:** Your target is charmed by you for the duration.
- **Fury:** Your target starts to attack with reckless abandon. They gain advantage on all melee attack rolls but attack rolls against them gain advantage.
- **Fear:** Your target becomes frightened for the duration.
- **Hatred:** Your target is filled with overwhelming hatred for you. For the duration, your target will do nothing but attack you by any means it can, such as including you in the area of spells.
- **Terrified:** For the duration of the spell your target must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the ID odge action.

At the end of each of its turns, the target can attempt another Wisdom saving throw. If it succeeds, the spell ends.

Inferno

5th-level evocation

Casting Time: 1 action Range: Self (15-foot cube) Components: V, S, M (pinch of sulfur) Duration: Instantaneous

A wave of flame sweeps out from you. Each creature in the area must make a Dexterity saving throw. A target takes 8d8 fire damage on a failed save, or half as much damage on a successful one. This wave of flame spreads around corners and 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 6th level or higher, the fire damage increases by 1d8 for each slot level above 5th.

Just Torment

5th-level evocation

Casting Time: 1 action Range: 30 Feet Components: V, S, M Duration: 1 minute

Choose one living creature within range that you can see. That creature must make a Wisdom saving throw and if it fails, an empathic bond forms between you and your target.

For the duration, any time your target deals hit point damage to you, as a reaction you may deal an amount of psychic damage to your target equal to the damage you suffered. Once under the spell's influence, your target is instantly aware of its effects.

At the end of each of its turns, your target can make another Wisdom saving throw. If it succeeds, the spell ends.

Invisibility 10' Radius

Illusion

Components: V, S, M

Area of Effect: 10' radius sphere around the targeted creature

This spell functions like Invisibility, except that this spell confers invisibility upon all creatures within 10 feet of the recipient. The center of the effect is mobile with the recipient.

Those affected by this spell can see each other and themselves as if unaffected by the spell. Any affected creature moving out of the area becomes visible, but creatures moving into the area after the spell is cast do not become invisible.

Affected creatures (other than the recipient) that attack negate the invisibility only for themselves. If the spell's target attacks, the spell ends.

Iron Body

Transmutation

Components: V, S, M

Casting Time: 1 action

Range: Personal

Target: Self

Duration: Concentration, up to 1 minute/caster level

This spell transforms your body into living iron, which grants you several powerful resistances and abilities. You are immune to the following types of damage: fire and poison; as well as bludgeoning, piercing, and slashing damage from non-magical weapons that aren't adamantine. You are also immune

to blindness, deafness, disease, exhaustion, and suffocation. You cannot eat or drink, and do not breathe.

Your Strength score becomes 20 and speed is 20. You may not cast spells while affected by the Iron Body but gain the ability to make slam attacks that deal 2d6+5 bludgeoning damage. These attacks are considered to be made with a magical weapon.

Your weight increases by a factor of ten, causing you to sink in water like a stone. Luckily you can survive the crushing pressure and lack of air at the bottom of the ocean - until the spell duration expires.

Material Component: A small piece of iron that was once part of either an iron golem, a hero's armor, or a war machine.

### Keen Edge

Transmutation

Level: Sor/Wiz 3

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One weapon or fifty projectiles, all of which must be in contact with each other at the time of casting

Duration: 10 min./level

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

This spell makes a weapon magically keen, improving its ability to deal telling blows. This transmutation doubles the threat range of the weapon. A threat range of 20 becomes 19-20, a threat range of 19-20 becomes 17-20, and a threat range of 18-20 becomes 15-20. The spell can be cast only on piercing or slashing weapons. If cast on arrows or crossbow bolts, the keen edge on a particular projectile ends after one use, whether or not the missile strikes its intended target. (Treat shuriken as arrows, rather than as thrown weapons, for the purpose of this spell.)

Multiple effects that increase a weapon's threat range (such as the keen edge spell and the Improved Critical feat) don't stack. You can't cast this spell on a natural weapon, such as a claw.

### Larissa's Fickleness

5th-level divination

Secret Spell: Faithful of Larissa

Casting Time: 1 reaction, which you take when a creature you can see within range makes an attack roll or saving throw

Range: 90 feet

Components: V, S, M (1 gp)

Duration: Instantaneous

You call on Larissa to pluck the strings of fate. You can grant either advantage or disadvantage to the triggering roll. If the creature making the roll is hostile, they make a Charisma saving throw. If they succeed, the spell has no effect.

### Lightning Armor

5th-level evocation

Secret Spell: Faithful of Hurrian

Casting Time: 1 action

Range: Self

Components: V, S, M (a small sliver of iron)

Duration: 10 minutes

Crackling tendrils of lightning wreath your body for the duration, shedding bright light in a 10-foot radius and dim light for an additional 10 feet. The lightning gives you resistance to lightning and thunder damage; if you already have resistance you gain immunity instead.

In addition, whenever a creature within 5 feet of you hits you with a melee attack, the shield erupts with lightning and your attacker takes 2d8 lightning damage.

You can end the spell early by using an action to dismiss it.

### Linty of the Righteous

4th level enchantment

Casting Time: 1 action

Range: Self (30 ft radius)

Components: V, S, M (holy water)

Duration: concentration up to 1 minute

You radiate an aura with a 30-foot radius, which moves with you and is centered on you. Whenever a friendly creature within that area successfully hits with a melee weapon attack they deal an additional 1d6 radiant damage.

### LOCK AND LOAD

2nd-level transmutation

Casting Time: 1 bonus action Range: Touch

Components: V, S

Duration: Concentration, up to 1 minute You touch a firearm, enchanting it so that it automatically loads the powder and ammunition after being fired. This temporarily negates the loading property of the firearm; the wielder doesn't have to use an action or bonus action to reload it, and if they can make multiple attacks per round, they can use the firearm for any or all of them. The powder and ammunition are drawn from the wielder's equipment (if the wielder is out of either, the spell cannot reload the weapon).

This spell is especially useful when cast on a cannon.

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

## Balthasar's Battering Gauntlet

4th level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a metal rod with a mail gauntlet hung on one end)

Duration: Concentration, up to 1 minute per level of the caster

This spell brings into being a battering ram of pure force between 9-12 feet in length and 2 feet in diameter, sheathed in a violet hue and bearing a large fist at the end of the ram. The ram is such that it can only be used against portals that are designed to be opened, such as doors, gates, etc. It cannot be used against other objects such as walls, bridges, chests, etc., nor can it be used against living creatures. The ram will do 30 (6d10) hit points of battering damage per minute.

The ram itself cannot be destroyed or damaged by conventional means, but magical attacks will destroy it if it receives damage equal to half the hit points of the caster at the time the spell was cast. It is immune to psychic and poison damage, magical or not. A dispel magic or disintegrate spell will destroy the gauntlet. The ram cannot move, and will disappear if the caster moves more than 60' from it.

## Luck of Fools

3rd-level divination

Secret Spell: Faithful of Larissa

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

You call upon the Lady of Fate to grant you her boons and banes. When you cast this spell, choose two ability scores. For the duration, you gain advantage on saving throws with the two chosen ability scores and disadvantage on all others.

Also, you may, as a reaction taken when you suffer a critical hit, end this spell and gain resistance to all damage dealt by the triggering attack.

## Mage's Disjunction

Abjuration

Level: Magic 9, Sor/Wiz 9

Components: V

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: All magical effects and magic items within a 40-ft.-radius burst

Duration: Instantaneous

Saving Throw: Will negates (object)

Spell Resistance: No

All magical effects and magic items within the radius of the spell, except for those that you carry or touch, are disjoined. That is, spells and spell-like effects are separated into their individual components (ending the effect as a dispel magic spell does), and each permanent magic item must make a successful Will save or be turned into a normal item. An item in a creature's possession uses its own Will save bonus or its possessor's Will save bonus, whichever is higher.

You also have a 1% chance per caster level of destroying an antimagic field. If the antimagic field survives the disjunction, no items within it are disjoined.

Even artifacts are subject to disjunction, though there is only a 1% chance per caster level of actually affecting such powerful items. Additionally, if an artifact is destroyed, you must make a DC 25 Will save or permanently lose all spellcasting abilities. (These abilities cannot be recovered by mortal magic, not even miracle or wish.)

Note: Destroying artifacts is a dangerous business, and it is 95% likely to attract the attention of some powerful being who has an interest in or connection with the device.

### Manipulation of Shadow

Conjuration cantrip

Secret Spell: Faithful of Cadic

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: 1 minute

You reach into a nearby shadow and pull out one of the following items: a set of thief's tools, 50 feet of rope, or a matched set of two daggers.

Although these items are shaped from pure shadow and very cold to the touch, they are as solid as any real object. The items you create dissipates into shadowy mist when the spell ends.

### Mantle of Unassailable Flame

3rd-level evocation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

With a few words, you wrap yourself in magical flames that shed bright light in a 10-foot radius and dim light for an additional 10 feet. The flames do not harm you or any of your belongings.

For the duration, any time you are attacked with a weapon you may, as a reaction, use the flames to destroy the weapon or damage your attacker.

Non-magical ammunition from ranged weapons and thrown weapons are destroyed before hitting you, dealing no damage. This spell is ineffective against magical ranged or thrown weapons.

A creature attacking you with a melee weapon takes 1d10 points of fire damage and must succeed on a Constitution saving throw or drop their weapon. If the creature can't drop the weapon, it has disadvantage on attack rolls and ability checks until the start of your next turn.

### Melf's Acid Arrow

2nd-level evocation

Casting Time: 1 action

Range: 90 feet

Duration: Instantaneous

Components: V, S, M (powdered rhubarb leaf and an adder's stomach)

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 6d4 acid damage immediately and 3d4 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 2d4 for each slot level above 2nd.

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### Mind Fog

5th-level enchantment

Casting Time: 1 action

Range: 100 feet

Components: V

Duration: Concentration, up to 10 minutes

You create a bank of thin mist that weakens the mind, slowing the thoughts of those caught within it. Choose a point within range. A 20-foot radius cloud of mist appears, centered on the chosen point. The mist does not hamper vision. The mist remains stationary for the duration, unless dispersed by a strong wind (10+ mph) or you lose concentration on the spell.

Any creature that begins its turn within the mist must make a successful Wisdom saving throw or suffer disadvantage to all Wisdom and Intelligence saving throws and ability checks. Affected creatures suffer disadvantage until they begin their turn outside the mist. A creature that leaves the mist and enters it again must make another Wisdom saving throw if it starts its turn in the mist.

A creature that makes its Wisdom saving throw is not affected by the mist and need not make further saves, even if it remains in the mist.

At Higher Levels: When you cast this spell using a spell slot of 6th level or higher, the radius of the sphere increases by 10 feet for each slot level above 5th.

### Mind Ward

4th-level abjuration

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, 1 minute

You create a 20-foot field around you that reinforces the mental fortitude of creatures within it. The field remains centered on you and moves with you.

For the duration, all friendly creatures in the field (including you) gain resistance to psychic damage and advantage on saving throws to resist the charmed condition.

### Mistress of the Elluwe

5th-level divination (ritual)

Secret Spell: Ardakene Elorii

Casting Time: 1 hour

Range: touch

Components: V, S, M (an Elluwe pool, see below) Duration: Special, see below

You have learned how to manipulate the sacred Elluwe pools. It is impossible to replace or supplement the material component of this spell by any means. Elluwe pools are priceless artifacts that have many powers beyond those accessible with this spell. It is suspected that there are more rituals that can tap into the vast potential of these pools.

When you cast this spell, choose one of the following effects.

**Swim the Stream of Souls:** You and up to eight willing creatures of your choice that you can see within range, are instantly teleported to another Elluwe pool. The destination you choose must be known to you, and it must be on the same plane of existence as you.

**Know the Soul:** You use the Elluwe to look into the past and view the last incarnation of an elorii's soul. When you cast this spell, choose an elorii within 10 feet that you can see. You can determine what fate befell the elorii's last incarnation.

**Read the Signs:** You can view the turbulence of the Elluwe to predict the future. You can ask up to three questions concerning a specific goal, event, or activity to occur within 7 days. The GM offers a truthful reply. The reply might be a short phrase, a cryptic rhyme, or an omen. The spell doesn't consider any possible circumstances that might change the outcome, such as the casting of additional spells or the loss or gain of a companion.

### Moment of Prescience

Divination

Level: Luck 8, Sor/Wiz 8

Components: V, S

Casting Time: 1 standard action

Range: Personal



Target: You

Duration: 1 hour/level or until discharged

This spell grants you a powerful sixth sense in relation to yourself. Once during the spell's duration, you may choose to use its effect. This spell grants you an insight bonus equal to your caster level (maximum +25) on any single attack roll, opposed ability or skill check, or saving throw. Alternatively, you can apply the insight bonus to your AC against a single attack (even if flat-footed). Activating the effect doesn't take an action; you can even activate it on another character's turn if needed. You must choose to use the moment of prescience before you make the roll it is to modify. Once used, the spell ends.

You can't have more than one moment of prescience active on you at the same time.

### Selkar's Defense Against Lycanthropes

3rd level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S, M (crushed moonstone)

Duration: 30 minutes

This spell creates a protective field around the creature touched. Any lycanthropes attacking the creature protected suffer a -2 penalty on all to hit rolls. In addition, the creature affected cannot contract lycanthropy while the spell is in effect, although it will not avail against any injuries suffered from a lycanthrope before or after the spell was in effect.

At higher levels. If cast using a spell slot higher than 3rd, the spell will last for 5 minutes longer per spell slot level greater than 3rd.

### Selkar's Defense Against Reptiles and Amphibians

3rd level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S, M (dried frog's leg)

Duration: 30 minutes

This spell creates a protective field around the creature touched. Any reptile, amphibian, dinosaur, lizard, snake, etc. (including giant sized versions, but excluding dragon type creatures) will have a -2 penalty on all rolls to hit the one protected. The protected creature also gets a +4 bonus to all saving throws against reptile venom (if applicable).

At higher levels. If cast using a spell slot higher than 3rd, the spell will last for 5 minutes longer per spell slot level greater than 3rd.

### Selkar's Disjunction

9 th level abjuration

Casting Time: 1 action

Range: 0

Components: V

Duration: Permanent

This powerful spell creates an instantaneous sphere of anti-magic in a 30 foot radius, centered around the spellcaster. Any magic item or spell effect in the radius will immediately become disjointed, with the exception of any magic items or spells on the spellcaster's own person. All spell effects are treated as if they had been subjected to a dispel magic spell. Potions will automatically be rendered inert. All other magic items (rings, scrolls, wands, weapons, etc.) must make a save vs DC 18 or become disjointed, thus losing all of their magical effects. Intelligent magic items may apply their Intelligence, Wisdom, or Charisma modifier to the roll, whichever is highest. Artifacts are also susceptible to the spell's effects, but make a DC 10 save.

#### SELKAR'S ELECTRIC ARC

4th level evocation

Casting Time: 1 action

Range: 100 feet

Components: V, S, M (glass rod and a piece of fur) Duration: Instantaneous

This spell generates a pair of electrical sparks from the fingertips of the spellcaster. Each will inflict 24 (8d6) hp of electrical damage, and must be aimed at separate targets in range; if more than one arc is aimed at the same target, only the first will cause damage. Each target of the electric arcs is entitled to a Dexterity save; success indicates they take half damage.

At higher levels. If a 6th level spell slot is used, three arcs will be generated. If an 8th level slot is used, four arcs will be created.

#### SELKAR'S ENCOMPASSING VISION

2nd level transmutation

Casting Time: 1 minute

Range: Touch

Components: V,S, M (crystal disc with 8 eyes inscribed on it)

Duration: 3 hours

This spell allows the creature touched to have 360 degree vision, making it almost impossible to sneak up on from behind. This spell can be used in combination with other vision-enhancing spells and magical effects, such as darkvision.

At higher levels. If cast with a spell slot higher than 2nd, the spell's effect will last for 1 hour longer per spell level past 2nd.

#### SELKAR'S FAITHFUL PHANTOM DEFENDERS 5th level conjuration

Casting Time: 1 action

Range: 10 feet

Components: V, S, M (one 1,000 gp emerald per defender)

Duration: 10 minutes

This spell calls into being a number of phantom humanoid forms made of translucent purple energy. The number and exact form of these defenders depends on the caster's choice, which must be chosen at the time the spell is prepared:

1. Two faithful phantom centaurs
2. Three faithful phantom veterans
3. Five faithful phantom sharks
4. Eight faithful phantom giant bats

All ignore any resistance to nonmagical attacks. The defenders will interpose themselves between the caster and any enemies to the best of their ability, allowing the caster to then cast additional spells. To the caster's enemies, they will be solid, but the spellcaster can cast spells through them as if they did not exist, nor will they be affected by any spells he casts. They cannot speak or otherwise communicate.

At higher levels. If a higher spell slot is used to cast this spell, the duration will equal 2 minutes per spell slot level.

#### SELKAR'S FAITHFUL PHANTOM GUARDIAN 6th level conjuration

Casting Time: 30 minutes

Range: Special

Components: V, S, M (1,000 gp diamond)

Duration: Special

This spell summons a faithful phantom guardian, who will watch over the spellcaster from the ethereal plane for the span of 24 hours. It can see with perfect clarity all things within 60 feet of the spellcaster, including those which are invisible, out of phase, ethereal, astral, etc. If anything attempts to attack the caster by surprise, the faithful phantom guardian will instantly materialize and defend the spellcaster (use the stats for a veteran in the Monster Manual, Appendix B). Optionally, the spellcaster can simply summon the faithful phantom guardian to materialize at any time during the 24 hour period. In either case, the guardian will remain on the material plane for 15 minutes maximum, after which time it will return to the astral plane and be freed of the spell's compulsion to defend the spellcaster. The faithful phantom guardian appears as a warrior made of translucent purple energy. It cannot speak or otherwise communicate.

#### SELKAR'S FAITHFUL PHANTOM SHIELD-Maidens

4th level evocation

Casting Time: 1 action

Range: 10 feet

Components: V, S, M (miniature figurine of the caster with two crystal shields attached)

Duration: 20 minutes

This spell calls into being a pair of phantom humanoid forms made of translucent purple energy; one on each side of the caster. Although they are independent entities (use stats for thugs in the Monster Manual, Appendix B), they will always stay close enough to the caster to use their shields to defend him. Each provides the caster with a +1 bonus to his AC on the side protected by the shield-maiden; both can move to the same side if the caster so orders. They will follow wherever he goes. They will remain in

place for 20 minutes, the caster dismisses them, or until they take 32 hit points of damage; a dispel magic spell also destroys them. They cannot speak or otherwise communicate.

At higher levels. If a higher level spell slot is used to cast this spell, the shield-maidens will remain for an additional 10 minutes per spell level above 4th.

#### SELKAR'S LUCUBRATION

6th level transmutation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Instantaneous

This spell allows the spellcaster to re-prepare a single spell that had previously been prepared and cast (or magically forgotten) since the caster's last long rest. Any spell can be so recalled as long as it is of 5th level or less. If material components are required for the spell, they will not be re-created by this spell; the spellcaster will need to make sure more components are on hand.

#### SELKAR'S PENULTIMATE COGITATION

7th level transmutation

Casting Time: 1 action Range: 0

Components: V, S

Duration: Instantaneous

This spell allows the spellcaster to prepare a spell of level 1-6 instantly, without needing to rest or study, as long as his spell books are within one mile. The spell cannot be contained elsewhere, such as a scroll or some other wizard's spell book, and the spellcaster must have a spell slot of the appropriate level open in order to cast the spell. The spell need not be cast immediately; it is simply prepared like any other spell, and may be cast any time after the current round, as desired.

#### SELKAR'S PRIVATE SANCTUM

5th level transmutation (ritual)

Casting Time: 20 minutes

Range: 0

Components: V, S, M (thin sheet of lead, opaque glass, cMongorn or cloth, and powdered chrysolite)

Duration: 9 hours

This spell allows the caster to create an inviolable safe space in a room up to 1,600 square feet (40 feet by 40 feet, or any other configuration, as long as it doesn't exceed the square footage limit). The spell causes all windows to darken when viewed from outside (but are normal when looking through them from within), the walls will be impenetrable to x-ray vision, the whole place will be completely soundproof, and magical scrying and divination will be completely useless. The spell does not impact physical entry (breaking down the door, shattering the window, etc.), but the spell will function whether or not the spellcaster is present.

At higher levels. If cast using a spell slot higher than 5th level, the spell's duration will increase by 2 hours per spell level above 5th.

## SELKAR'S PROTECTION FROM AVIANS

1st level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S, M (bird feather wrapped in leather)

Duration: 5 minutes

This spell envelops the creature touched in a protective field. Any birds or otherwise avian creatures attacking the creature thus protected do so with -2 on all rolls to hit. If the creature protected is attacked by a total number of birds whose CR is more than 10, the spell will be negated. Thus, it will not work against a roc (CR 11), or a flock of 12 giant eagles (CR 1 each).

At higher levels. If a higher-level spell slot is used to cast this spell, the duration will increase by 5 minutes per level past 1st.

## SELKAR'S PROTECTION FROM INSECTS AND Arachnids

3rd level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S, M (insect in amber)

Duration: 30 minutes

This spell creates a protective field around a creature by touch. Any insect or arachnid (including spiders, scorpions, flies, wasps, etc., including giant versions of such creatures) will suffer a -2 penalty on all rolls to hit the protected creature. The protected creature also gets a +4 bonus to all saving throws against insect and arachnid venom. If the creature protected is attacked by a total number of bugs whose CR is more than 10, the spell will be negated. Thus, it will not work against a group of 4 giant scorpions (CR 3 each).

At higher levels. If cast using a spell slot higher than 3rd, the spell will last for 5 minutes longer per spell slot level greater than 3rd.

## SELKAR'S PROTECTION FROM OOZES

4th level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S, M (mold, pinch diamond dust) Duration: 15 minutes

This spell creates a defensive energy field that provides protection against all manner of ooze-type creatures, including puddings, slimes, cubes, etc. All such creatures have a -2 penalty on all rolls to hit the protected creature. In addition, the protected creature's skin is highly resistant to corrosive agents, and gets a +2 bonus on all saving throws against attacks from such creatures. The protective spell will fade away after it absorbs 20 (10d4) hit points of damage, or until 15 minutes have passed, whichever comes first.

At higher levels. Five minutes will be added to the duration for every spell slot level above 4th.

### My Honor is My Strength

3rd-level transmutation

Secret Spell: Faithful of Illiir or val'Assante bloodline Casting Time: 1 action

Range: self

Components: V, S

Duration: Concentration, up to 1 hour

You call forth the light of perfection within you, enhancing your physical and mental strength.

For the duration, all your melee attacks deal additional radiant damage equal to your Charisma modifier. You also add your Charisma modifier to any ability check or saving throw you make.

### Neroth's Embrace

4th-level necromancy

Secret Spell: Faithful of Neroth or val'Mordane bloodline

Casting Time: 1 action

Range: Touch

Components: V, S, M (A desiccated scarab beetle.) Duration: Instantaneous

Your hand becomes shrouded in dark necromantic energy, allowing you to drain your target of vitality and cause one of its appendages to temporarily shrivel. Make a melee spell attack against the target; you have disadvantage if you try to touch a specific limb on the target's body.

On a hit, the target takes 4d10 necrotic damage and must make a Constitution saving throw. On a successful saving throw, there is no additional effect.

On a failed saving throw, one of the creature's limbs shrivels into a desiccated version of its former self. If you had disadvantage on your attack roll, the limb you touched is affected. Otherwise, determine the affected limb randomly.

All actions requiring the use of a desiccated limb suffer disadvantage. If a leg is shriveled, the target's speed is halved. The affected limb can only be restored with a greater restoration, heal, lesser restoration, or regeneration.

At Higher Levels: When you cast this spell using a spell slot of 5th level or higher, the necrotic damage increases by 1d10 for each slot level above 4th.

### Nier's Blade

2nd-level evocation

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

You invoke Nier's name and summon a great sword made of living flame that lasts for the duration. You must have both hands free to cast this spell. If you release the blade with even one of your hands, the

blade disappears, but it may be reformed as a bonus action. The fiery great sword sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

You can use your action to make a melee spell attack with your flaming great sword, dealing 3d8 fire damage on a hit.

**At Higher Levels:** When you cast this spell using a spell slot of 4th level or higher the damage creases by 1d8 for every two slot levels above 2nd.

#### Thamior's Blacklight Burst

4th level evocation

Casting Time: 1 action

Range: 200 feet

Components: V, S, M (earth from a ghoulish or ghoulish's grave)

Duration: Instantaneous

This spell brings forth an explosion of energy from the negative plane, centered on a point up to 200 feet from the caster. Any creature within a sphere 20' in radius will suffer 4 (4d4) hit points of damage (a successful Constitution save means they only take half damage). Angels and creatures native to the positive plane will take an additional 14 points of damage and have a -2 penalty to their saving throw.

In addition, all creatures in the area of the blast who failed their saving throw will be slowed (as per the spell) for 1d4 rounds. Angels and creatures from the positive plane who fail their save will be stunned for that time, rather than slowed. Undead are immune to this spell.

#### Thamior's Blackmote

2nd level evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (piece of bone from an animated skeleton)

Duration: Special

This spell calls forth a very tiny piece of the negative plane into the hand of the spellcaster, who must then make a Wisdom saving throw with a +2 bonus. Failure means the mote immediately explodes, doing 1 hp of damage and paralyzing the caster for 1d4 rounds. Success means he has control over the blackmote, and must maintain concentration for the rest of the round. If concentration is lost, the blackmote will instantly and harmlessly dissipate. At the end of the round, the caster must hurl the blackmote at some target, which is automatically hit. The blackmote explodes in a surge of negative energy and cold, inflicting 14 (4d6+2) hit points of damage. Undead, creatures native to the negative plane, and fiends are unaffected.

#### Thamior's Blazing Beam

2nd level evocation

Casting Time: 1 action

Range: 50 feet

Components: V, S

Duration: Instantaneous

This spell calls forth a very tiny piece of the positive plane into the hand of the spellcaster, which casts forth a beam of energy 1' wide and 50 feet long, which can be aimed at a single creature. Any creature touched by the blazing beam must make a Dexterity saving throw. Those who succeed will be stunned for 1d4 rounds. Those who fail will be blinded for 2d4 rounds. Undead do not get a saving throw, and instead automatically take 18 (6d6) hit points of damage. Angels and creatures native to the positive plane are unaffected.

#### Thamior's Crystal Dagger

2nd level conjuration

Casting Time: 1 action

Range: 0

Components: V, S, M (miniature crystal dagger) Duration: 5 rounds

This spell calls into being a weapon made from the substance of the quasi-elemental plane of mineral, bearing energy from the positive plane. Against normal creatures, the dagger will do 6 (2d4+2) hit points of damage. Against undead, fiends, and creatures native to the negative energy plane, it will do 7 (2d4+3) hit points of damage. If the dagger inflicts maximum damage against such a creature, that creature will be paralyzed for the rest of the round, and the dagger will immediately vanish.

At higher levels. If a 3rd level spell slot is used to cast this spell, the dagger will have an additional +1 bonus both to hit and to damage, will last for 8 rounds, and undead, fiends, and negative energy creatures will be paralyzed for 2 rounds on a maximum damage hit.

#### Thamior's Dancing Werelight

1st level transmutation

Casting Time: 1 action

Range: 250 feet

Components: V, S, M (live firefly)

Duration: 3 hours

This spell creates a single mote of light that hovers in the air at the direction of the caster. The spellcaster can cause it to glow at any intensity from that of a candle to a light spell. The werelight can move or hover at the caster's will; concentration is not required. It cannot be attached to an object or a creature.

#### Thamior's Enveloping Darkness

5th level evocation

Casting Time: 1 action

Range: 0

Components: V, S, M (pitch, black cat whisker, and displacer beast fur)

Duration: 20 rounds

This spell creates a 20 foot radius sphere of absolute darkness, centered around you. Although your vision is completely unimpaired, others will find the darkness completely impenetrable, even with darkvision. If you are attacked, those attacking you will have disadvantage, as you are also displaced as per the displacement attribute of a displacer beast. If you are hit, you lose this ability until the end of your next turn. Thamior's Lightburst will negate this spell.



### Thamior's Expeditious Fire Extinguisher

3rd level evocation

Casting Time: 1 action

Range: 300 feet

Components: V, S, M (cold ash, salt)

Duration: 1 turn

This spell will create a zone of vacuum and ash (drawn from the quasi-elemental plane of ash) to put out fires instantly. The zone of ash will cover a circle 30 feet in radius, centered on a point up to 300 feet away from the spellcaster. Ordinary fires will be doused instantly. Magical fires will be extinguished 60% of the time, and only a 10 square foot area will be affected. The spell has no effect on fires emanating from creatures such as fire elementals.

At higher levels. If a higher-level spell slot is used to cast this spell, the radius of the circle affected will increase by 5 feet, and the center can be 50 feet farther away, per level above 3rd. Thus, a 5th level spell slot will produce a circle 40 feet in radius, centered on an area up to 400 feet away.

### Thamior's Flash

1st level evocation

Casting Time: 1 action

Range: 100 feet

Components: V, S

Duration: Instantaneous

This spell creates an intense flash of light, forcing all creatures in the radius of effect to make a Constitution saving throw. Those who fail will be blinded for 1d4 rounds. Those who succeed will be stunned for 1d4 rounds. Creatures that are themselves naturally blind, such as oozes, are unaffected.

### Thamior's Golden Revelation

3rd level transmutation

Casting Time: 1 action

Range: 0

Components: V, S, M (glowworm in a box wrapped with waxed parchment)

Duration: 25 minutes

This spell allows the spellcaster to detect hidden, invisible, extra-dimensional, astral, ethereal, etc. creatures in the area of effect. The caster can sweep an area reaching out 60' from his body in a single round; the effect is like a searchlight in the form of a cone 30 feet wide at the base. No form of concealment, magical or mundane, will fool this spell. Only those creatures with the magic resistance trait are entitled to a Charisma saving throw, and do get advantage. Those detected by the spell's effect will be limned in golden light.

### Thamior's Grue Conjuraton

4th level conjuration

Casting Time: 10 minutes

Range: 180 feet

Components: V, S, M (sulfur, incense, soft clay, or sea water)

Duration: Concentration, up to 20 minutes

You summon an elemental grue that appears in an unoccupied space that you can see within range. You must choose which type of grue appears when you prepare the spell:

5. Harginn (fire)

6. Ildriss (air)

7. Chaggrin (earth)

8. Varrdig (water)

A summoned grue will require a bribe in order to serve the caster. Nothing less than 500 gp in value will do, and it must be something that would be of interest to the grue. If satisfied, the grue will perform a single service for the caster, but with ill grace. If it finds the service unpleasant or otherwise objectionable, it will disobey or subtly subvert the intention of the spellcaster. If no appropriate payment is forthcoming, the grue will become indignant and attack the spellcaster.

#### Thamior's Lightburst

4th level evocation

Casting Time: 1 action

Range: 200 feet

Components: V, S, M (500 gp small gold sphere) Duration: Instantaneous

This spell summons a small explosion of energy from the positive plane, blinding every creature within a sphere 20 feet in radius centered on a point visible to you within the range of the spell. Creatures that are already sightless are unaffected. Any undead, creatures native to the negative plane, or fiends will also suffer 3 (1d6) hit points of damage. Such creatures are entitled to a Constitution saving throw to take only half damage, but undead make their saving throw with a -2 penalty.

#### Thamior's Radiant Arch

5th level evocation

Casting Time: 1 minute

Range: self

Components: V, S, M (10 gp crystal prism, small black board with pinhole)

Duration: Concentration (up to 10 rounds)

This spell creates a glimmering rainbow of energy between your two outstretched hands. While you are able to maintain concentration, you can shoot beams of energy from this rainbow at enemies, as long as they are in sight and within 70 feet of you. You can choose the color of the beam, which also determines the type of damage done. Each blast of an energy beam will do 24 (7d8) hit points of damage.

9. Red: cold damage (additional +1 damage against creatures with resistance to fire damage)

10. Orange: fire damage (additional +1 damage against creatures with resistance to cold damage)

11. Yellow: acid damage (successful Dexterity save means no damage)

12. Green: neutralize poison (all poisons, venoms, etc. are neutralized by touch)

13. Blue: electrical damage (additional +10 to those wearing metal armor)

14. Indigo: only damage to undead creatures

15. Violet: only damage to plants

Thamior's Radiant Baton

3rd level conjuration

Casting Time: 1 action

Range: 0

Components: V, S, M (10 gp crystal prism, set of seven small silver rods)

Duration: 5 rounds

This spell calls into being a slender baton made of energy directly tapped from the quasi-elemental plane of radiance. The caster may choose which color of the rainbow the baton will glow; the color corresponds to a particular damage type:

16. Red: 13 (2d8+5) hit points of cold damage (additional +1 damage against creatures with resistance to fire damage)

17. Orange: 13 (2d8+5) hit points of fire damage (additional +1 damage against creatures with resistance to cold damage)

18. Yellow: 13 (2d8+5) hit points of acid damage (successful Dexterity save means no damage)

19. Green: neutralize poison (all poisons, venoms, etc. are neutralized by touch)

20. Blue: 13 (2d8+5) hit points of electrical damage (additional +10 to those wearing metal armor)

21. Indigo: 13 (2d8+5) hit points of damage to undead creatures

22. Violet: 13 (2d8+5) hit points of damage to plants

If you make a counteraction against a creature that struck you during the current round, you hit automatically. Otherwise, you must score a successful hit to cause damage. The seven small silver rods are not destroyed when the spell is cast, but the crystal prism is.

Obscure Object

Abjuration

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: 1 object of up to 100 lb./caster level

Duration: 8 hours

This spell hides an object from location by divination effects, such as the Scrying spell or a crystal ball. Such an attempt automatically fails (if the divination is targeted on the object) or fails to perceive the object (if the divination is targeted on a nearby location, object, or person). Material Component: A piece of chameleon skin.

## Obscurement

### Conjuration

Components: V, S

Casting Time: 1 action

Range: Personal

Area of Effect: 20' radius cylinder, 20' in height

Duration: Concentration, up to 1 hour

A misty vapor arises around you. It is stationary once created. The vapor heavily obscures the area of effect.

A moderate wind disperses the fog in 4 rounds. A strong wind disperses the fog in 1 round. A Fireball, Flame Strike, or similar spell burns away the fog in the spell's area of effect. A Wall of Fire burns away the fog in the area into which it deals damage.

## Ignit's Acid Cloud

3rd level evocation

Casting Time: 1 action

Range: 180 feet

Components: V, S, M (300 gp vial of aqua regia) Duration: 1 minute

This spell calls into being a small crystalline sphere filled with a roiling yellow gas. When the sphere is hurled (range 60 feet), the crystal will shatter, releasing a 60' diameter sphere of acidic fumes.

Everything within the area of the cloud will take 12 (4d6) hit points of acid damage. All ordinary objects (paper, metal, stone, etc) will suffer the effects of exposure to a powerful corrosive as well. Wind, rain, etc. will dispel the cloud immediately, canceling its effects.

At Higher Levels. If the spell is cast using a higher-level spell slot, the cloud will remain for an additional minute per spell slot level above third. Thus, if it is cast using a fifth level slot, the cloud will remain for 3 minutes. For every minute of additional exposure to the cloud, all creatures will suffer an additional 3 (1d6) hit points of acid damage, and objects must make an additional saving throw to avoid damage (if applicable).

## Ignit's Boiling Oil Bath

2nd level conjuration

Casting Time: 1 action

Range: Special

Components: V, S, M (a few drops of oil and a pinch of sulfur)

Duration: Instantaneous

This spell calls into being a cauldron of magical force filled to the brim with boiling oil, which appears over the head of the intended target (which must be within line of sight). If the target makes a DC 15 Dexterity throw, it manages to leap out of the way. If it fails the check, it will take 10 (3d6) hit points of fire damage.

### Ignit's Bubbling Buoyancy

1st level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (small cork and bromine salt) Duration: 10 minutes

This spell allows the caster to alter objects and living creatures so that they will float on water even if they might ordinarily not be able to. Thus, metal coins, stone blocks, or living beings will be impacted. The spell will affect all objects in a 10' sphere centered on any point within 60 feet of the caster.

At Higher Levels. When you cast this spell using a spell slot higher than 1st, the range and duration of the spell is increased. The duration will add 20 minutes per level of the spell slot, and the range will add 120 feet per spell slot level. Thus, using a 3rd level spell slot will yield a duration of 70 minutes and a range of 420 feet.

### Ignit's Death Screen

7th level evocation

Casting Time: 1 action

Range: 150 feet

Components: V, S, M (small sheet of crystal, earth from a vampire's coffin, small hollow sphere)

Duration: 25 minutes

This spell calls into being a screen of misty gray 20' square, which can be shaped into any form the caster desires (bowl, etc.) as long as the total area is unchanged. Once placed, it cannot move, and will remain until dispelled, the caster wills it gone, or the duration expires. Any creature attempting to pass through the screen is trapped in a pocket dimension formed of negative elemental energy. Creatures caught in the screen will lose 25% of their remaining hit points each round unless a DC 20 Constitution saving throw is made. The first round the throw is made with a -1 penalty on the first round, a -2 penalty on the second round, and so on. A successful check or death will mean the creature is returned to the material plane on the other side of the screen. Creatures caught in the screen can cast spells (including healing), but no magic short of a wish will allow them to escape. If the spell expires while a creature is still caught in the screen, it emerges as if it had successfully escaped.

### Ignit's Diamond Screen

6th level evocation

Casting Time: 1 action

Range: 150 feet

Components: V, S, M (5,000 gp diamond chips) Duration: 25 minutes

This spell brings into being a shimmering screen some 20' square that can be shaped in any way the caster desires (bowl, trapezoid, etc.), as long as it does not exceed the original area. Once placed, the screen cannot be moved, and will remain until dispelled, the caster wills it gone, or the duration is exceeded. Any creature passing through the screen will take 30 (3d20) hit points of slashing damage from a myriad of razor-sharp fragments from the quasi-elemental plane of mineral.

### Ignit's Dispelling Screen

5th level evocation

Casting Time: 1 action

Range: 150 feet

Components: V, S, M (1,000 gp chrysolite gem, sheet of crystal)

Duration: 10 minutes

This spell calls into being a sheet of magical energy of violet hue, up to 20' square, which can be formed into any shape that the caster desires. Any creature or object passing through the screen will be affected as if a dispel magic spell had been cast with a 7th level spell slot. Once cast, the screen will not move, but can be willed away by the caster.

#### Ignit's Electrical Screen

5th level evocation

Casting Time: 1 action

Range: 150 feet

Components: V, S, M (50 gp crystal rod, crystal sheet, and bit of fur)

Duration: 45 minutes

This spell calls into being a 20' square screen of electrical force. The screen can be formed into any shape (including a hemisphere, wall, etc.), as long as its total area is unchanged. Any creature passing through the screen will take 4 (1d8) hit points of electrical damage, and suffer numbness for 1d4+1 rounds; all such creatures must make a Constitution check at a DC of 15. Failure indicates the numbness removes the creature's Dexterity bonus cannot be used during that time, and any attacks are made at a -2 penalty. If the saving throw is successful, all attacks are made at a -1 penalty. Characters wearing metal armor make the save with a -4 penalty. Once cast, the screen cannot be moved.

#### Ignit's Excruciating Screen

6th level evocation

Casting Time: 1 action

Range: 150 feet

Components: V, S, M (small sheet of crystal, plus either hollow sphere, salt, ash, or dust)

Duration: 30 minutes

This spell calls into being a misty grey screen 20' square, which can be molded into any shape the caster desires, as long as the original area is not exceeded. The screen will remain until dispelled, the caster wills it gone, or the duration is exceeded. Any creature passing through the screen will momentarily suffer the effects of touching one of the four negative quasi-elemental planes. Such creatures must make a DC 15 Constitution saving throw; success means they will have a -1 penalty to all saving throws for 1d4 rounds. Failure means they will be stunned for 1d4 rounds and will take 12 (4d6) hit points of damage of a type related to the quasi-elemental plane evoked, which is chosen by the caster when the spell is cast:

23. Vacuum: Damage comes from exposure to vacuum, and does not affect creatures that do not breathe (undead, golems, etc.).

24. Salt: Damage comes from dehydration, and does not affect creatures without moisture in their bodies (undead, fire elementals, etc.).

25. Ash: Damage comes from loss of body heat and does not affect undead and creatures with immunity to cold damage.

26. Dust: Damage comes from dispersal of body mass and does not affect creatures of a gaseous or liquid form (water elementals, etc.).

#### Ignit's Fire and Ice

7th level evocation

Casting Time: 1 action

Range: 150 feet

Components: V, S, M (a small quartz crystal and a pinch of phosphorous)

Duration: Instantaneous

This spell brings into being two small spheres, one red and one blue. Instantly the red sphere will fly through the air to a point designated by the caster, followed a second or two behind by the blue sphere. When the red sphere reaches the designated target it explodes, causing 12 (4d6) hit points of fire damage to all creatures within a 30 foot radius. Almost instantly afterwards, the blue sphere will also explode, causing 12 (4d6) hit points of cold damage in a similar radius. Creatures in the blast radius are entitled to a Dexterity saving throw (DC 20) to take half damage; a separate saving throw must be made for each sphere. Due to the sudden change in temperature from blistering to sub-freezing, there is a 50% chance that any non-magical objects in the radius (stone, wood, metal, etc.) will crack and become useless.

#### Ignit's Force Umbrella

3rd level evocation

Casting Time: 1 action

Range: Self

Components: V, S, M (50 gp miniature wooden umbrella and a pinch of diamond dust)

Duration: 1 hour

This spell brings into being a shimmering violet hemisphere of magical force some 10 feet in diameter, which will remain over the caster's head until he wills it gone (which does not require an action). The umbrella will provide proof against the elements such as rain and snow, as well as protection against non-magical attack from above or from an inclined angle, such as boulders, arrows, etc. Magical attacks from above, including such things as a dragon's breath weapon, allow the caster to add his proficiency bonus to any saving throws, and he gains a +6 armor class adjustment against any melee or missile attacks from above. All non-magical missile attacks, such as arrows or sling bullets, are automatically deflected 75% of the time (the +6 armor class adjustment is applied to the 25% of attacks that make it through). The diameter of the umbrella is malleable, and will shape itself to accommodate any narrow spaces.

#### Ignit's Orb of Containment

6th level evocation (ritual)

Casting Time: 1 minute

Range: 90 feet

Components: V, S, M (1,000 gp diamond encased in glass)

Duration: 1 day (but see below)

This spell calls into being an impregnable sphere 6 inches in diameter, which is useful for holding substances and small items that could otherwise not be contained. The sphere itself cannot be penetrated, deformed, punctured, etc. by any physical or magical means, although a dispel magic or disintegrate spell will cause the sphere to disappear, releasing whatever is inside. Time is also frozen within the orb. The spell will normally last for one day, but if cast again at the same point, the orb can be “recharged” and will last another day.

Ignit's Polar Screen

5th level evocation

Casting Time: 1 action

Range: 150 feet

Components: V, S, M (50 gp sheet of lead crystal, several white quartz gemstones)

Duration: 45 minutes

This spell calls into being a shimmering blue-white screen of elemental cold, some 20' on a side. The screen can be molded to any shape the caster desires, as long as its total area is unchanged. Once cast, the screen will remain in place until the caster mentally dismisses it, it is magically dispelled, or the duration expires. A fireball, or the breath from an adult red dragon, will also destroy the screen, but no other magic will do so.

Any creature passing through the screen will seem as if it has passed through a raging blizzard. Those passing through will be coated in a sheet of sleet and ice, which will do 15 hit points of cold damage per round. All creatures so doing are entitled to a Constitution check with a DC of 15; those who succeed will be covered in ice for but a single round, after which it will melt. Those who fail will be covered for 1d4+1 rounds, unless some sort of magical warmth is applied.

Ignit's Radiant Screen

5th level evocation

Casting Time: 1 action

Range: 150 feet

Components: V, S, M (500 gp beryl gemstone, crystal prism, thin sheet of rainbow-colored crystal)

Duration: 20 minutes

This spell calls into being a shimmering wall of force, the color of which depends on the caster's will and whim. The screen can be up to 20' square, and can be of any shape desired, as long as the area doesn't exceed 400 square feet. Once cast, the screen cannot be moved, and will remain until dispelled, the caster wills it gone, or the duration expires. The caster must select one of the following colors for the screen, each of which has a specific effect, drawn from the quasi-elemental planes:

27. Red: 20 hit points of cold damage

28. Orange: 20 hit points of fire damage

29. Yellow: 20 hit points of acid damage

30. Green: All poisons, venoms, etc. are neutralized

31. Blue: 20 hit points of electrical damage (20 to those wearing metal armor)



32. Indigo: 20 hit points of damage to undead creatures

33. Violet: 20 hit points of damage to plants

The caster may change the color (and thus effect) once per round at will, but it can only be one color at a time.

#### Ignit's Siege Sphere

7th level evocation (ritual)

Casting Time: 1 minute

Range: Touch

Components: V, S, M (50 gp pinch of diamond dust, and either a bit of pitch, a pinch of diamond shards, or a lodestone)

Duration: 10 minutes

This spell brings into being a boulder-sized sphere of magical force, which can be fired by a catapult (mangonel or trebuchet) or hurled by a giant. A dispel magic, disintegrate, or wish spell will destroy it. The sphere must be launched or hurled within 10 minutes or it will disappear; the caster must determine at the time of the casting the type of siege sphere which will be created:

34. Liquid Fire: When the sphere impacts, it will explode in a shower of liquid fire in a 30 foot radius. Any flammable materials will instantly catch fire, and any creatures within the area will take 8 (2d8) hit points of fire damage per round, or until it is washed off or the flames are extinguished. The burning fluid will last for 2d6 rounds.

35. Crystal Shards: When the sphere impacts, it will explode in a blast of razor-sharp crystalline shards, inflicting 15 (5d6) hit points of slashing damage on all creatures within 30 feet, regardless of armor class.

36. Wrecking Ball: As the sphere nears the point of impact, it triples in density, and will hit with 120 (24d10) hit points of crushing damage.

#### Ignit's Smoky Sphere

1st level evocation

Casting Time: 1 action

Range: Special

Components: V, S, M (small piece of charred wood or charcoal and a 10 gp small hollow glass ball)

Duration: 1 minute

This spell brings into being a small crystal sphere filled with a highly compact gas. Once thrown (range 60 feet), the sphere will shatter and the gas will instantly fill a sphere 10' in radius with smoke. Anything within the sphere must make a Constitution throw. Those who fail will be convulsed with choking, coughing, and hacking fits. All those affected have disadvantage when making any saving throws, and must make a successful Constitution save (at disadvantage) to cast any spells with a verbal component. The cloud itself will dissipate after one minute, but the effects on those who breathed in the smoke will endure for 1d4+1 minutes. The sphere must be thrown within three minutes of the spell being cast or it will be rendered useless. If the sphere is crushed before the caster has a chance to throw it, the gas will have an effect as described above, centered on the caster.

#### Ignit's Steaming Sphere

4th level evocation

Casting Time: 1 action

Range: Special

Components: V, S, M (a few drops of water, dust, and sulfur)

Duration: 4 minutes

This spell calls into being a small sphere in the palm of the caster, containing a highly condensed ball of steam. Once thrown (range 60 feet), the sphere will shatter and the steam will escape, forming a sphere 30' in radius which lasts 4 minutes. Any creature caught in the sphere will take 12 (4d6) hit points of fire damage for every minute spent within the steam cloud.

The area within the steam sphere is considered to be heavily obscured, and even darkvision is of no use due to the heat of the steam. Any creature attempting to escape must make a Constitution check; success means they have managed to escape, but will do so in a totally random direction (roll 1d12 to determine the place of emergence from the cloud, using the die roll like the numbers on a clock). Failure means the victim stumbles around the cloud for an additional minute, taking more damage.

### Ignit's Telekinetic Sphere

8th level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a pair of small magnets) Duration: concentration (up to 10 minutes)

This spell calls into being a magical sphere of force around a creature (up to Large size) or object up to 60 feet from the caster. An unwilling target is allowed a Dexterity saving throw; failure indicates it is trapped within the sphere for the spell's duration. The sphere will remain until the duration expires, the caster breaks concentration, or a disintegrate spell is cast upon it (the contents will remain unharmed).

Anything within the sphere up to 5,000 pounds is essentially weightless, and the sphere can be telekinetically controlled by the caster to move about, up to 150 feet distant. Maximum speed of the sphere when being moved telekinetically is 60. If more than 5,000 pounds is captured within the sphere, it cannot be lifted telekinetically, but it can still be rolled on the ground, either from the outside (speed 30) or from within (half normal speed).

### Mongor's Chime of Release

1st level transmutation

Casting Time: 1 action

Range: 180 feet

Components: V, S, M (10 gp brass tubular chime) Duration: Instantaneous

This spell causes all nonmagical bonds to loosen. The magical vibrations that emanate from the striking of the brass chime will undo ropes, shackles, buckles (including bits and bridles), gags, knots, and the like.

### Mongor's Crystal Rhythms

3rd level enchantment

Casting Time: 1 action

Range: 150 feet

Components: V, S, M (500 gp pair of crystals) Duration: Concentration, up to 10 minutes

This spell creates an irresistible chiming noise in the ears of the target, if it fails a Wisdom saving throw. Those who fail will instantly drop whatever is in their hands and begin to clap in rhythm with the chiming that only they can hear. Creatures with no arms are unaffected (wings do not count), but creatures with more than one pair of arms will clap with all of their hands.

#### Mongor's Drums of Despair

4th level enchantment

Casting Time: 1 action

Range: 150 feet

Components: V, S, M (1,000 gp mini bronze drums with onyx fixtures)

Duration: 15 minutes

area of effect, as long as it does not exceed 150 square feet) with an overwhelming feeling of despair and hopelessness. All affected creatures suffer a -2 penalty on all to hit, damage, and saving throw rolls. If applicable there is a -2 morale penalty as well.

#### Mongor's Gong of Isolation

5th level enchantment

Casting Time: 1 action

Range: 300 feet

Components: V, S, M (7,000 gp mini gold gong and gold/jade striker)

Duration: Concentration, up to 70 minutes

This spell will cause a target creature to have its mind filled with the ringing of an enormously loud gong for the entire duration of the spell, unless it makes a successful Wisdom save. Those who fail will be stunned, and may only be brought out of that condition by a heal or wish spell. Telepathy with the affected is still possible.

#### Mongor's Silver Tongue

4th level enchantment

Casting Time: 1 action

Range: Self

Components: V, S Duration: 15 minutes

When this spell is cast, the caster's voice takes on a special lilting tenor and tone that will instantly command the attention of any listener. For the duration of the spell, the caster makes all Charisma (Persuasion) and Charisma (Deception) checks as if he had a 19 Charisma score, and all attempts at magically detecting truth or falsehood have a 50% chance of failing if a half-truth is spoken, or a 25% chance of failing if an outright lie is spoken.

This spell will fill all creatures in an area of 150 square feet (the caster may control the shape of the

#### Mongor's Soothing Vibrations

2nd level enchantment

Casting Time: 1 action

Range: 180 feet

Components: V

Duration: Concentration, up to 1 minute per level of the caster

This spell causes the caster's voice to issue forth soothing tones and vibrations, stilling hostility and wildness in both animals and intelligent creatures. For the first round, all beasts with an Intelligence of 4 or less within the area of effect will do nothing, as will all other creatures with creatures in the area of effect (except constructs and oozes) who fail a Wisdom saving throw with a +2 bonus. On the second and subsequent rounds, all creatures who failed or never got a saving throw will be well-disposed towards the caster as long as he maintains concentration and the spell duration does not expire. Such creatures will be neither aggressive nor fearful, and will not attack unless threatened. Any creatures affected by this spell will be at disadvantage when making saving throws against spells such as animal friendship, charm person, or dominate monster.

### Mongor's Sure-Footed Shuffle

3rd level transmutation

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (fiddle string and piece of mountain goat hoof)

Duration: Concentration, up to 1 hour

This spell grants all listeners within the range of the spell the sure-footedness of a mountain goat. Inclines of 50° present no difficulty, and any Dexterity rolls involving slipping, stumbling, falling, etc. are made with advantage.

### Mongor's Tin Soldiers

4th level transmutation (ritual)

Casting Time: 1 minute

Range: 30 feet

Components: V, S, M (pair of tin soldiers appropriate to the type created by the spell)

Duration: 12 minutes

This spell turns a pair of ordinary, 3" tall tin soldiers into full-sized fighting men for the duration of the spell. They will obey all orders from the caster, even to the point of suicide. The tin soldiers will have statistics as if they were guards (see the Monster Manual for details).

At higher levels. If cast with a 5th level spell slot, the tin soldiers will be veterans and will remain for 14 minutes. If cast with a 6th level spell slot, the tin soldiers will be veterans riding warhorses and will remain for 16 minutes. If cast with a 7th level spell slot, the tin soldiers will be knights and remain for 18 minutes.

### Mongor's Tonal Attack

4th level enchantment

Casting Time: 1 action

Range: 500 feet

Components: V, S, M (1,000 gp crystal mallet and a sitar string)

Duration: 1 hour

This spell, when cast at a particular spellcaster, will cause the target to lose all ability to cast spells unless a Wisdom saving throw is made. Bards, clerics, druids, paladins, and rangers get a +2 bonus to their saving throw. If the saving throw is successful, the target's spells are lessened in effectiveness; saving throws against spells cast by the target are made with a +2 bonus to saving throws, and all damage caused by spells is reduced by the target's proficiency bonus.

#### Mongor's Tones of Forgetfulness

2nd level enchantment

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (sitar string and a wooden mallet)

Duration: 30 minutes

This spell causes the target creature to be inundated with outlandish music that only it can hear. The target must make a Wisdom saving throw; failure indicates it can no longer make skill checks. Any such checks must be made as ability checks for the duration of the spell. Thus, an attempt to use the Arcana skill would be made as a straight Intelligence check. Those who succeed in their saving throw can make skill checks, but receive a -1 penalty when doing so for the duration of the spell.

#### Mongor's Warding Tones

4th level enchantment

Casting Time: 1 action

Range: 360 feet

Components: V, S, M (two lumps of beeswax and an instrument string)

Duration: 7 minutes

This spell will affect all creatures within a 50' square. All creatures will be rendered deaf for the duration of the spell, but this will also have the side effect of rendering them immune to all thunder damage and sound-based spell effects, including such things as the wail of a banshee, the luring song of a harpy, etc.

#### Overland Flight

Transmutation

Level: Sor/Wiz 5

Components: V, S

Range: Personal

Target: You

Duration: 1 hour/level

This spell functions like a fly spell, except you can fly at a speed of 40 feet (30 feet if wearing medium or heavy armor, or if carrying a medium or heavy load) with average maneuverability. When using this spell for long-distance movement, you can hustle without taking nonlethal damage (a forced march still requires Constitution checks). This means you can cover 64 miles in an eight-hour period of flight (or 48 miles at a speed of 30 feet).

Atonement

Abjuration

Level: Clr 5, Drd 5

Components: V, S, M, F, DF, XP

Casting Time: 1 hour

Range: Touch

Target: Living creature touched

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

This spell removes the burden of evil acts or misdeeds from the subject. The creature seeking atonement must be truly repentant and desirous of setting right its misdeeds. If the atoning creature committed the evil act unwittingly or under some form of compulsion, atonement operates normally at no cost to you. However, in the case of a creature atoning for deliberate misdeeds and acts of a knowing and willful nature, you must intercede with your deity (requiring you to expend 500 XP) in order to expunge the subject's burden. Many casters first assign a subject of this sort a quest (see geas/quest) or similar penance to determine whether the creature is truly contrite before casting the atonement spell on its behalf.

Atonement may be cast for one of several purposes, depending on the version selected.

Reverse Magical Alignment Change

If a creature has had its alignment magically changed, atonement returns its alignment to its original status at no cost in experience points.

Restore Class

A paladin who has lost her class features due to committing an evil act may have her paladinhood restored to her by this spell.

Restore Cleric or Druid Spell Powers

A cleric or druid who has lost the ability to cast spells by incurring the anger of his or her deity may regain that ability by seeking atonement from another cleric of the same deity or another druid. If the transgression was intentional, the casting cleric loses 500 XP for his intercession. If the transgression was unintentional, he does not lose XP.

Redemption or Temptation

You may cast this spell upon a creature of an opposing alignment in order to offer it a chance to change its alignment to match yours. The prospective subject must be present for the entire casting process. Upon completion of the spell, the subject freely chooses whether it retains its original alignment or acquiesces to your offer and changes to your alignment. No duress, compulsion, or magical influence can force the subject to take advantage of the opportunity offered if it is unwilling to abandon its old alignment. This use of the spell does not work on outsiders or any creature incapable of changing its alignment naturally.

Though the spell description refers to evil acts, atonement can also be used on any creature that has performed acts against its alignment, whether those acts are evil, good, chaotic, or lawful.

Note: Normally, changing alignment is up to the player. This use of atonement simply offers a believable way for a character to change his or her alignment drastically, suddenly, and definitively.

#### Material Component

Burning incense.

#### Focus

In addition to your holy symbol or normal divine focus, you need a set of prayer beads (or other prayer device, such as a prayer wheel or prayer book) worth at least 500 gp.

#### XP Cost

When cast for the benefit of a creature whose guilt was the result of deliberate acts, the cost to you is 500 XP per casting (see above).

#### Permanency

#### Transmutation

Components: V, S, M

Casting Time: 1 action

Range: See text

Target, Effect, or Area of Effect: See text

Duration: Permanent; see text

This spell makes certain other spells permanent. Depending on the spell, you must be of a minimum caster level and must expend a number of gold pieces, as indicated on the tables below.

You can make the following spells permanent upon yourself. You cast the desired spell and then follow it with the Permanency spell. You cannot cast these spells on other creatures. This application of Permanency can be dispelled only by a caster of higher level than you were when you cast the spell.

Spell	GP Cost
Detect Magic	5,000
Detect Poison	5,000
Read Magic	5,000

In addition to personal use, the following spells can be cast upon objects or areas and be rendered permanent. Note that some spells, such as Forbiddance and Thamior's Magic Aura, can be made permanent (until dispelled) by casting them every day for 30 days.

Spell	Minimum Caster Level	GP Cost
Alarm	9th	5,000
Animate Object	15th	37,500
Audible Glamer	9th	5,000
Dancing Lights	9th	5,000
Gust of Wind	9th	5,000
Invisibility	9th	5,000
Magic Mouth	9th	5,000
Phase Door	15th	37,500
Prismatic Sphere	18th	50,000
Prismatic Wall	15th	37,500
Shrink Item	12th	25,000
Solid Fog	12th	25,000
Stinking Cloud	12th	25,000
Symbol of Death	15th	37,500
Symbol of Fear	15th	37,500
Symbol of Insanity	15th	37,500
Symbol of Pain	12th	25,000
Symbol of Persuasion	15th	37,500
Symbol of Sleep	15th	37,500
Symbol of Stunning	15th	37,500
Symbol of Weakness	15th	37,500
Wall of Fire	12th	25,000
Wall of Force	12th	25,000
Web	9th	5,000



Permanent spells are vulnerable to Dispel Magic as normal.

### Phantasmal Lover

4th-level illusion

Casting Time: 1 minute

Range: Touch

Components: V, S

Duration: Concentration, 10 minutes

Tapping into the subconscious mind of a willing creature, you call upon the seductive powers of your goddess to create a phantasmal image of what the target finds most alluring. Only the target can see the image.

The image hovers over the target, writhing enticingly and whispering promises of physical fulfillment. The target is unconscious until the spell ends, at which point a surge of euphoria goes through the creature, causing it to regain 70 hit points. This surge of euphoria also ends blindness, deafness and any diseases affecting the creature. This spell has no effect on constructs, oozes, plants, or undead.

### Prayer

3rd-level conjuration

Casting Time: Bonus action

Range: 25 feet

Duration: Concentration, up to 1 minute

You beseech the gods for special favor to aid yourself and your allies in your present trial.

Choose any number of creatures within range. Until the spell ends, each target gains the blessing of the gods, manifested in a +1 bonus to AC, attack rolls, weapon damage rolls, ability checks, and saving throws.

At Higher levels.

### Precognition

3rd-level divination

Secret Spell: Faithful of Larissa or val'Sheem bloodline

Casting Time: 1 minute

Range: Self

Components: V, S, M (incense worth at least 10 gp, which the spell consumes)

Duration: 24 hours

Holy texts describe how Larissa's powers of precognition eventually transformed the Gentle Maiden into the Divine Harlot due to the horrors She foresaw. By tapping into Her foresight, you can escape ambush, death or worse.

During the duration, you can choose to end this spell and receive one of the following boons. If you have not chosen a boon at the end of the duration, the spell ends with I l o e II e c t .

- **Avoid Ambush:** If you fail a Wisdom (Perception) check, as a reaction you can end this spell to re-roll the check with advantage.
- **Avoid the Blow:** If you are attacked, as a reaction you can end this spell to force your attacker to re-roll their attack with disadvantage.
- **Avoid Disaster:** If you fail a saving throw, as a reaction you can end this spell to re-roll your saving throw with advantage.
- **Avoid Surprise:** If you roll initiative and are surprised, you can end this spell to not be surprised.

### Presence of Master Smiths

4th-level enchantment (ritual)

Casting Time: 10 minutes

Range: Self

Components: V, S, M (a set of finely crafted artisan's tools that you are proficient with; these tools cost 100gp in addition to their regular price)

Duration: 8 hours

You create a number of simple force constructs imbued with a rudimentary copy of your consciousness. You create a number of smiths equal to your spellcasting ability modifier. Each construct is an invisible, mindless, shapeless force imbued with a tool proficiency that you have. These smiths spring into existence in an unoccupied space on the ground within range. Each copy has AC 10, 1 hit point, and a Strength of 20, and can't attack.

These smiths can only help you with the crafting downtime activity, each one contributing 10 gp of effort to the completion of an item you are working on.

### Primal Senses

2nd-level transmutation

Casting Time: 1 bonus action

Range: Self

Components: V Duration: 1 hour

You gain the keen hearing and smell of a wild beast. For the duration, you have advantage on Wisdom (Perception) and Wisdom (Survival) checks to track. You also gain a +5 bonus to your passive Perception.

### Protection from Evil

1st-level abjuration

Casting Time: 1 action

Range: touch

Duration: 10 minutes

Components: : Holy water or powdered silver and iron sprinkled over and around the target

You touch a willing creature. Until the spell ends, the target is protected against certain types of evil creatures: elementals, fey, fiends, and undead.

The protection grants several benefits: Evil 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.

R

Protection from Normal Missiles

Abjuration

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: 1 willing creature

Duration: 10 minutes/caster level

The warded creature is immune to damage from nonmagical ranged weapons such as arrows, axes, bolts, sling bullets, and spears. This spell does not convey any protection against ranged spell attacks or attacks made with magical weapons.

Material Component: A piece of shell from a tortoise or a turtle. It is not consumed by the casting of this spell.

Rage

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 2, Sor/Wiz 3

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Targets: One willing living creature per three levels, no two of which may be more than 30 ft. apart

Duration: Concentration + 1 round/level (D)

Saving Throw: None

Spell Resistance: Yes

Each affected creature gains a +2 morale bonus to Strength and Constitution, a +1 morale bonus on Will saves, and a -2 penalty to AC. The effect is otherwise identical with a barbarian's rage except that the subjects aren't fatigued at the end of the rage.

Alistar's Aptitude Appropriator

2nd level transmutation (ritual)

Casting Time: 1 minute

Range: Touch

Components: V, S

Duration: 20 minutes

This spell allows you to temporarily transfer the knowledge of a particular skill from one creature to yourself, by touching that creature. If the target is willing, the transfer is automatic. If not, the target is entitled to a Wisdom saving throw. No magical powers can be transferred, nor feats, nor class-based skills like a ranger's land stride ability, but attribute-based skills such as Diplomacy, Intimidation, Sleight of Hand, etc. are transferrable. If the creature from whom the skill is being transferred gets a proficiency bonus for that skill, that is also transferred. The original owner of the skill does not lose his or her own ability with that skill; rather, it is duplicated in the process of being transferred.

At higher levels. If a 3rd level spell slot is used to cast this spell, it will last 40 minutes, a 4th level spell slot will cause it to last an hour, and so forth.

Alistar's Empathic Perception .

1st level divination

Casting Time: 1 action

Range: 15 feet

Components: V, S, M (copper coin)

Duration: 3 minutes

This spell allows the caster to determine the basic emotional state of a living creature. It will not work on mindless creatures such as oozes, golems, and skeletons, but will work on animals as well as sentient creatures. Only basic emotions can be sensed; fear, anger, hunger, pain, love, etc. Only one creature can be scanned with this spell, and that creature must remain in line of sight.

Alistar's Memory Alteration

This spell functions the same as the 5th level spell modify memory. However, it can be easier to add to the spellbook of a wizard of the school of Alistar, using the Alistar Savant feature.

Alistar's Mind Shield

5th level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S Duration: 5 hours

This spell creates a mental barrier in the mind of the affected creature, affording it greater protection against magical assaults against the mind. All saving throws against enchantment type magic are made with a +2 bonus. Even magics that would not ordinarily allow the victim a saving throw will require one on behalf of the target, albeit with a -2 penalty to the roll.

Alistar's Mnemonic Enhancer

4th level transmutation (ritual)

Casting Time: 10 minutes

Range: Self

Components: V, S, M (100 gp ivory plaque and dragon's blood ink)

Duration: Special

This spell allows the caster to retain spells in his mind even though the spell slots for them should have been expended. A total of three level's worth of spell slots can be so retained; either three 1st level slots, a 1st and a 2nd level slot, or a 3rd level slot. It only works on spells that would normally have required a spell slot to be cast. The spell will remain in effect until the caster uses all three levels' worth of spell slots, or takes a long rest, whichever comes first.

Alistar's Plane Truth

7 th level divination (ritual)

Casting Time: 10 minutes Range: 30 feet

Components: V, S

Duration: Concentration, up to 16 minutes

This spell allows the caster to study a single creature. At the end of the first minute, its alignment will be known. At the end of the second minute, its home plane and patron god(s), if any, will be known as well. At the end of the two minutes, another creature can be scanned, to a total of eight creatures in all. The creatures scanned must be within line of sight.

Alistar's Protection from Scrying

6th level abjuration (ritual)

Casting Time: 10 minutes

Range: Touch

Components: V, S, M (5,000 gp star sapphire)

Duration: 6 hours

This spell allows the caster to elude all attempts at scrying or divination, whether by spell, magic item, or other contrivance, for the duration of the spell. In addition, the creature affected by the spell will instantly know if such an attempt has been made. If the spell is cast on the wizard himself, he can attempt to identify the person scrying or divining about him by making a successful Intelligence check.

At higher levels. If you cast this spell using a 7th level slot, the duration will increase by 2 hours, and will increase by an additional 2 hours for each higher-level spell slot.

Alistar's Replay of the Past

5th level divination (ritual)

Casting Time: 10 minutes

Range: Special

Components: V, S

Duration: Concentration (special)

This spell allows the caster to read the psychic impressions in a given room or area, which are created by especially violent and/or significant events. Upon the first casting of the spell, the most significant event in the area will replay before the

caster's eyes, as if he were standing right there at the time it occurred, with every detail visible (thus allowing him to recognize individuals, read things, etc.). He cannot interact at all with the images, and the replay will end when the event itself ends, in real time. If the spell is cast by the same caster in the same place, the second-most significant scene to play out there will then be visible. In theory, the caster could keep casting the spell in the same place and see ever-less-significant happenings there, until all of the psychic energy was gone through.

#### Alistar's Spell Enhancer

4th level transmutation

Casting Time: 0

Range: Special

Components: V Duration: Special

This spell allows the caster to, by the utterance of a single syllable at the start of some other spell, causing it to be cast with greater magical force. Any creature needing to make a saving throw against that spell will do so with a -2 penalty. Casting this spell does not affect the casting time of the spell whose effects are being enhanced.

#### Alistar's Superior Spell Enhancer

7th level evocation

Casting Time: 0

Range: Special

Components: V Duration: Special

This spell allows the caster to, by the utterance of a single syllable at the start of some other spell, causing it to be cast with greater magical force. Any creature needing to make a saving throw against that spell will do so with a -1 penalty, and all damage is increased by a number of hit points equal to the caster's proficiency bonus (if applicable). Casting this spell does not affect the casting time of the spell whose effects are being enhanced.

#### Alistar's Telepathic Bond

5th level divination

Casting Time: 1 action

Range: 20 feet

Components: V, S Duration: 3 hours

This spell creates a psychic link between two or more creatures. All must have an intelligence of 6 or higher, must be willing to have the link established, and must all be in range at the time the spell is cast. Language is irrelevant to the link; thoughts are projected without the need for conscious language. Up to 3 creatures can be so linked, but the link will be severed if one or more travel to some other plane. A wish spell can make the link permanent, but only between two creatures.

At higher levels. If cast with a higher level spell slot, the spell's duration, as well as the maximum number of creatures that can be linked, will increase:

Spell Slot Level	Duration	Max. Creatures
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6	4 hours	4
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7	S 5 hours	5
8	6 hours	6
9	7 hours	7

### Alistar's Urgent Utterance

6th level transmutation (ritual)

Casting Time: 10 minutes

Range: Self

Components: V, S, M (1,000 gp sapphire) Duration: Up to 24 hours

This spell allows the caster to prepare a second spell in such a way that it can be cast with the utterance of but a single word, effectively turning its casting time to 1 action. This spell is often used in conjunction with spells with a lengthy casting time, for obvious reasons. This spell is cast first, followed by the second spell, which does not take effect until the caster utters the trigger word, at which time the second spell will take effect normally. If the second spell is not activated within 24 hours, it will fade and be lost. Only a single spell can be so prepared at the same time.

This spell will not work on the following spells: conjure elemental, conjure minor elemental, contingency, guards and wards, legend lore, planar binding, Palant's transformation, and wish.

### Reanimate Construct

5th-level transmutation

Casting Time: 1 hour

Range: 30 feet

Components: V, S, M (A gemstone worth 50 gp that the spell consumes)

Duration: Concentration, up to 24 hours

This spell reanimates a construct that has been reduced to 0 hit points. The target must be within range and visible and it must be relatively intact. It can be missing limbs or a head, but it must still be possible for the target to move under its own power.

This spell cannot reanimate disintegrated constructs, iron golems destroyed by rust, or constructs reduced to a limbless torso. If the construct is destroyed a second time, further attempts at reanimation are hopeless.

The target construct is recreated and placed under your control as if you had created it. It retains only half of its maximum hit points while all its damage immunities

become resistances instead. It also loses both the berserk and magic resistance abilities. If you cast this spell on a shield guardian or any other construct that utilizes a control amulet or similar device, you are considered to be in possession of this device for the spells duration.

On each of your turns, you can use a bonus action to mentally command any construct you reanimated 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 chamber or corridor. If you do not issue any commands, the creature will

only defend itself against hostile creatures. Once given an order, the creature continues to follow it until its task is complete.

The target construct 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 on one construct you have reanimated with this spell, rather than reanimating a new one.

### Repulsion

6th-level abjuration

Casting Time: 1 action

Range: Self

Components: V, S, M (a small platinum shield worth 150 gp) Duration: 1 minute

You conjure a magical ward that prevents creatures from approaching you. Once cast, any creature within 20 feet of you must make a Wisdom saving throw. Creatures who fail this save may not move toward you for the duration of the spell. The creature is only limited in its movement toward you and is free to take other actions such as casting spells, fighting others, or utilizing ranged attacks.

If you move closer to the affected creature, they are not forced back, and if you move within reach they may choose to attack you. Creatures who make their Wisdom saving throw are unaffected by the spell.

### Resonant Blade Strike

Evocation cantrip

Secret Spell: Eldritch Tradition

Casting Time: 1 action

Components: V, M (a weapon)

Range: 5 feet

Duration: Instantaneous

You sheath your blade in humming energy that is violently released when you strike. As part of the action used to cast this spell, you must make a melee attack with a weapon against one creature within the spell's range, otherwise the spell fails. On a hit, the target suffers the attack's normal effects, and all other creatures within 5 feet of you must make a Dexterity saving throw or take thunder damage equal to your spellcasting ability modifier.

This spell's damage increases when you reach higher levels. At 5th level, the melee attack deals an extra 1d6 thunder damage to the target, and the thunder damage to the other creatures increases to 1d6 + your spellcasting ability modifier. Both damage rolls increase by 1d6 at 11th level and 17th level.

### Restoration, Greater

7th-level conjuration

You imbue a creature you touch with positive energy to restore it to its normal state. Any effect that would warp its mind or body, or diminish its abilities, ends.

Requirement: Casting this spell requires diamond dust worth at least 100 gp, which is consumed in the casting.

Effect: You touch a creature and choose one of the following effects.



**Break Enchantment:** You end one charm effect on the target.

**Lift Curse:** You end one curse on the target. This benefit also breaks attunement to one cursed item.

**Restore Ability:** You restore any of the target's reduced ability scores to their normal values.

**Restore Maximum Hit Points:** You end any effect that would reduce the target's hit point maximum.

**Stone to Flesh:** You restore a creature turned to stone or some other inorganic material back to its original form.

**Lesser Restoration:** Choose and apply one effect of the lesser restoration spell to the target.

**Ritual:** You can cast this spell as a ritual. You must spend 1 hour preparing a special ointment made from diamond dust and mystic herbs. When you finish, you must paint the target's body with the ointment until the substance covers the creature completely.

## Righteous Might

### Transmutation

**Level:** Clr 5, Strength 5

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 1 round/level (D)

This spell causes you to grow, doubling your height and multiplying your weight by 8. This increase changes your size category to the next larger one, and you gain a +4 size bonus to Strength and a +2 size bonus to Constitution. You gain a +2 enhancement bonus to your natural armor. You gain damage reduction 3/evil (if you normally channel positive energy) or damage reduction 3/good (if you normally channel negative energy). At 12th level this damage reduction becomes 6/evil or 6/good, and at 15th level it becomes 9/evil or 9/good (the maximum). Your size modifier for AC and attacks changes as appropriate to your new size category. This spell doesn't change your speed. Determine space and reach as appropriate to your new size.

If insufficient room is available for the desired growth, you attain the maximum possible size and may make a Strength check (using your increased Strength) to burst any enclosures in the process. If you fail, you are constrained without harm by the materials enclosing you— the spell cannot crush you by increasing your size.

All equipment you wear or carry is similarly enlarged by the spell. Melee and projectile weapons deal more damage. Other magical properties are not affected by this spell. Any enlarged item that leaves your possession (including a projectile or thrown weapon) instantly returns to its normal size. This means that thrown weapons deal their normal damage (projectiles deal damage based on the size of the weapon that fired them).

Multiple magical effects that increase size do not stack.

### Righteous Shield

4th-level abjuration

Casting Time: 1 action

Range: 10 feet

Duration: Concentration, up to 1 minute

Holy power radiates from you, protecting friendly creatures within 10 feet of you. For the duration, each friendly creature in the area, including you, gains resistance to bludgeoning, piercing, and slashing damage.

### Rune of Warding

3rd level evocation

Casting Time: 1 action

Range: 5 feet (15 ft radius)

Components: V, M, S

Duration: 1 hour

You create a 15-foot-radius, 20-foot-tall cylinder of magical energy centered on a point on the ground that you can see within range. A single glowing rune appears in the cylinder's center that seems to project mirror-images of itself along the cylinder's edge. When you cast this spell choose one of the following types of creatures: celestials, elementals, fiends, or undead. If a creature of your chosen type attempts to enter the cylinder they must make a Wisdom saving throw or find they are unable to do so. While they cannot physically enter the area, they may use ranged attacks, weapons with reach, or area affect abilities to affect those within the warded area. Creatures affected by the ward may, on their next turn, attempt a new Wisdom saving throw to push through.

At higher levels. The spell's duration is extended by 1 hour for each level slot level beyond the 3rd.

### Scintillating Pattern

Illusion (Pattern) [Mind-Affecting]

Level: Sor/Wiz 8

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Colorful lights in a 20-ft.-radius spread

Duration: Concentration + 2 rounds

Saving Throw: None

Spell Resistance: Yes

A twisting pattern of discordant, coruscating colors weaves through the air, affecting creatures within it. The spell affects a total number of Hit Dice of creatures equal to your caster level (maximum 20).

Creatures with the fewest HD are affected first; and, among creatures with equal HD, those who are closest to the spell's point of origin are affected first. Hit Dice that are not sufficient to affect a creature are wasted. The spell affects each subject according to its Hit Dice.

6 or less

Unconscious for 1d4 rounds, then stunned for 1d4 rounds, and then confused for 1d4 rounds. (Treat an unconscious result as stunned for nonliving creatures.)

7 to 12

Stunned for 1d4 rounds, then confused for 1d4 rounds.

13 or more

Confused for 1d4 rounds.

Sightless creatures are not affected by scintillating pattern.

Material Component

A small crystal prism.

Sequester

Abjuration

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: 1 willing creature or object

Duration: 1 day/caster level

When cast, this spell not only prevents divination spells from working to detect or locate the creature or object affected by Sequester, it also renders the affected creature or object invisible (as the Invisibility spell). Creatures affected by Sequester are unconscious and in a state of suspended animation until the spell wears off or is dispelled.

Material Component: A basilisk eyelash, gum Arabic, and a dram of whitewash.

Serten's Spell Immunity

Abjuration

Components: V, S, M

Casting Time: 1 action

Range: Touch

Targets: 1 willing creature/4 caster levels

Duration: 10 minutes/caster level

The spell's targets gain magic resistance for the spell's duration. Magic resistance grants advantage on saving throws against spells and other magical effects. A creature can only benefit from one spell immunity effect at a time.

**Material Component:** A diamond of at least 500 gp value, which must be crushed and sprinkled over the targets. Furthermore, each targeted creature must carry a 500 gp diamond in order to be granted the protection of this spell. If a target loses the gem, the spell ceases to affect that target.

### Shrink Item

Transmutation

Components: V, S

Casting Time: 1 action

Range: Touch

Target: 1 object of up to 2 cu. ft./caster level

Duration: 1 day/caster level; see text

You are able to shrink one nonmagical item (if it is within the size limit) to 1/16 of its normal size in each dimension (to about 1/4,000 the original volume and mass). This change effectively reduces the object's size by four categories. Optionally, you can also change its now shrunken composition to a clothlike one.

Objects changed by a Shrink Item spell can be returned to normal composition and size merely by tossing them onto any solid surface or by a word of command from the original caster. Even a burning fire and its fuel can be shrunk by this spell. Restoring the shrunken object to its normal size and composition ends the spell.

Shrink Item can be made permanent with a Permanency spell, in which case the affected object can be shrunk and expanded an indefinite number of times, but only by the original caster.

### Sky Lance

1st-Level Conjuration

Casting Time: 1 Action

Range: 60 ft, 5 ft. radius

Components: V, S, M (an iron dagger)

Duration: Instantaneous

You call forth a lance of lightning to strike your target. The target must make a Dexterity saving throw. On a failure, the target takes 1d8 lightning damage and attacks from metal weapons made against the target have advantage until the start of your next turn. On a success, the target takes half damage. Fail or save, thunder then cascades from the lance. The target and each creature within 5 feet of it must succeed on a Constitution saving throw or take 2d4 thunder damage and be unable to take reactions until the start of your next turn.

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

### Smith's Hammer

Evocation cantrip

Casting Time: 1 action

Range: 120 feet

Components: \, S

Duration: Instantaneous

A beam of crackling force streaks toward a construct or unattended object within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10

force damage, which bypasses any damage resistance or immunities.

This spell's damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

### Spell Resistance

Abjuration

Level: Clr 5, Magic 5, Protection 5

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The creature gains spell resistance equal to 12 + your caster level.

### Spell-Bane Blade

Evocation cantrip

Casting Time: 1 action Component: V, M (a weapon) Range: 5 feet

Duration: 1 round

As part of the action used to cast this spell, you must make a melee attack with a weapon against one creature within the spell's range, otherwise the spell fails. On a hit, the target suffers the attack's normal effects, and it becomes sheathed in blue arcane energy until the start of your next turn. If the target willingly casts a spell before then, the target immediately takes 1d8 fire damage, and the spell ends.

This spell's damage increases when you reach higher levels. At 5th level, the melee attack deals an extra 1d8 fire damage to the target, and the damage the target takes for casting a spell increases to 2d8. Both damage rolls increase by 1d8 at 11th level and 17th level.

### Spirit Flames

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 shimmering blueish green light. 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.

Spirits enveloped by these flames suffer 1d8 radiant damage if they shift into the Spirit Realm.

### Spiritcraft

Transmutation cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

Whispering to the spirits, you create one of the following effects within range:

- Spirits of wind and rain whisper to you what the weather will be at your location for the next 24 hours.
- You whisper to the spirit of a tree or plant to instantly make a flower blossom, a seed pod open, or a leaf bud bloom.
- You whisper to a lesser spirit to 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 whisper to a lesser spirit of flame to instantly light or snuff out a candle, a torch, or a small campfire.
- If you have the Boon feature you can create harmless sensory effects as appropriate to that spirit, such as the loud howl of a wolf.

### Spiritual Journey

6th-level divination

Casting Time: 1 hour Range: Self

Components: V, S, M (50 gp worth of incense and gifts of food for the spirits, which the spell consumes)

Duration: 1 minute

You undertake a journey of the spirit, traveling to the Spirit Realm. Such journeys are both complicated and draining affairs. While a journey may take hours or even days in the Spirit Realm, the entire experience lasts only 1 minute in the Mortal Realm. Once your journey ends, you suffer one level of exhaustion, which may only be recovered by

les11 ng.

While on your journey, your body lies unconscious and in a state of suspended animation; you do not need food, water, air or sleep until the spell ends. You are still somewhat aware of events happening to and around your body but most of your focus is in the Spirit Realm. You have disadvantage on all ability checks to notice or understand anything taking place around your body. If you wish, you can cut your journey short as an action, instantly returning your spirit to your body.

During your journey, you may consult with powerful spirits to learn about the future, the past, or the location of objects or creatures. You can ask questions of local spirits, convince restless spirits to leave an area or leave a person alone, or even convince powerful spirits to remove curses or break powerful enchantments.

While on your journey, you can convince the spirits to cast one of the following spells on your behalf:

- Augury
- Commune with nature
- Dispel magic
- Divination
- Locate animals or plants
- Locate creature
- Locate object
- Remove curse
- Speak with animals
- Speak with dead
- Speak with plants

Any spell that the spirits cast for you can only target a creature or object on your person or within reach of your body. The spirits will tug on your hands to touch the target as they cast the spell for you. When this spell ends, you must begin concentrating on any spell the spirits cast for you that has concentration.

The spirits do not perform these services for free; you must bargain with them for their power. Payment can take a variety of forms. A spirit might require a gift or the sacrifice of treasure or livestock. Some spirits might exchange their service for a quest undertaken by you.

As a rule of thumb, the spirits require gifts or sacrifices whose value is equal to 25 gp per level of the spell you wish them to cast. For example, if you cast spiritual journey and ask the spirits to cast augury, they will require 50 gp worth of gifts from you. The GM can adjust these payments based on the circumstances under which you cast the spell. These gifts are in addition to the material components to cast spiritual journey.

Gifts for the spirits (objects of art, food, livestock, shiny gems, etc..) must be on your person or within your reach when you cast spiritual journey. When you return to your body, the gifts crumble to dust.

#### Steal Water

4th-level transmutation

Casting Time: 1 action

Range: Self (10-foot radius)

Components: V, S

Duration: Instantaneous

You steal away the water from all creatures within 10 feet. Each creature in range must make a Constitution saving throw; creatures made of water (such as water elementals) suffer disadvantage on their saving throw. On a failed save, a target takes 8d6 slashing damage, or only half that on a successful save.

The water that you steal from creatures forms a barrier around you, granting you 10 temporary hit points that last 10 minutes.

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

### Stoneskin

4th-level abjuration

You sprinkle diamond dust over a creature's body to protect it from harm as you incant the echoing words of this spell. For a time, the creature's flesh becomes as hard as stone.

Requirement: You must have 100 gp worth of diamond dust, which is consumed when you cast the spell.

Effect: You touch a willing creature. For the next hour, the target has resistance to bludgeoning, piercing, and slashing damage.

### Stoneskin

4th-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S, M (diamond dust worth 100 gp, which the spell consumes)

Duration: 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 bludgeoning, piercing, and slashing damage.

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### Storm of Knives

2nd-level evocation

Casting Time: 1 action

Range: Self (15-foot cone)

Components: V, S, M (a small silver dagger)

Duration: Instantaneous

Cupping your hands before you, you send out a 15-foot cone of wickedly sharp blades. Any number of creatures you choose within the cone must make a Dexterity saving throw. A creature takes 4d4 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 3rd level or higher, the damage increases by 1d4 for each slot level above 2nd.

### Storm-bound Sigil

1st-Level Evocation

Casting Time: 1 Bonus Action

Range: Self

Components: V

Duration: Concentration, up to 1 minute

Classes: Paladin, Warlock

The first time you hit with a weapon attack during this spell's duration, your weapon crackles with lightning, emitting a bright glow within 30 feet of you. The attack deals an extra 2d6 lightning damage to the target, ringing the target in a number of spinning storm-bound sigils equal to your spellcasting modifier (minimum of 1). Whenever a creature other than you, and up to 5 creatures you choose, starts its turn within 5 feet of the target, or the first time it comes within 5 feet of the target during its turn, the creature must make a Strength saving throw. On a failed saving throw, the creature approaching the target ringed in sigils is pushed 10 feet and knocked prone, a storm-bound sigil is consumed, and creatures within 300 feet hear a thunderclap. On a successful saving throw, the creature is not pushed or knocked prone, and a sigil is consumed. The spell ends when you cease concentration, or no more spinning storm-bound sigils remain.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the saving throw for one sigil for each spell slot 2nd level or higher is made with disadvantage.

### Summon Sarish's Own

3rd-level conjuration

Casting Time: 1 minute

Range: 90 feet

Components: V, S

Duration: Concentration, up to 1 hour

You summon an infernal that appears in an unoccupied space that you can see within range. Choose one of the following options for what type of infernal appears:

- One infernal of challenge rating 2 or lower
- Two infernals of challenge rating 1 or lower
- Four infernals of challenge rating 1/2 or lower
- Eight infernals of challenge rating 1/4 or lower

All infernals summoned with this spell bear the Sigil of Sarish. An infernal 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, although it is clear they resent being forced into this alliance. Roll initiative for the summoned creatures as a group, which has its own turns. They will obey your verbal instructions to the letter (no action required by you), if you speak in a

language they can understand. If you do not issue any command, they defend themselves from hostile creatures, but otherwise take no actions.

**At Higher Levels:** When you cast this spell using a 5th level spell slot or higher, you can add another summoning option to those listed above. This option is to summon one infernal of challenge rating equal to the level of the spell slot used to cast this spell.

For example, if you use a 7th level spell slot to cast this spell, you can choose any of the options listed above or the option to summon one infernal of challenge rating 7 or lower.

### Summon Tome

Secret Spell: Faithful of Althares or val'Abebi

1st-level conjuration (ritual)

Casting Time: 1 hour

Range: Self

Components: V, S, M (a page torn from a book, which the spell consumes)

Duration: 12 hours

You summon a phantasmal version of a tome from the Great Library of Althares. When you cast this spell, you choose the tome's general topic. This can be a skill (such as Arcana, History, Nature, Psionics, or Religion), a craft or trade (such as sailing or blacksmithing) or a type of creature (such as beasts, elementals, or plants).

During the hour it takes to cast this spell, you pour over the summoned tome and gain insight into your chosen topic. After this time, the tome disappears but the knowledge remains.

For the duration, you may add 1d4 to any Intelligence check you make regarding your chosen topic. Once the spell's duration is over, this effect ends, and you retain no memory of what you read. You may cast this spell again to choose a different subject, ending the spell.

### Sunburst

8th-level evocation

At your command, brilliant, blinding light bursts from a point you choose, washing the area with its purifying rays. The light's sudden appearance and great intensity incinerate creatures in its presence and blind any survivors.

**Effect:** Choose a point within 100 feet of you. Sunlight flashes in a 40-foot-radius cloud centered on that point. Each creature in the cloud must make a Constitution saving throw. A creature takes 12d6 radiant damage and becomes blinded for 1 minute on a failed save, or takes just half as much damage on a successful one.

Undead, oozes, fungi, and mold always fail this saving throw.

This spell ends darkness created by spells of 9th level or lower.

### Teleport

7th-level conjuration

Permanent teleportation circles are safe endpoints for teleport spells. However, those who master and cast greater teleport fling caution to the wind and attempt to teleport to any location.

As you cast this spell, you envision the location where you want to appear, attempting to imagine it clearly in your mind. When you finish the spell, the air around you seems to catch fire as you and your chosen companions are instantly whisked elsewhere.

Casting Time: 1 action.

Effect: Choose up to five willing creatures within 5 feet of you. You and each creature you chose are instantly shunted from your current location to a destination that is known to you and is on the same plane as you. Your familiarity with the destination determines whether you arrive there successfully. Roll d% and consult the table.

	On	Off	Similar		
Familiarity	Target	Target	Area	Mishap	
Permanent circle		01-100	—	—	—
Very familiar	01-96	97-99	100	—	
Studied carefully		01-76	77-87	88-95	96-100
Seen casually	01-46	47-56	57-66	67-100	
Viewed once	01-26	27-46	47-56	57-100	
Description	01-26	27-46	47-56	57-100	
False destination		—	—	81-92	93-100
(roll d20 + 80)					
Associated object		01-100	—	—	—

Familiarity: “Permanent circle” means a permanent teleportation circle whose sigil sequence you know. “Very familiar” is a place you have been very often and where you feel at home. “Studied carefully” is a location you know well, because you have been there often or you have used other means to study the place. “Seen casually” is someplace you have seen more than once but with which you are not very familiar. “Viewed once” is a place you have seen once, possibly using magic. “Description” is a place whose location and appearance you know through someone else’s description, perhaps from a map.

“False destination” is a place that doesn’t exist. Perhaps you tried to scry an enemy’s sanctum but instead viewed an illusion, or you are attempting to teleport to a familiar location that no longer exists. When traveling to a false destination, you roll 1d20 + 80 rather than d%, since there is no real destination for you to arrive at or be off target from.

“Associated object” means that you possess an object taken from the desired destination within the last six months, such as a book from a wizard’s library, bed linen from a royal suite, a chunk of marble from a lich’s secret tomb, or the like.

On Target: You and your group appear where you want to.

Off Target: You and your group appear a random distance away from the destination in a random direction. Distance off target is 1d10 X 1d10% of the distance that was to be traveled. For example, 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%, or 18 miles. The DM determines the direction off target randomly by rolling a d8. On a

1, north; 2, northeast; 3, east; 4, southeast; 5, south; 6, southwest; 7, west; 8, northwest. If you were teleporting to a coastal city and wound up 18 miles out at sea, you could be in trouble.

**Similar Area:** You wind up in an area that's visually or thematically similar to the target area. A wizard heading for her home laboratory, for example, might wind up in another wizard's laboratory or in an alchemical supply shop that has many of the same tools and implements as in her 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.

**Mishap:** You and anyone else teleporting with you are assaulted by the spell's magic. You each take 1d10 force damage, and you reroll on the table to see where you wind up. For these rerolls, roll 1d20 + 80 instead of d%. Each time this result comes up, you take another 1d10 force damage and reroll.

**Ritual:** You can cast this spell as a ritual. You must spend 1 hour inscribing a circle on the ground, using rare inks made from powdered gemstones. Upon completion of the ritual, the physical representation of the circle flares and burns away to ash.

### Teleport without Error Conjuration

This spell functions like Teleport, except that you may teleport yourself and up to 8 willing creatures, there is no range limit, and there is no chance you arrive off target.

In addition, you need not have seen the destination but, in that case, you must have at least a reliable description of the place to which you are teleporting. If you attempt to teleport with insufficient information (or with misleading information), you disappear and simply reappear in your original location. Inter-planar travel is not possible.

### Teleport, Greater 7th-level conjuration

Permanent teleportation circles are safe end points for teleport spells. However, those who master and cast greater teleport fling caution to the wind and attempt to teleport to any location.

As you cast this spell, you envision the location where you want to appear, attempting to imagine it clearly in your mind. When you finish the spell, the air around you seems to take fire as you and your chosen companions are instantly whisked elsewhere.

**Effect:** You touch up to five willing creatures. You and each creature you touched are instantly shunted from your current location to a destination that is known to you and is on the same plane as you. Your familiarity with the destination determines whether you arrive there successfully. Roll d% and consult the table.

Familiarity	On Target	Off Target	Similar Area	Mishap
Permanent circle	100	—	—	—
Very familiar	01-96	97-99	100	—
Studied carefully	01-76	77-87	88-95	96-100
Seen casually	01-46	47-56	57-66	67-100
Viewed once, or	01-26	27-46	47-56	57-100

description	False destination	(1d20+80)	81-92	93-100
Associated object	100	—	—	—

Familiarity: “Permanent circle” means a permanent teleportation circle whose sigil sequence you know. “Very familiar” is a place you have been very often and where you feel at home. “Studied carefully” is a location you know well, because you have been there often or you have used other means to study the place. “Seen casually” is someplace you have seen more than once but with which you are not very familiar. “Viewed once” is a place you have seen once, possibly using magic. “Description” is a place whose location and appearance you know through someone else’s description, perhaps from a map.

“False destination” is a place that doesn’t exist. Perhaps you tried to scry an enemy’s sanctum but instead viewed an illusion, or you are attempting to teleport to a familiar location that no longer exists. When traveling to a false destination, roll 1d20 + 80 rather than d%, since there is no real destination for you to arrive at or be off target from.

“Associated object” means that you possess an object taken from the desired destination within the last six months, such as a book from a wizard’s library, a sheet from a royal suite, a chunk of marble from a lich’s secret tomb, or some other object linked to the location.

On Target: You appear where you want to.

Off Target: You appear safely a random distance away from the destination in a random direction. Distance off target is d% of the distance that was to be traveled. The DM determines the direction off target randomly by rolling a d8. On a 1, north; 2, northeast; 3, east; 4, southeast; 5, south; 6, southwest; 7, west; 8, northwest.

Similar Area: You wind up in an area that’s visually or thematically similar to the target area. 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.

Mishap: You and anyone else teleporting with you are assaulted by the spell’s magic. You each take 1d10 force damage, and you reroll on the table to see where you wind up. For these rerolls, roll 1d20 + 80 instead of d%. Each time this result comes up, you take another 1d10 force damage and reroll.

Ritual: You may cast this spell as a ritual. You must spend 8 hours inscribing a circle on the ground. The required components include minerals native to the plane, such as amethyst, diamond, quartz, and so on. Upon completion of the ritual, the physical representation of the circle flares and burns away to ash.

## Palant's Brawl

2nd level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (bit of bear or gorilla fur) Duration: 1 round per level

This spell allows the caster to cause any single person touched to become much more proficient in unarmed combat. When making an unarmed strike, the affected creature gains advantage and a +2 bonus to your initiative check. When grappling, you gain advantage and a +4 bonus to your Strength

(Athletics) check to prevent an enemy from escaping. When shoving, the affected creature gains advantage.

#### Palant's Deadly Strike

3rd level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (full set of tiger claws) Duration: 1d6+3 rounds

This spell allows the creature touched to be much more effective in battle. For the duration of the spell, the recipient will do maximum damage when using melee or ranged weapons. It does not impact magical damage such as that from spells, nor does it have any impact on damage caused by siege engines, but it will work in addition to other combat-enhancing magic and magic weapons.

#### Palant's Eye of the Eagle

3rd level transmutation (ritual)

Casting Time: 1 minute

Range: Touch

Components: V, S, M (eagle feathers and ground carrot)

Duration: 10 minutes per level

This spell enhances the visual acuity of the creature touched. The affected creature has double the normal range of vision in all circumstances, even impacting darkvision and similar effects. This will also have the effect of giving the creature advantage when firing any ranged weapon, but does not increase the weapon's range.

#### Palant's Eye of the Tiger

1st level transmutation (ritual)

Casting Time: 1 minute

Range: Touch

Components: V, S, M (tiger whisker and ground carrot)

Duration: 1 round per level

This spell gives the creature touched vision equal to that of a great cat. The affected creature will have darkvision 30', and sees as if the area were one level of light and obscuration better; heavily obscured areas are treated as if they were lightly obscured, dim light is treated as bright light, etc.

#### Palant's Flaming Blade

4th level transmutation

Casting Time: 1 action

Range: 20'

Components: V, S, M (5 gp pinch of phosphorus

or 5 gp quartz crystal)

Duration: Special

This spell will grant a single dagger either the properties of flame or frost, described below. In addition to those powers, the dagger affected by the spell gets a +1 bonus to damage (not to hit) for the duration of the spell. The spell will not work on any weapon other than a dagger, and will not work on any dagger that already has some other cold or fire based magical effect. The duration depends on the spell slot used to cast the spell:

Spell Slot Used	Duration
4th level	10 rounds
5th level	12 rounds
6th level	14 rounds
7th level	16 rounds
8th level	18 rounds
9th level	20 rounds

The flame dagger lights up as a torch, radiating light in a 30' radius. Any combustibles touched by the blade will ignite, and creatures that are immune to cold damage such as white dragons will take an additional 2 hit points of damage if the blade hits, in addition to the regular + 1 bonus the spell confers.

The frost dagger will emit a blue glow in a 10' radius. If placed in contact with water, up to 1 cubic foot of water will be frozen per minute. Any creatures that are immune to fire damage such as salamanders will take an additional 2 hit points of damage if the blade hits, in addition to the regular +1 bonus the spell confers.

#### Palant's Fortunes of War 6th level abjuration (ritual)

Casting Time: 10 minutes

Range: Touch

Components: V, S, M (5,000 gp jewelry or gems)

Duration: Special

This spell allows the caster to grant to one individual the power to cheat death once. At your discretion, you can choose to avoid any single attack that would reduce you to zero hit points or fewer, or any single magical attack that has the effect of removing you from action (stone to flesh, sleep, fear, charm, etc.). Once you have chosen to do so, you are entitled to a Dexterity check with a DC of 20, even if you have already failed a saving throw related to the attack. If successful, you only lose hit points equal to half your current total (round down), or the spell fails to affect you at all. The spell is lost regardless of whether or not the save is successful, and only one Palant's Fortunes of War spell can be cast on the same creature at the same time.

#### Palant's Giant Strength 4th level transmutation (ritual)

Casting Time: 10 minutes

Range: Touch

Components: V, S, M (giant or titan hair) Duration: 30 minutes per level

This spell allows the caster to increase the strength of any single creature touched. The strength conferred to the recipient depends on the spell slot used to cast the spell:

Spell Slot Used    Increase Strength To:

4th level    16

5th level        17

6th level        18

7th level

8th level        20

9th level        21

If the recipient's strength is already that strong or higher, the recipient will gain 1 point of strength.

#### Palant's Hunting Hawk

2nd level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (feather from a hawk's wing) Duration: Concentration, up to 1 round per level

This spell transforms one arrow into a hunting hawk as the arrow is fired from a bow (use the statistics for Hawk (Falcon) in the Player's Handbook, Appendix D). The hawk has 3 hit points, and will follow the mental orders of the caster, including attacking enemies. The hawk gets advantage on its first attack against any target, and does double damage, but only on the first attack per target. If the spell is cast on a magic arrow, the hawk will enjoy the magical bonuses of the arrow for as long as it exists. Once the spell is over or the hawk is destroyed, the hawk and the original arrow will both disappear. The spell will not function on an arrow of slaying.

#### Palant's Master at Arms\*

4th level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (crane feather)

Duration: 10 minutes per level

This spell allows the caster to turn the person touched into a master of a particular type of weapon. The character is automatically proficient with the weapon if he or she is not already, and gains advantage on any attack with that weapon. The weapon type must be specific; it can affect greatswords (for instance) but not martial melee weapons. The spell can only be cast on someone with at least one level as a fighter or ranger.

#### Palant's Primal Fury

5th level transmutation

Casting Time: 1 action



Range: 20 yards

Components: V, S, M (bit of wolverine or grizzly bear fur)

Duration: 1 minute

This spell temporarily allows the caster to cause someone (or himself) to rage as if the target were a barbarian. In addition, during the duration of the spell, the person affected gains 12 (4d6) bonus hit points; any damage taken during the duration of the spell will be taken from these bonus points first. The spell ends when the rage would normally end, or after one minute, or if a dispel magic spell is cast on the recipient. The spell can only be cast on someone with at least one level in fighter or ranger.

#### Palant's Running Warrior

4th level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (bit of fur from a live wolf) Duration: 1 minute per level

This spell confers the same benefit as a haste spell, except the recipient can also take dash as a bonus action in the round.

#### Palant's Staff of Smiting

4th level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (small iron bar)

Duration: 2 rounds per level

This spell allows the caster to temporarily enchant a quarterstaff in his hands into a magical weapon. The spell will only affect non-magical quarterstaves, and will grant it a +1 bonus to hit and +4 damage for the duration of the spell.

#### Palant's Steady Aim

1st level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (small coiled spring) Duration: 1 minute per level

This spell allows the caster to cause one subject to incur no penalties to hit when firing a missile weapon, as long as those penalties are caused by unsteady footing, rapid movement, etc. No matter how much the attacker is gyrating or moving, his aim will be the same as if he were standing on a solid stone floor. The spell does not confer any other bonuses.

#### Palant's Transformation

Transmutation

Level: Sor/Wiz 6

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

You become a virtual fighting machine—stronger, tougher, faster, and more skilled in combat. Your mind-set changes so that you relish combat and you can't cast spells, even from magic items.

You gain a +4 enhancement bonus to Strength, Dexterity, and Constitution, a +4 natural armor bonus to AC, a +5 competence bonus on Fortitude saves, and proficiency with all simple and martial weapons. Your base attack bonus equals your character level (which may give you multiple attacks).

You lose your spellcasting ability, including your ability to use spell trigger or spell completion magic items, just as if the spells were no longer on your class list.

Material Component

A potion of bull's strength, which you drink (and whose effects are subsumed by the spell effects).

Thaegon's Guardian of Nature

Transmute Metal to Wood

Transmutation

Components: V, S, M

Casting Time: 1 action

Range: 400' (Long)

Area of Effect: All metal objects within a 40' radius circle

Duration: Instantaneous

This spell enables you to change all nonmagical metal objects within its area to wood. Weapons, armor, and other metal objects carried by creatures are affected as well.

Weapons converted from metal to wood deal % damage. The base armor class of any armor converted from metal to wood is reduced by 1. Weapons changed by this spell splinter and break on any natural attack roll of 1 or 2, and armor changed by this spell loses an additional point of base armor class every time it is struck with a natural attack roll of 19 or 20.

Only Limited Wish, Miracle, Wish or similar magic can restore a transmuted object to its metallic state.

## Приложения

Приложение 1 – Термины и определения

Приложение 2 – Заклинания по классам

Приложение 3 – Заклинания по кругам

Приложение 4 - Лицензия