



SCOUNDREL'S SPELLBOOK



Twenty-five spells built for scoundrels, rascals and rakes.

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Twenty-five spells built for scoundrels, rascals and rakes! with thievery and trickery, both on land and at sea. Balanced with an eye toward existing spells, these will slot easily into the spellbook of any bard or arcane trickster looking for a bit more blast, or any GM looking for something nasty up the pirate queen's

sleeve.

This spellbook includes spells of every level, skewed toward scalable damage at lower levels and utility. Thank you for purchasing, and please feel free to ask for clarification in a comment or by tweeting me at @ashtonnduncan.

BACKSTAB

Evocation cantrip

Casting Time: 1 action

Range: 5 feet

Components: V, M (a weapon)

Duration: Instantaneous

Classes: 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. For this attack, your critical range is increased by one. Your critical range cannot be increased beyond 19 with this spell.

CAPTAIN ON DECK

3rd-level enchantment

Casting Time: 1 action

Range: Self (15-foot radius)

Components: V, S, M (a hat)

Duration: Concentration, Up to 10 minutes

Classes: Bard, Paladin, Sorcerer, Warlock

Listen up fives, a ten is speaking. Every creature within a 15-foot radius centered on the caster must make a Wisdom saving throw. Any creature in the area that fails cannot create sound unless spoken to (or casted at, using a spell including a verbal component).

At the end of each minute an affected creature can make another Wisdom saving throw. If an affected creature takes damage, the spell's effect ends for that creature.

DEADSHOT

5th-level evocation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (one gram of lead)

Duration: Instantaneous

Classes: Bard, Sorcerer, Warlock, Wizard

You shape and hurl six lead projectiles with unerring accuracy. Each projectile hits a creature of your choice that you can see within range. A projectile deals 1d6 + 1 piercing damage to its target. The projectiles all strike simultaneously, and you can direct them to hit one creature or several.

DETECT CONTENTS

1st-level divination (ritual)

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Instantaneous

Classes: Bard, Wizard

As an action, you touch an item and know its contents (if any), including the material an item is made of and its approximate size.

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.

DEVIL IN THE DETAILS

2nd-level illusion

Casting Time: 1 minute (ritual)

Range: 5 feet

Components: S, M (10gp lead ink, which the spell consumes)

Duration: 10 days

Classes: Bard, Warlock, Wizard

You conjure a contract from thin air, stipulating the details of an arrangement with another creature.

To you and any creatures who can read it, the contract's text appears normal, written in your hand, and conveys whatever meaning you intended when you conjured the text. At the end of the contract you may inlay an addendum, invisible for the duration or until the contract is signed.

If the spell is dispelled, the invisible script appears.

A creature with truesight can read the hidden message.

DISARMING CHARM

1st-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

Classes: Bard, Paladin, Sorcerer, Warlock

You distract an enemy into dropping something they are holding. The target may make a Strength or Dexterity saving throw (their choice). On a fail, the target drops its weapon within its melee range. The attacker has advantage on its chosen saving throw if the target is holding the item with two or more hands.

GALLOWS HUMOR

6th-level necromancy

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

Classes: Cleric, Sorcerer, Warlock, Wizard

You remind a creature you can see within range of the humor in their impending demise. The creature must make a Wisdom save, taking half damage on a success. If it's missing any hit points, the damage is 6d12+30 necrotic damage; otherwise, it's 6d8+30.

If there are any corpses within 30 feet of the target, they cackle for the next 1d6 rounds before falling silent once again. This effect persists if the dead are affected by spells such as animate dead or revivify and for the duration are unable to speak or perform verbal components.

IMPECCABLE TIMING

5th-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 8 hours

Classes: Bard, Sorcerer, Wizard

You touch a creature and grant it a swift escape from looming death.

The first time the target would drop to 0 hit points as a result of taking damage, the target can instead choose to teleport within 30 feet to a place it can see.

If the spell is still in effect when the target is subjected to an effect that would kill it instantaneously without dealing damage, that effect is instead negated against the target, and the spell ends.

MAROON

8th-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a wooden plank)

Duration: Concentration, Up to 10 minutes

Classes: Bard, Druid, Sorcerer, Warlock, Wizard

You banish a creature that you can see within range into an island demiplane. The target remains there for the duration or until it escapes the island.

The target can use its action to attempt to escape. When it does so, it makes a DC 20 Wisdom check. If it succeeds, it escapes, and the spell ends.

When the spell ends, the target reappears in the space it left or, if that space is occupied, in the nearest unoccupied space.

NAVIGATOR'S SENSE

Transmutation cantrip

Casting Time: 1 action

Range: Self (15-foot cube)

Components: S

Duration: Instantaneous

Classes: Bard, Cleric, Druid

You instantly know wind speed, wind direction, and the tidal times of the area in range.

ON REPEAT

3rd-level enchantment

Casting Time: 1 action

Range: 90 feet

Components: V, S

Duration: Concentration, Up to 1 minute

Classes: Bard, Sorcerer, Wizard

The notes and lyrics of this song linger in the mind of the target. A creature of your choice that can hear you must make a Wisdom saving throw or be affected by your song. Creatures that can't be charmed and creatures that cannot hear are immune to this spell.

An affected target can't take reactions and must roll a d4 at the start of each of its turns to determine its behavior for that turn.

d4

Behavior

- 1 The creature must use all its movement to dance without leaving its space and has disadvantage on Dexterity saving throws and attack rolls.
- 2 The creature hums along to your song, and is unable to cast verbally, speak, or maintain concentration.
- 3 The creature uses its action to tip you for your song, throwing 1d10 copper to your feet. If the creature does not carry money it instead claps, snaps, or otherwise shows its appreciation to the best of its ability.
- 4 The creature can act and move normally, though the song lingers.

At the end of each of its turns, an affected target can make a Wisdom saving throw. If it succeeds, this effect ends for that target.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the radius of the sphere increases by 5 feet for each slot level above 4th.

PHANTOM WEIGHT

1st-level transmutation

Casting Time: 1 action

Range: Touch

Components: S

Duration: Instantaneous

Classes: Bard, Sorcerer, Wizard

You create the sensory effect of a weight no heavier than one pound and no larger than six square inches.

If a creature attempts to interact with or comes into physical contact with the weight it discerns the phantom weight for what it is and the sensory effect ends for them.

PARLEY

4th-level abjuration

Casting Time: 1 minute

Range: 30 feet

Components: V, S

Duration: Concentration, Up to 1 hour

Classes: Bard, Cleric, Paladin, Wizard

You choose a creature within range as an emissary. They are warded against attack. Until the spell ends, any creature who targets the warded creature with an attack or a harmful spell, including an area of effect spell that would affect the creature or its location, must first make a Charisma check contested by the target creature. On a fail, the creature does nothing.

If the target creature makes an attack or casts a spell that affects an enemy creature, this spell ends.

RAPIER WIT

2nd-level evocation

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: Concentration, Up to 10 minutes

Classes: Bard, Sorcerer, Warlock, Wizard

You hone your insults to a sharp point. The formed weapon is similar in size and shape to a rapier, and it lasts for the duration. If you let go of the blade, it disappears, but you can evoke the blade again as a bonus action.

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

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for every two slot levels above 2nd.

REPARTÉE

Enchantment cantrip

Casting Time: 1 action

Range: 30 feet

Components: V

Duration: Instantaneous

Classes: Bard, Wizard

You sling insults at your opponent. If the target can hear you (though it need not understand you), it must succeed on a Wisdom saving throw or take 1d6 psychic damage. Your opponent may use their reaction to return the insult, in which case you must also make a Wisdom saving throw or also take 1d6 psychic damage.

SAFE AS HOUSES

6th-level illusion

Casting Time: 8 hours

Range: Touch

Components: V, S, M (a miniature house made of glass worth at least 500 gp, which the spell consumes)

Duration: Until dispelled

Classes: Bard, Wizard

You make a freestanding structure in an area up 2,500 square feet functionally invisible—passersby will ignore the structure and explain its absence away without interacting with it. The spell doesn't disguise or conceal creatures who interact with the structure.

Creatures with Truesight can see through the Illusion to the structure's true form.

SELTWIND'S SHOT

3rd-level evocation

Casting Time: Reaction

Range: 60 feet

Components: V, S

Duration: Instantaneous

Classes: Paladin, Ranger, Warlock

You point your finger, and the creature that damaged an ally is hit by streak of crackling energy. Make a ranged spell attack against the target. On a hit, the target takes 3d10 force damage.

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

SILVER TONGUE, SILVER BLADE

1st-level transmutation

Casting Time: 1 bonus action

Range: Touch

Components: V, S

Duration: 1 hour

Classes: Bard, Paladin, Sorcerer, Warlock

Touch a non-magical weapon. It becomes silvered until the spell ends.

SIREN'S CALL

6th-level evocation

Casting Time: Reaction

Range: 60 feet

Components: V

Duration: Instantaneous

Classes: Bard, Cleric, Druid, Sorcerer, Wizard

Your song creates an illusory deep body of water, visible only to that creature. The target must make a Wisdom saving throw. On a failed save, the target begins to be crushed by the depths. At the end of each of the target's turns before the spell ends, the target must succeed on a Wisdom saving throw.

If the target of this spell has not succeeded on their Wisdom save by a number of minutes equal to 1 + its Constitution modifier once that time passes, they drown. See Suffocation rules in the *Player's Handbook* for more information.

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

SKELETON CREW

9th-level necromancy

Casting Time: 1 minute

Range: 10 feet

Components: V, S, M (A drop of blood, a piece of flesh, and a ship's flag)

Duration: Instantaneous

Classes: Bard, Cleric, Wizard

This spell creates a number of undead servants equal to the number of bodies aboard the waterborne vehicle or the equal to the number needed to adequately crew said waterborne vehicle, whichever is lower. Your spell imbues the crew with a foul mimicry of life, raising them as Undead creatures. The targets become Skeletons with 1 hit point.

On each of your turns, you can use a Bonus Action to mentally command any creature you made with this spell if the creature is within 60 feet of you (if you control multiple creatures, you can command any or all of them at the same time, issuing the same command to each one). You decide what action the creature will take and where it will move during its next turn, or you can issue a general command, such as to guard a particular chamber or corridor. The creature only defends itself against hostile creatures. Once given an order, the creature continues to follow it until its task is complete.

The creature is under your control for 24 hours, after which it stops obeying any command you've given it. To maintain control of the creature for another 24 hours, you must cast this spell on the creature again before the current 24-hour period ends. This use of the spell reasserts your control over the creatures you have animated with this spell, rather than animating a new ones.

SPITEFUL STRIKE

1st-level evocation

Casting Time: 1 action

Range: 5 feet

Components: V, M (a weapon)

Duration: Instantaneous

Classes: Bard, Paladin, 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 takes 2d6 additional psychic damage. On a miss, you are invigorated to strike harder and faster next time, and gain advantage on your next melee attack.

SUMMON CREW

7th-level conjuration

Casting Time: 1 minute

Range: 60 feet

Components: V, S, M (A waterborne vehicle)

Duration: 8 hours

Classes: Bard, Warlock, Wizard

This spell creates a number of invisible, mindless, shapeless servants equal to the number needed to adequately crew a waterborne vehicle, minus the caster. The crew responds to simple commands such as directions and speed changes until the spell ends. The crew each have AC 10, 1 hit point, and can't attack. If any unseen crewmember drops to 0 hit points, the spell ends.

Once on each of your turns as a bonus action, you can mentally command the servants to move up to 15 feet and interact with the waterborne vehicle. If you command the servants to perform a task that would move them off the ship, the spell ends.

SWITCHEROO

3rd-level illusion

Casting Time: 1 action

Range: Touch

Components: S, M (fleece)

Duration: Instantaneous

Classes: Bard, Sorcerer, Warlock, Wizard

This spell allows you to swap the appearance of a creature you touch with yourself. An unwilling target can make a Charisma saving throw, and if it succeeds, it is unaffected by this spell. A target that fails by more than 5 doesn't notice their changed appearance.

URCHIN'S HIDEAWAY

2nd-level evocation (ritual)

Casting Time: 1 minute

Range: Self

Components: V, S

Duration: 8 hours

Classes: Bard, Druid, Ranger, Wizard

An immobile dome of force springs into existence around and above you and remains stationary for the duration. One additional Tiny creature can fit inside the dome with you. The spell ends if you leave its area.

The spell fails if its area includes an area larger than the space needed for you to lie prone. Creatures and objects within the dome when you cast this spell can move through it freely. All other creatures and objects are barred from passing through it. Spells and other magical effects can't extend through the dome or be cast through it. The atmosphere inside the space is comfortable and dry, regardless of the weather outside.

Until the spell ends, you can command the interior to become dimly lit or dark. The dome is opaque from the outside, of any color you choose, but it is transparent from the inside.

X MARKS THE SPOT

2nd-level divination

Casting Time: 1 minute (ritual)

Range: Touch

Components: V, S

Duration: 8 hours

Classes: Bard, Druid, Sorcerer, Ranger, Warlock, Wizard

While casting this spell, mark an X in or on the ground. For the duration of the spell you know the marked location's direction in relation to you and the direct distance back to it even if the mark is destroyed.