

ENCYCLOPÆDIA  
FORMULÆ  
ARCANA

A COLLECTION OF SPELLS

VOLUME

B



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# ENCYCLOPEDIA FORMULAE ARCANA

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MAGIC YOU MIGHT LIKE BUT CAN'T FIND IN A 5E  
CORE RULEBOOK

## VOLUME B

BY **R P DAVIS & BRYAN HOLMES**

THE AUTHORS ARE NOT RESPONSIBLE FOR MISSING EYEBROWS OR  
OTHER FACIAL HAIR RESULTING FROM MAGICAL EXPERIMENTS. EYE OF  
NEWT, TONGUE OF TOAD, UNICORN TEARS, AND 1000GP DIAMONDS NOT  
INCLUDED. USE AT OWN RISK.



# INTRODUCTION



elcome to **Volume B** of **Encyclopaedia Formulae Arcana!**

Since the beginning, when Gygax and Arneson et al gathered around tables, there have been thousands of spells developed for the world's most popular roleplaying game.

The Encyclopaedia attempts to take as many spells as possible from previous-edition sourcebooks and update them for 5e.

Those spells which are already found in an official 5e hardcover book, deal damage in a way inconsistent with 5e mechanics (such as ability-score damage), affect alignment, or duplicate class abilities have not been included.

Where a spell refers to another spell, condition, or effect, where possible the reference has been linked to [www.5thsrd.org](http://www.5thsrd.org) for your convenience.

Volume B adds a new team member: Bryan Holmes! Bryan is an avid DMs Guild creator and wonderful member of the community. He volunteered his collection of 4th edition books so we could delve into them for more magic and mayhem.

As always, if you know of a spell which **should** be here but has been omitted, [contact the author](#). Omissions will be rectified in updates to this volume.

**PLAYERS: Do not** use these spells without your DM's permission!

**DMs: *Have a blast!***

## A NOTE ON SPELL ATTACKS

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Some spells require an attack roll, whether to touch a creature in melee or to hit them with a hurled spell. The ability modifier used for a spell attack depends on your spellcasting ability score, just as a Fighter's chance to hit with an axe depends on their Strength score: If a spell calls for a melee or ranged spell attack, you add your spellcasting ability modifier to your attack roll.

In addition, when you make a spell attack you add your proficiency bonus to your attack roll, just as a character using a weapon adds their proficiency bonus to their attack roll, provided they're proficient with that weapon.

Your spell attacks are subject to the same general rules as weapon attacks, [found here](#).

**Enjoy!**

*R P Davis & Bryan Holmes*

# CLASS SPELL LISTS

## BARD

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### CANTRIPS (0-LEVEL)

Ballad of the Zombie King  
Bloodbridge

### 1ST LEVEL

Backbiter  
Banish Dazzle  
Battle Runner  
Beastland Ferocity  
Bedeviling Burst  
Bigby's Feeling Fingers  
Bigby's Tripping Hand  
Body Equilibrium  
Bolstering Speech  
Burning Rage

### 2ND LEVEL

Bafflement  
Bat Sense  
Battle Hymn  
Battlefate  
Beckoning Call  
Bewildering Substitution  
Bewildering Visions  
Bigby's Slapping Hand  
Bigby's Warding Hand  
Bind  
Black Karma Curse  
Blackfire Serpent  
Blade Brothers  
Bladeweave  
Blinding Bolt  
Bonafiddle  
Bothersome Babble

### 3RD LEVEL

Backlash  
Beacon of Doom  
Bewilder  
Bewitching Charm  
Bigby's Pugnacious Pugilist  
Bigby's Silencing Hand  
Black Sand  
Blacklight  
Blast of Force  
Blazing Pursuit  
Blunt Natural Weapons  
Blunt Weapon  
Boon of Fortune  
Breath of the Dragon Soul

### 4TH LEVEL

Baleful Blink  
Battlecry  
Blacksphere  
Blade Bolt  
Blinding Beauty  
Body Clock  
Break Enchantment

### 5TH LEVEL

Barrier of Retention  
Battletide  
Body Harmonic  
Bolts of Bedevilment  
Boreal Wind  
Boundless Energy  
Bowgentle's Fleeting Journey

### 6TH LEVEL

Balance of Fortune

### 9TH LEVEL

Breath of Life

## CLERIC

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### CANTRIPS (0-LEVEL)

Blinding Light  
Bloodbridge

### 1ST LEVEL

Backbiter  
Beneficence  
Blade of Blood  
Bless Weapon  
Blessed Aim  
Blessed Watchfulness  
Body Equilibrium  
Bolstering Speech  
Burial Blessing

### 2ND LEVEL

Battle Favor  
Battlefate  
Beckoning Call  
Beguiling  
Bewildering Substitution  
Bewildering Visions  
Black Karma Curse  
Black Lungs  
Blade Brothers  
Blade of Pain and Fear  
Blessing of Vhaeraun  
Blinding Bolt  
Bliss  
Bone Bite  
Brightmantle  
Brumal Stiffening  
Burrow

### 3RD LEVEL

Bane of the Archrival  
Banish Dragonmark  
Beacon of Doom  
Bedevil  
Binding Snow  
Blackhand  
Bladebane  
Bladedance  
Blaze of Light  
Blazing Beacon  
Blessed Craftsmanship  
Blessed Sight  
Blessing of the Snake Mother  
Blindsight  
Blossom  
Boneblade  
Brilliant Emanation

### 4TH LEVEL

Badger Form  
Battle Trident  
Barrier Reaver  
Bear's Heart  
Blackened Soul  
Bleakness  
Bleed  
Blessed Forgetfulness  
Blessed Warmth  
Blessing of the Chalice  
Blessing of the Righteous  
Blinding Beauty  
Blistering Radiance  
Blood Mantle  
Blood of the Martyr  
Body Clock  
Boon of the God

Break the Wall

### 5TH LEVEL

Bane of Yondalla  
Ballant's Stonestrength  
Balor Nimbus  
Barrier of Retention  
Berronar's Favor  
Berserk  
Bewildering Mischance  
Bind to Hell  
Blaenther's Bowls  
Blast of Pain  
Blessed Abundance  
Blood of Fire  
Bloodgloat  
Bolts of Warding  
Boreal Wind

### 6TH LEVEL

Battle Pyres  
Blackwater Taint

### 7TH LEVEL

Barghest's Feast  
Bladebless  
Blood to Water  
Bolt of Glory  
Brilliant Blade

### 8TH LEVEL

Bastion of Good  
Bite of the King  
Bodak's Glare  
Bombardment

### 9TH LEVEL

Blinding GLory  
Breath of Death  
Breath of Life  
Breath of the Stars

## DRUID

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### CANTRIPS (0-LEVEL)

Bloodbridge

### 1ST LEVEL

Backbiter  
Banish Dazzle  
Beast Claws  
Beastland Ferocity  
Blockade  
Blood Bond  
Branch to Branch  
Breath of the Jungle  
Buoyant Lifting

### 2ND LEVEL

Banish Blight  
Bat Sense  
Beastmask  
Beastspite  
Beguiling  
Binding Winds  
Black Lungs  
Blackrot  
Blinding Spittle  
Blood Frenzy  
Bo of Water  
Body of the Sun

Bone Bite

Brambles  
Brumal Stiffening  
Burrow

### 3RD LEVEL

Battering Claws  
Bearhug  
Behemoth Stampede  
Binding Snow  
Bird of Prey  
Black Sand

Blaze of Light  
Blinding Swarm  
Blindsight  
Blood-spray Bite  
Blossom  
Brilliant Swarm  
Brittleskin

### 4TH LEVEL

Bear's Heart  
Blast of Sand  
Bleed  
Blinding Beauty  
Bloodbriars  
Body Clock

### 5TH LEVEL

Berserk  
Big Sky  
Blizzard  
Blood Creepers  
Blood of Fire  
Boreal Wind  
Brutal Erosion

### 6TH LEVEL

Blackwater Taint  
Blood Sirocco

### 7TH LEVEL

Bloodthirsty Vines

### 9TH LEVEL

Bad Medicine  
Boughs of the World Tree  
Breath of the Stars

## PALADIN

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### 1ST LEVEL

Bless Weapon  
Blessed Aim

Blood Bond

### 2ND LEVEL

Battle Favor  
Benediction  
Blade of Pain and Fear  
Blinding Bolt  
Bloodied Retribution  
Bolstering Strike

### 3RD LEVEL

Bane of the Archrival  
Beacon of Doom  
Blade of Blood  
Bladebane  
Blaze of Light  
Blessed Sight  
Blessing of Bahamut  
Boneblade

### 4TH LEVEL

Bands of Sirellyn  
Barrier Reaver  
Blackened Soul  
Bleed  
Blessing of the Chalice  
Blessing of the Righteous  
Blood of the Martyr  
Break the Wall  
Bury the Dead  
5th Level

Battletide

Bolts of Warding  
Brand of Judgment

## RANGER

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### 1ST LEVEL

Banish Dazzle  
Battle Runner  
Biting Volley

Blockade  
Blood Bond  
Bloodhound  
Branch to Branch

## 2ND LEVEL

Balefire Scourge  
Bat Sense  
Beastmask  
Bottomless Hate  
Brambles  
Burrow

## 3RD LEVEL

Bearhug  
Behemoth Stampede  
Binding Snow  
Blade Cascade  
Bladestorm  
Blazing Pursuit  
Boon of Fortune  
Brittleskin

## 4TH LEVEL

Bleed  
Blinding Beauty  
Bloodfreeze Arrow

## 5TH LEVEL

Boundless Energy

# SORCERER

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## CANTRIPS (0-LEVEL)

Bloodbridge

## 1ST LEVEL

Backbiter  
Bedeviling Burst  
Bigby's Feeling Fingers  
Bigby's Tripping Hand  
Bloodletting

## 2ND LEVEL

Bafflement  
Battering Ram  
Bigby's Slapping Hand  
Bigby's Warding Hand  
Bind  
Black Karma Curse  
Blackfire Serpent  
Bladeweave  
Blinding Bolt  
Body Blades  
Body of the Sun  
Boiling Blood  
Bone Chill  
Bristle  
Brumal Stiffening

## 3RD LEVEL

Bane of the Archrival  
Be Gone  
Bedevil  
Bewilder  
Bigby's Silencing Hand  
Blacklight  
Blast of Force  
Blunt Natural Weapons  
Body Blaze

## 4TH LEVEL

Backlash  
Baleful Blink  
Bands of Sirellyn  
Barrier Reaver  
Beltyn's Burning Blood  
Blacksphere  
Blazing Bolts  
Bleakness  
Blast of Flame  
Blistering Radiance  
Boiling Oil  
Brutish Construct

## 5TH LEVEL

Ball Lightning

Ballant's Stonestrength  
Bestow Enchantment  
Blasted Ground  
Boreal Wind  
Boundless  
Bowgentle's Fleeting Journey  
Brutal Erosion

## 6TH LEVEL

Bigby's Besieging Bolt  
Blackmantle  
Bolt of Power

## 7TH LEVEL

Ballant's Stonesplit  
Barghest's Feast  
Biting Shadow  
Body Outside Body  
Brilliant Blade



## 8TH LEVEL

Bite of the King  
Blackfire  
Bloat

## 9TH LEVEL

Black Blade of Disaster  
Body Link  
Breath of the Stars

## WARLOCK

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### CANTRIPS (0-LEVEL)

Ballad of the Zombie King  
Bloodbridge

### 1ST LEVEL

Backbiter  
Bedeviling Burst  
Black Talon  
Blade of Blood  
Bloodletting  
Body Equilibrium

### 2ND LEVEL

Belker Claws  
Beguiling Tongue  
Bind  
Black Karma Curse  
Blackfire Serpent  
Blade of Pain and Fear  
Blades of Vanquished Armies  
Bliss  
Bo of Water  
Bolstering Strike  
Bone Bite  
Brood of Hadar  
Brumal Stiffening

### 3RD LEVEL

Be Gone

Bedevil  
Bewitching Charm  
Blacklight  
Bladebane  
Blast of Force  
Bond of Brotherhood  
Breath of the Dragon Soul  
Brilliant Swarm  
Brittleskin

### 4TH LEVEL

Bands of Sirellyn  
Blacksphere  
Blade Bolt  
Bleakness  
Bridge of Shades

### 5TH LEVEL

Baleful Eye of Imix  
Balor Nimbus  
Banish to the Void  
Bestow Enchantment  
Blast of Pain  
Blasted Ground  
Blood of Fire  
Boundless  
Break Limb

### 6TH LEVEL

Blackmantle  
Blackwater Taint

### 7TH LEVEL

Barghest's Feast  
Biting Shadow  
Blood Pulse

### 8TH LEVEL

Bite of the King  
Blackfire

### 9TH LEVEL

Body Link

Breath of the Stars

## WIZARD

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### CANTRIPS (0-LEVEL)

Ballad of the Zombie King  
Bigby's Bookworm Bane  
Blacksteel  
Bloodbridge

### 1ST LEVEL

Backbiter  
Battle Runner  
Bigby's Feeling Fingers  
Bigby's Tripping Hand  
Black Bag  
Blood Bond  
Bloodletting  
Body Equilibrium  
Burning Rage

### 2ND LEVEL

Bafflement  
Battering Ram  
Belker Claws  
Bigby's Dexterous Digits  
Bigby's Slapping Hand  
Bigby's Warding Hand

### 3RD LEVEL

Bind  
Black Karma Curse  
Blackfire Serpent  
Bladeweave  
Bliss

Bo of Water  
Body Blades  
Body of the Sun  
Boiling Blood

Bone Chill  
Bothersome Babble  
Bristle  
Brumal Stiffening

## 3RD LEVEL

Backblast  
Bane of the Archrival  
Banish Dragonmark  
Be Gone  
Bedevil  
Bewilder  
Bewitching Charm  
Bigby's Pugnacious Pugilist  
Bigby's Silencing Hand  
Blacklight  
Bladebane  
Blast of Force  
Blazing Pursuit  
Blinding Color Surge  
Blindsight  
Blunt Natural Weapons  
Body Blaze  
Bone Club  
Breath of the Dragon Soul

### 4TH LEVEL

Backlash  
Baleful Blink  
Bands of Sirellyn  
Barrier Reaver  
Belynn's Burning Blood  
Bigby's Force Sculpture  
Blacksphere  
Blade Bolt  
Bleakness  
Blast of Flame  
Blast of Sand  
Blistering Radiance  
Bloodbriars  
Boiling Oil  
Bone Seize  
Break Enchantment  
Bridge of Shades  
Brutish Construct



## 5TH LEVEL

Ball Lightning  
Ballant's Stonestrength  
Balor Nimbus  
Banish to the Void  
Bestow Enchantment  
Blasted Ground  
Boreal Wind  
Boundless  
Bowgentle's Fleeting Journey

Break Limb  
Brutal Erosion

## 6TH LEVEL

Balance of fortune  
Bigby's Besieging Bolt  
Blackmantle  
Bloodstone's Spectral Steed

## 7TH LEVEL

Ballant's Stonesplit

Barghest's Feast  
Biting Shadow  
Blood Pulse  
Bloodstone's Frightful Joining  
Body, No Body  
Body of War  
Body Outside Body  
Brilliant Blade

## 8TH LEVEL

Bite of the King

Blackfire  
Blackstaff  
Bloat

## 9TH LEVEL

Binding Chain of Fate  
Black Blade of Disaster  
Blinding Glory  
Body Link  
Breath of Death  
Breath of Life

# SPELL DESCRIPTIONS

## BACKBITER

*1st-level enchantment*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S

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

Choose a melee weapon you can see within range. The next time that weapon is used to make an attack, it twists around so that the weapon strikes the wielder instead, with the attack roll applied against the attacker's own AC. Once the weapon attacks its wielder, the spell ends, irrespective of whether or not the attack was successful. A sentient magic weapon can make a Wisdom saving throw to avoid the effect.

## BACKBLAST

*3rd-level abjuration*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

**Duration:** 1 hour

Originally created by the phaerimm, it can now be found in spellbooks across Faerûn. For the duration, if you roll a 20 for a saving throw against a spell, and the spell is 7th

level or lower, the spell has no effect on you and instead targets the caster, using the slot level, spell save DC, attack bonus, and spellcasting ability of the caster, except that *backblast* turns only spells which deal fire damage that target you. Once *backblast* turns a spell, its duration ends.

## BACKLASH

*4th-level transmutation*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** 1 hour

You touch a creature and a magical aura entwines it before it fades from view. Make a melee spell attack against a creature. The first time the target attempts to cast a spell, the magic of that spell backfires. The spell slot (or daily use for Innate Spellcasters) is expended, and the creature takes 1d8 psychic damage per level of the spell cast. Once *backlash* rebounds a magical attack, its duration ends.



## BAD MEDICINE

*9th-level enchantment*

**Casting Time:** 1 action

**Range:** 400 feet

**Components:** V, S, M (a bundle of herbs, the claw of an eagle, and the venom of a poisonous snake)

**Duration:** Instantaneous

Pick a point you can see within range. All creatures within 100 feet of that point must make a Wisdom saving throw. On a failure, a creature has disadvantage for all attack rolls, saving throws, and ability checks. You may dismiss this spell at any time. This effect can also be removed by *remove curse* or similar magic.

## BADGER FORM

*4th-level transmutation*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

**Duration:** 1 hour

You transform yourself into a [giant badger](#). While transformed, you are subject to the rules governing a druid's [Wild Shape](#) ability.

**Note:** This spell is exclusive to clerics of the halfling goddess Yondalla, commonly used to help dig halfling burrows and to defend them against attackers.

## BAFFLEMENT

*2nd-level enchantment*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S

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

You must make eye contact with a target creature that you can see within range. As you speak to the creature, it must make a Wisdom saving throw. On a failed save, the target can't speak coherently for the duration, nor can it cast spells with verbal components.

An affected creature can make a new saving throw at the end of each of its turns, ending the effect on itself on a success. If a target is immune to the charmed condition, it is immune to this effect.



## BALANCE OF FORTUNE

*6th-level enchantment*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S, M (a fake coin)

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

Choose a creature within range. That creature must make a Wisdom saving throw. On a failure, for the duration of the spell, creatures who attack the target add 1d4 to their attack and damage rolls. If the target makes an attack, it subtracts 1d4 from its attack and damage rolls.

**At Higher Levels.** If you cast this spell using a spell slot of 7th level or higher, increase the die size by one for each slot level above 6th.

## BALEFIRE SCOURGE

*2nd-level enchantment*

**Casting Time:** 1 bonus action

**Range:** Self

**Components:** V, S

**Duration:** Instantaneous

Infernal flames coat the melee weapons in your hands. Until the end of your next turn, if a creature is damaged one of by your weapons, the flames leave your blade and enter their wounds.

While under this effect, the creature loses any resistance or immunity to fire. It can make a Constitution saving throw at the end of each of its turns, ending the effect on a success.

Additionally, darkness grows around you to a radius of 20 feet, which counts as a [lightly obscured](#) area until the start of your next turn.

## BALEFUL BLINK

*4th-level transmutation*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V

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

You curse one creature to a frustrating existence on the edge of the Ethereal Plane.

Choose a creature you can see within range. The target must make a Constitution saving throw. On a failure, for the duration, whenever it attacks or casts a spell, it flickers between the Ethereal Plane and the plane of existence on which it happens to be.

When it does so, it rolls a d20. On a roll of 11 or higher, it vanishes from its current plane of existence and appears in the Ethereal Plane, its attack misses, or its spell fails. It reappears at the end of its turn in the space it occupied when it flickered. If that space is occupied, it appears in the nearest unoccupied space (chosen at random if more than one space is equally near).

## BALEFUL EYE OF IMIX

*5th-level conjuration*

**Casting Time:** 1 action

**Range:** 100 feet

**Components:** V, S, M (an eyeball)

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

You conjure a 10-foot-diameter flaming eye in an unoccupied space within range. Any creature which starts or ends its turn within 10 feet of the eye must make a Dexterity saving throw. The creature takes 4d6 fire damage on a failed save, or half as much damage on a successful one.

As a bonus action, you can move the sphere up to 60 feet. If you ram the sphere into a creature, that creature must make the saving throw against the sphere's damage, and the sphere stops moving this turn. When you move the sphere, you can direct it over barriers up to 10 feet tall and jump it across pits up to 20 feet wide. The sphere ignites flammable objects not being worn or carried, and it sheds bright light in a 20-foot radius and dim light for an additional 20 feet.

When the the spell ends, the sphere explodes. Each creature in a 40-foot-radius sphere must make a Dexterity saving throw, taking 4d6 fire damage on a failed save, or half as much damage on a successful one.

## BALL LIGHTNING

*5th-level evocation*

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S, M (a handful of copper pellets)

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

You create one to four 3-foot diameter spheres of lightning. The more spheres you create, the less powerful each sphere is individually. Each sphere appears in an unoccupied space you can see within range. Each sphere sheds [dim light](#) in a 30-foot radius.

As a bonus action, you can move each sphere up to 30 feet, but no farther than 120 feet away from you. When a creature other than you comes within 5 feet of a sphere, the sphere discharges lightning at that creature and disappears. That creature must make a Dexterity saving throw. On a failed save, the creature takes lightning damage based on the number of spheres you created. (4 spheres = 2d4, 3 spheres = 2d6, 2 spheres = 5d4, 1 sphere = 4d12).

## BALLAD OF THE ZOMBIE KING

*Enchantment cantrip*

**Casting Time:** 1 action

**Range:** 10 feet

**Components:** V, S, M (a fingerbone)

**Duration:** Instantaneous

You sing a song of undeath, invoking fear in your opponent. One target within range which can hear you must succeed on a Wisdom saving throw or be [frightened](#) of you until the start of your next turn. Regardless of the saving throw, that creature cannot be affected by this cantrip from any caster for 24 hours.

## BALLANT'S STONESPLIT

*7th-level evocation*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (a diamond-tipped chisel worth 500 gp, which is consumed in the casting)

**Duration:** Instantaneous

You strike a Large or smaller creature or object (or portion of an object) made primarily of stone, such as a stone wall. When you touch the stone, brilliant magical light flares out and a huge glowing crack grows in the rock, which crumbles into rubble.

If cast on a creature made of stone, such as a stone golem or gargoyle, the creature may make a Constitution saving throw. The creature suffers 10d10 force damage on a failed saving throw, or half as much damage on a successful one.

**At Higher Levels.** This spell can affect a Huge creature or object and deal 11d10 damage if cast with an 8th-level spell slot, and can affect a Gargantuan creature or object and deal 14d10 damage if cast with a 9th-level spell slot.

## BALLANT'S STONESTRENGTH

*5th-level abjuration*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M (a small granite wedge and a pinch of powdered iron)

**Duration:** Instantaneous

You provide magical strength to a stone object providing it with temporary hit points equal to its maximum hit points.

Optionally, this completely heals any stone-based creature, such as a stone golem or a gargoyle, or can be used to repair any damaged stone object that has lost no more than half its hit points, such as a wall or statue.

## BALOR NIMBUS

*5th-level conjuration*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S, M (a pinch of soot)

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

You smear the soot on your skin while you intone the ancient, dark words. Like the legendary fiend, your body bursts into smoky flames. The flames do no harm to you or your equipment.

Any creature that hits you with a melee attack while within 5 feet of you takes 6d6 fire damage. If you are grappled (or grapple another creature), creatures other than you in the grapple take the fire damage at the beginning of their turn.

In addition, while the nimbus surrounds you, any spell you cast which deals fire damage deals an extra 1 point of damage per die.

## BANDS OF SIRELLYN

*4th-level conjuration*

**Casting Time:** 1 action

**Range:** 100 feet

**Components:** V, S, M (three miniature interlocked bands of silver)

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

You conjure a number of shining metal bands which encircle and capture a creature.

Make a ranged spell attack against a Huge or smaller creature you can see within range. On a hit, the target is restrained for the duration. A creature, including the one restrained, can use an action to make a Strength check to break the bands. On a success, the effect ends, and the restrained creature is freed. If the check fails, any further attempts made by that creature automatically fail.

**At Higher Levels.** When you cast this spell using a spell slot of 5th level or higher, the target has disadvantage on both the saving throw and the escape roll.

## BANE OF THE ARCHRIVAL

*3rd-level abjuration*

**Casting Time:** 1 action

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

**Components:** V, S, M (a creature's true name)

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

You ward an area centered on you against intrusion from one creature whose true name you know and speak as part of casting the spell. The area is forbidden to that creature, which must make a successful Wisdom saving throw to enter it.

In addition, even if the named creature succeeds on the saving throw or doesn't enter the area, for the duration those within the ward enjoy the benefits of a [protection from evil and good](#) spell against the named creature.

## BANE OF YONDALLA

*5th-level necromancy*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** Instantaneous

Your touch withers a target like a [staff of withering](#). A creature you touch takes 3d10 necrotic damage and must succeed on a Constitution saving throw or have disadvantage for 1 hour on any ability check or saving throw that uses Strength or Constitution.

**Note:** This spell is exclusive to clerics of the halfling goddess Yondalla, commonly used to help defend halfling settlements against attackers.

## BANISH BLIGHT

*2nd-level transmutation (ritual)*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** Instantaneous

Developed by the druids in the service of the Nentyarch of the Great Dale to combat the depredations of the blightlords which flooded out of Dun Tharos before the Spellplague, this

spell is largely responsible for the lush foliage in the Forest of Lethyr.

You remove all diseases on a single normal plant of Huge size or smaller. In addition, you restore any withered or shriveled fruit or leaves, and, if you desire, cause it to produce new leaves or flowers. It does not restore destroyed plants.

### BANISH DAZZLE

*1st-level abjuration*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (a shard of glass)

**Duration:** 1 minute

Your touch causes one willing creature to become immune to being blinded by certain conditions. The target can see through nonmagical mirages and optical illusions, and has advantage on saving throws against spells that create visual illusions or cause blindness through light, color, or flame, such as *blinding smite*, *color spray*, or *holy aura*. In addition, a target creature with the Sunlight Sensitivity trait doesn't suffer disadvantage on attack rolls and Wisdom (Perception) checks that rely on sight.

### BANISH DRAGONMARK

*3rd-level abjuration*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M (a pinch of Eberron dragonshard)

**Duration:** 10 days

Your magic causes one willing creature to lose the benefits of its dragonmark. Choose a target you can see within range, which must make a Wisdom saving throw. On a failure, for the duration the target can't use any of its

dragonmark abilities and the mark itself fades from view.

### BANISH TO THE VOID

*5th-level conjuration*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S

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

You attempt to banish one creature that you can see within range to the Far Realm. The target must succeed on a Charisma saving throw or be banished.



While banished, the target is [incapacitated](#). The target remains banished until the spell ends, at which point the target reappears in the space it left or in the nearest unoccupied space if that space is occupied. When it returns, the creature must make a Wisdom saving throw, taking 3d12 psychic 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, you can target one additional creature for each slot level above 5th.

### BARGHEST'S FEAST

*7th-level necromancy (ritual)*

**Casting Time:** 1 minute

**Range:** Touch

**Components:** V, S, M (a diamond worth 5,000 gp, which is consumed in the casting)

**Duration:** Instantaneous

The diamond in your hand turns to dust which sprinkles down upon a corpse. Where it strikes, flames of utter blackness spring up. When the flames flicker out, no trace of the corpse remains.

The black flames prevent any form of raising or resurrection that requires part of the corpse. In addition, there is a 50% chance that a [wish](#) or [true resurrection](#) spell fails to restore to life a victim consumed by *barghest's feast*.

## BARRIER OF RETENTION

*5th-level abjuration*

**Casting Time:** 1 action

**Range:** 100 feet

**Components:** V, S

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

You create a one-way, invisible barrier around an 20-foot-radius spherical area within range you can see. Creatures entering the sphere suffer no ill effect, but they can't leave the sphere's area unless they succeed on a Constitution saving throw. You can pass through the barrier either way freely.

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

## BARRIER REAVER

*4th-level transmutation*

**Casting Time:** 1 action

**Range:** 100 feet

**Components:** V, S, M (a small metal key)

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

You force an opening in one magical barrier within range, including spells such as *antimagic field*, *prismatic wall*, *wall of fire*, *wall of stone*, and so on. You automatically open a hole in any barrier created through a spell of 4th level or lower. For a barrier created with a higher-level spell, make an ability check using your spellcasting ability. The DC equals 10 + the spell's level. On a successful check, a hole appears. For the duration, you and other creatures may move through the hole, cast spells through it, attack through it, and so on.

At the end of the duration, the hole closes, inflicting 4d6 force damage on any creature still in the hole. The creature falls [prone](#) in an empty space on either side of the barrier (50% chance of either).

## BASTION OF GOOD

*8th-level abjuration*

**Casting Time:** 1 action

**Range:** Self (20-foot radius)

**Components:** V, S

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

You create a nimbus of light which flows from you to surround other creatures, protecting all in the area from harm. The aura combines the protections of the [magic circle](#) and [globe of invulnerability](#) spells, but only against evil creatures.

## BAT SENSE

*2nd-level transmutation*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (a bit of fur from a bat's ear, which must be eaten by the target)

**Duration:** 1 hour

You touch a willing creature, which is instantly [blinded](#) but which gains [blindsight](#) out to a range of 60 feet.

## BATTERING CLAWS

*3rd-level transmutation*

**Casting Time:** 1 reaction, which you take when you use your Wild Shape feature

**Range:** Self

**Components:** V

**Duration:** Instantaneous

Your beast shape attacks are charged with electrical energy. You have 3 primal points. When you successfully damage a creature with one of your beast shape attacks, you can expend a primal point to deal extra lightning damage equal to 1d8 + your spellcasting ability modifier. You lose all unspent primal points when you return to your normal form.

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

## BATTERING RAM

*2nd-level evocation*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M (a piece of carved ram's horn)

**Duration:** Instantaneous

You create a ram-like magical force that can strike with a great deal of strength. Choose a creature or object you can see within range. The force deals 1d6 bludgeoning damage. In addition, if the target is a creature, it must make a Strength saving throw or be knocked prone. If the target is an object, such as a door, you can make an ability check using your spellcasting ability at advantage to attempt to force open the door.

## BATTLE FAVOR

*2nd-level evocation*

**Casting Time:** 1 reaction, which you take when you score a critical hit

**Range:** Self

**Components:** V

**Duration:** Instantaneous

You regain a number of hit points equal to 2d8 + your spellcasting ability modifier.

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

## BATTLE HYMN

*2nd-level enchantment*

**Casting Time:** 1 action

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

**Components:** V, S

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

You hum a stirring martial tune which uplifts the spirits of your comrades. For the duration, creatures you choose in the spell's area have advantage on Wisdom saving throws.

## BATTLE PYRES

*6th-level evocation*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

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

Any creatures within 25 feet of you who do not worship your god ignite with holy fire, taking 5d8 radiant damage at the start of each of their turns. A creature affected by the flames can make a Strength saving throw to extinguish the flames. A creature has disadvantage on this saving throw if they are within 25 feet of you.

**Note:** This spell is exclusive to clerics devoted to deities of war, battle, and fire, such as Kossuth and Tempus in the Forgotten Realms, Hextor on Greyhawk, and Kiri-Jolith on Krynn.

## BATTLE RUNNER

*1st-level transmutation*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (a hummingbird feather)

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

You touch a creature. The target can use its bonus action to take the Dash action.

## BATTLE TRIDENT

*4th-level evocation*

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S

**Duration:** Instantaneous

You bring into being a three-tined missile of temporarily hardened water, its piercing points hard enough to penetrate armor, which streaks toward your foe.

Make a ranged spell attack against a target you can see within range. On a hit, the target takes 4d8 piercing damage.

**Note:** This spell is exclusive to clerics of Umberlee and other evil sea deities.

## BATTLECRY

4th-level evocation

**Casting Time:** 1 bonus action

**Range:** 60 feet

**Components:** V, S

**Duration:** Instantaneous

When you cast *battlecry*, you and creatures you choose within range who can see and hear you gain a burst of confidence and combat prowess. The next attack made by an affected creature is made with advantage, and on a hit gains a +2 bonus on the damage roll, provided the attack is made before the end of your next turn.

In addition, an ally who is currently suffering the charmed or frightened conditions can use its reaction to attempt a new saving throw against that effect with advantage.

Finally, you regain one use of your bardic inspiration.

## BATTLEFATE

1st-level evocation

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

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

You turn the tide of battle by altering probability to favor one creature you can see within range. You grant that creature advantage in one of the following ways. Determine which at the start of each of the target's turns using the **Battlefate Effect Table**.

## BATTLETIDE

5th-level transmutation

**Casting Time:** 1 action

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

**Components:** V, S, M (a piece of human hair as long as your hand)

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

You turn the tide of battle by stealing life energy from your enemy. Choose a creature

you can see within range. As long as that creature remains alive and within range, you gain the following benefits:

- You gain advantage on attack rolls and saving throws.
- You gain a +1 bonus to your AC.
- Your movement increases by 30 feet, to a maximum of twice your normal movement.
- When taking the Attack action, you may make one extra melee attack.

If you choose not to make the extra attack using the Attack action, you may cast any 0-level or 1st-level spell for which you have a spell slot available.

When the affected creature is freed from the spell's effects, the spell ends.

### *Battlefate Effect Table*

1d6	Effect
1	Nothing happens
2	Defenses enhanced; attacker has disadvantage on attacks against target
3	Luck enhanced; advantage on 1 saving throw of target's choice
4	Accuracy enhanced; target has advantage on attacks
5	Damage enhanced; target can reroll damage rolls and take the higher amount
6	Lucky opening! Target can make 1 extra attack with either enhanced damage or advantage on the attack (target's choice)



## BE GONE

*3rd-level conjuration*

**Casting Time:** 1 reaction, which you take when you successfully strike a creature with a melee attack

**Range:** Touch

**Components:** V

**Duration:** Instantaneous

The creature you attacked must succeed on a Charisma saving throw or be teleported to a point you choose within 30 feet of you that does not put the creature into immediate peril.

## BEACON OF DOOM

*3rd-level enchantment*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V

**Duration:** 1 hour

A creature within range must succeed on a Wisdom saving throw, or it gains a -4 penalty to AC until the next time it takes damage from an attack. After they take damage from an attack, the spell ends.

## BEAR'S HEART

*4th-level transmutation*

**Casting Time:** 1 action

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

**Components:** V, S

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

You grant your allies the fury of bears, turning them into fierce warriors, but exhausting them in the process.

Choose a number of creatures in the spell's area up to your spellcasting ability modifier (minimum 1). Those creatures gain a +4 bonus to their Strength scores, up to a maximum of 22. In addition, the creatures gain 8d6 temporary hit points. When the spell ends, any remaining temporary hit points from the spell are lost, and each creature suffers a level of [exhaustion](#).

## BEARHUG

*3rd-level transmutation*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S, M (a bit of bear fur)

**Duration:** 1 minute

As part of casting the spell, make a melee spell attack against a creature no more than 1 size category larger than you. On a hit, you grapple that creature. The escape DC is equal to your spell save DC. As long as you maintain the grapple, the target is restrained. At the start of each of your turns, as an action you can squeeze a creature you have grappled, dealing bludgeoning damage equal to 2d8 + your Strength modifier.

## BEAST CLAWS

*1st-level transmutation*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

**Duration:** 1 hour

Your joints and tendons crackle and pop as your hands and fingers grow long, curving claws. You can make melee attacks with these claws. Each of your claws deals 1d4 slashing damage + your Strength modifier. You are proficient with your claws, and they score a critical hit on a roll of 19 or 20. The claws do not hinder your spellcasting, though they prevent you from holding or using weapons or items.

## BEASTLAND FEROCITY

*1st-level enchantment*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

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

You touch a willing creature and give it a mixed gift: the ability to fight past the limits of their endurance, but at the cost of not knowing when to stop. The target becomes so tenacious that it doesn't fall unconscious when reduced to 0 hit points. The target still

makes death saving throws, however, and is subject to all the [rules covering death saves](#), including taking damage at 0 hit points.

## BEASTMASK

*2nd-level illusion*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (a wooden mask carved to look like the animal)

**Duration:** 12 hours

You touch a willing creature and make it look, feel, sound, and smell exactly like a particular species of beast or monstrosity that has an Intelligence of 4 or lower, but only to other creatures of that species. Creatures of closely related species are also affected; for instance, a dog mask will also affect wolves and death dogs, and a bear mask will also affect giant bears and owlbears. This spell does not give you any ability to communicate with that animal.

## BEASTSPITE

*2nd-level enchantment*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S

**Duration:** 1 hour

You choose a creature within range and curse it to be hated and feared by beasts. When the target comes within range of an otherwise non-hostile beast, it will make warning signals. If the target does not immediately move away from the beast, its further reaction depends on its nature:

Aggressive animals, including all predators and most trained guard animals, attack the target.

Nonaggressive beasts shun the target, fleeing or attacking if cornered.

Domesticated animals show obvious distress and may become aggressive if the character tries to touch them.

If the target is mounted on a domesticated animal when you cast the spell, the mount attempts to throw the target. Animal Handling

checks to restrain them are made with disadvantage.

Any beast which is extremely loyal to the target, such as a pet dog, a creature influenced by an [animal friendship](#) spell, or a creature summoned through magic, such as [find familiar](#) or [find steed](#), does not become hostile to its owner, but it does become unusually nervous.

## BECKONING CALL

*2nd-level enchantment*

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S

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

With a word and a gesture, you overwhelm a creature with the desire to be near you.

Choose a target you can see within range. It must make a Wisdom saving throw, and does so with advantage if you or your companions are fighting it.

If it fails the saving throw, it must do whatever it can to reach a space adjacent to you, where it remains, motionless and [incapacitated](#). The subject can't do anything on its turn other than move toward you and use spells, items, or abilities which bring it physically closer to your location. It avoids obvious danger where it can, but if given no other choice, it takes the least dangerous route to reach your side. If prevented from reaching you, the subject can do nothing but stand motionless and incapacitated and watch you in despair. If you move, it moves to follow you. It remains in this state until the spell ends or until you or your companions do anything harmful to it.

## BEDEVIL

*3rd-level conjuration (ritual)*

**Casting Time:** 1 minute

**Range:** Special

**Components:** V, S, M (a tiny iron statue of an imp, plus a drop of the victim's blood)

**Duration:** 7 days

You summon an invisible, mischievous spirit and send it to irritate and annoy your enemy. The spirit appears within 30 feet of its victim wherever they might be, as long as you are both on the same plane of existence when you cast the spell. The spirit then makes the victim's life unbearable. The victim constantly sees movement out of the corner of their eye, and feels haunted and watched. Their sleep is interrupted by blankets being pulled off and the sounds of voices that fade upon waking.

In short, the victim suffers a variety of minor irritations that threaten to derail its life. Accordingly, for the duration the victim has disadvantage on all ability checks and Wisdom saving throws. A [detect evil and good](#) spell cast upon the victim reveals the presence of the bedeviling spirit, while [protection from evil and good](#) keeps the spirit away from the victim. A [dispel evil and good](#) spell destroys the spirit, but [remove curse](#) or similar magic has no effect.

## BEDEVILING BURST

*1st-level evocation*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S, M (three strips of cloth of different colors)

**Duration:** Instantaneous

Choose a point you can see within range. All creatures in a 5 foot radius of that point must make a Wisdom saving throw. A creature takes 2d10 + your spellcasting ability modifier psychic damage on a failed save, or half as much damage on a successful one.

Additionally, each creature that failed their saving throw is teleported 5 feet. If their saving throw result was an odd number, they are teleported away from you, otherwise they are teleported towards you. If a creature would

be teleported into another object or a spot where they would fall, the teleportation fails.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d10 and the targets that fail their saving throws are teleported 5 more feet for each slot level above 1st.

## BEGUILING

*2nd-level enchantment*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

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

You imbue your wooden quarterstaff or cudgel with the power to charm a creature. The next creature you hit with it must make a Wisdom saving throw. On a failure, it is charmed by you as though you cast the [charm person](#) spell on it.

## BEGUILING TONGUE

*2nd-level enchantment*

**Casting Time:** 1 action

**Range:** Touch

**Components:** S

**Duration:** 1 hour

A creature you touch gains a bonus on Charisma ability checks equal to your Charisma modifier. Once they succeed on a Charisma ability check, the spell ends.

## BEHEMOTH STAMPEDE

*3rd-level conjuration*

**Casting Time:** 1 action

**Range:** 150 feet

**Components:** V, S, M (a bit of hoof)

**Duration:** Instantaneous

You summon a thundering herd of massive woolly beasts that stampede through an area then disappear. Choose a point you can see within range. Each creature in a 20-foot-radius sphere centered on that point must succeed on a Constitution saving throw or be knocked [prone](#).

In addition, each creature within the radius must make a Dexterity saving throw, taking

5d6 bludgeoning damage on a failed save, or half as much damage on a successful one. Prone creatures have disadvantage on this saving throw.

**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.

## BELKER CLAWS

*2nd-level transmutation*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S, M (a small vial of smoke)

**Duration:** Instantaneous

You uncork the vial and speak forbidden words. The smoke issues from the bottle and wraps itself around your hand, turning it into smoke as well.

As part of casting the spell, make a melee spell attack. On a hit, you deal 2d12 necrotic damage and the spell ends.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, the claws last an additional round for each slot level above 2nd.

## BELTYN'S BURNING BLOOD

*4th-level necromancy*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M (a drop of blood and a pinch of saltpeter)

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

You infuse the blood of a living creature you can see within range with a fiery, corrosive admixture. For the duration, at the beginning of each of its turns, the creature takes 2d8 points of acid damage and 2d8 points of fire damage. The creature can use its action to make a Constitution saving throw; ending the effect on itself on a success.

## BENEDICTION

*2nd-level enchantment*

**Casting Time:** 1 reaction, which you take in response to an ally within range taking damage from a weapon attack

**Range:** Self (20-foot radius)

**Components:** V, S

**Duration:** Instantaneous

You restore 1d8 hit points to the ally and they may use their reaction to make a weapon attack against the creature that damaged them, if possible.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, you restore an additional 1d8 hit points to your ally for each slot level above 2nd. If you used a 5th level spell slot, the ally has advantage on their next attack.

## BENEFICENCE

*1st-level evocation*

**Casting Time:** 1 action

**Range:** Self

**Components:** V

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

You surround yourself with an aura of mystical wisdom and holiness. For the duration, you have advantage on Deception, Insight, Intimidation, and Persuasion checks when attempting to elicit positive reactions towards you or your church.

## BERRONAR'S FAVOR

*5th-level conjuration (ritual)*

**Casting Time:** 1 hour

**Range:** Touch

**Components:** V, S

**Duration:** Instantaneous

High-level clerics of Berronar Truesilver, in times of hardship, are granted this spell by their god to help their communities through the rough patch.



When the ritual is complete, a long lock of Berronar's hair appears in your hands. Within 24 hours, the lock turns into pure gold worth 2d4 x 1,000 gp. It isn't magic, and can't be dispelled.

**Note:** This spell is exclusive to dwarf clerics of Berronar Truesilver of 10th level or higher. In addition, it can only be cast in a suffering dwarven settlement, and if it is used to any evil purpose, will disappear at once.

## BERSERK

*5th-level enchantment*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

**Duration:** Instantaneous

Choose up to 6 willing creatures within range. These creatures immediately enter a barbarian's [Rage](#). Barbarians enter this rage without expending one of their Rages.

## BESTOW CURSE

HERE IS A SELECTION OF ALTERNATE CURSES FOR YOUR DIABOLICAL DELECTATION.

**NOTE:** SOME OF THESE ARE ONLY EFFECTIVE IF [BESTOW CURSE](#) IS CAST USING A HIGH-LEVEL SPELL SLOT. AS ALWAYS, YOUR DM HAS THE FINAL SAY ON WHETHER OR NOT AN ALTERNATE CURSE IS ALLOWED.

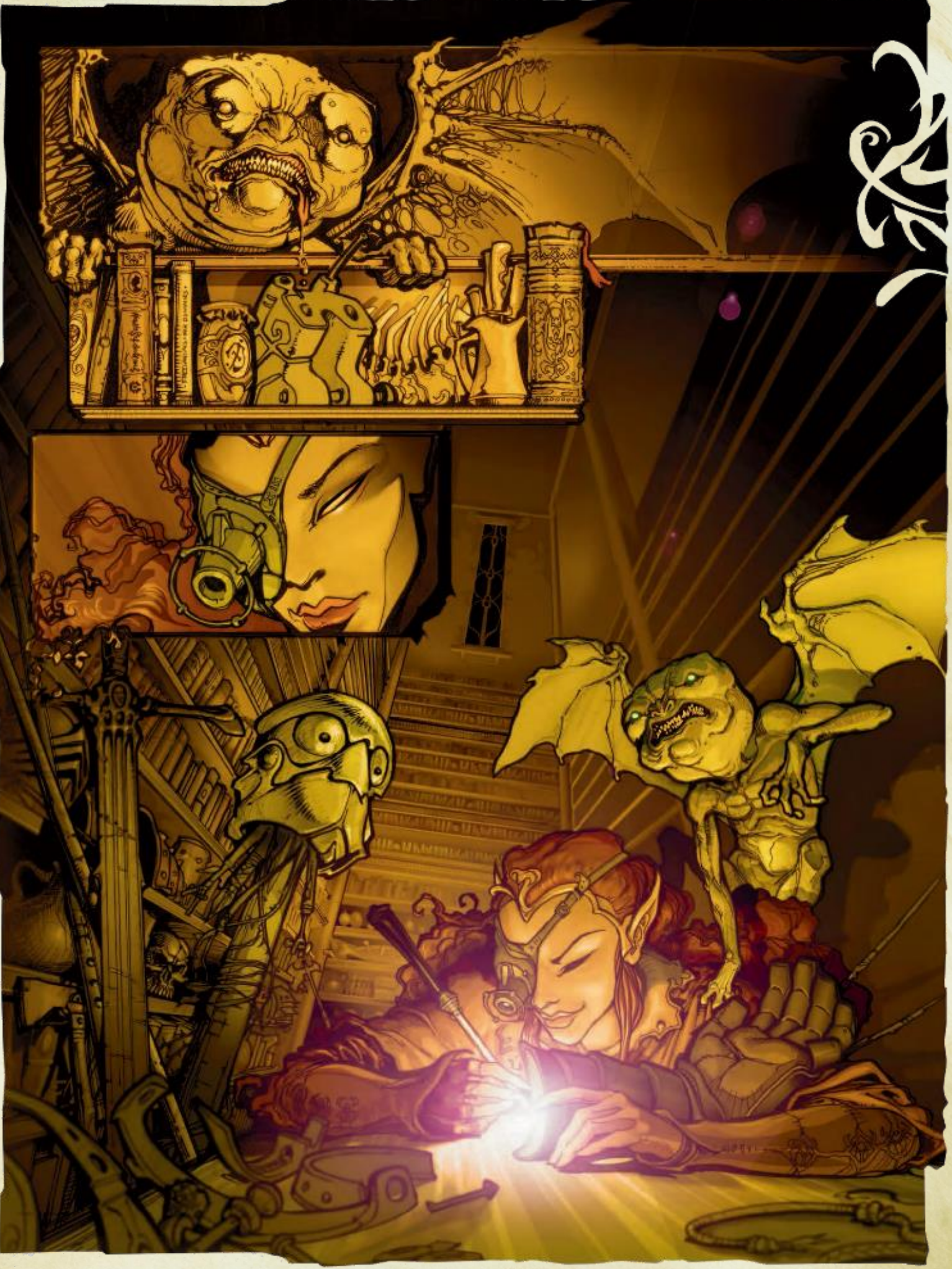
- The target is wracked with pain. It has disadvantage on Dexterity checks and saving throws, and its speed is reduced by 10 feet.
- The target is convinced it is a were-creature. Whenever the moon is full, it strips naked and mindlessly attacks other humanoids. It gains none of the powers and abilities of a lycanthrope, and a creature the target bites doesn't contract lycanthropy.
- The target's Strength score is reduced by 10 (minimum 1). This might cause creatures to suddenly take encumbrance penalties, to the point it collapses under the weight of its own equipment.
- The target is rendered sterile.
- Whenever the target kills a humanoid, it gains a new facial or body feature of the

humanoid it killed. This feature is permanent until the curse is lifted. For example, if the target kills an orc, one of its teeth turns into an orc's tusk. If it kills a female human, it gains one breast (or an extra one). Over time, albeit slowly, the target's Charisma score is reduced as it becomes a hideous amalgamation of races: For every ten creatures killed, its Charisma score is reduced by 1 (minimum 3).

- The target becomes a magic sink. Beneficial spells with a duration longer than instantaneous which affect it end at the beginning of its next turn.
- The target can only communicate by singing, and can only sing in American country music.
- You curse a creature to have every movement and action accompanied by dramatic theme music.
- The target must always walk backwards. Its walking speed is reduced by half, and if it takes the Dash action it must make a successful DC 16 Dexterity check or fall prone.
- You curse the target's armor, shield, or one of their weapons. Its enhancement bonus is reversed, it becomes nonmagical, and it loses any other special abilities; a +2 flaming battleaxe becomes a nonmagical -2 battleaxe. If it's already nonmagical, the weapon, shield, or armor instead becomes a -1 weapon, shield, or armor.
- The target exudes an aura of antipathy, causing creatures to have hostile feelings towards it. While cursed, the target has disadvantage on Deception and Persuasion checks.
- Whenever the target tells a lie, its nose grows by 1 inch.
- Whenever the target speaks, it must be in rhyme or it takes 1d6 psychic damage.
- The target must carry something designated by the caster or suffer disadvantage on all saving throws. The item can be vague (such as "a holy symbol of Bane") or specific (such as the Crown of King Imphras VII), but it cannot be something harmful or deadly for the target to carry (such as a massive boulder or lava).

- Each time the target uses the Help action, they impose disadvantage on the check rather than grant advantage.
- The target is always considered to be wearing heavy armor, even if it is wearing no armor at all.
- The target's sight, of all types, is reduced to 20 feet.
- The target has a fit of uncontrollable sneezing whenever it tells a lie.
- The creature gains a deadly touch. Every living thing it touches takes 1d10 necrotic damage. It cannot turn off this ability.
- The first time target sees a magical item, it must try to use it. If it sees a scroll, it must read it. If it sees a sword, it must try to hit a creature with it.
- The target loses all its racial features.
- One of the target's limbs ceases to function. A nonfunctional arm cannot hold or wield any item and cannot be used to perform somatic spell components, while a nonfunctional leg prevents the target from walking without a crutch (and even then the target can only move at half speed). A nonfunctional wing prevents the target from flying, if it uses wings to fly.
- The target becomes a plague vector. Anyone the target touches or who touches the target must make a successful DC 16 Constitution saving throw or contract [sight rot or cackle fever](#). The target is immune.
- When the target makes a d20 roll, a result of 20 counts as a result of 1.
- The target develops an obviously supernatural and disturbing (and often ironic) physical trait, such as a pig's nose, pure black eyes, having its hair turn into serpents, smelling like sulfur, and so on. While cursed, the target has disadvantage on Charisma checks.
- Holy symbols, holy water, and consecrated ground cause the target great pain. It cannot willingly touch holy symbols or carry holy water and cannot enter holy ground. If forced into contact, it takes 1d4 psychic damage at the beginning of each of its turns.
- The target is stricken with cowardice. Each time the target rolls initiative, it must immediately make a Wisdom saving throw against your spell save DC or become [incapacitated](#). It can repeat the saving throw at the beginning of each of its turns. If it takes damage while cursed, it must repeat the saving throw or become [paralyzed](#) with fear.
- Beasts refuse to be within 10 feet of the target and ignore the target's commands or requests.
- The target loses all weapon and armor proficiencies.
- The creature becomes insatiable. Whenever food or drink is present, the creature must make a Wisdom saving throw or stop whatever it is doing in order to eat or drink.
- The target gains a level of [exhaustion](#) until it has consumed 1 pint of humanoid blood. Thereafter, it gains a thirst for blood. Normal food and drink no longer provide nourishment. The target awakens each morning with 1 level of exhaustion and must drink 1 pint of humanoid blood to remove the condition. If it doesn't drink the blood before finishing a long rest, it gains another level of exhaustion.
- All creatures of a certain kind (owlbears, goblins, red dragons, beholders, zombies) are invisible to the victim.
- The target has uncontrollable shakes. It has disadvantage on ranged attacks. In addition, each time it casts a spell with somatic components, it must make a successful Constitution saving throw or the spell fails (and the spell slot is consumed).
- The target gains vulnerability to a damage type of your choice.
- The target is inflicted with a [madness](#) of your choice.
- Whenever the creature encounters a particular substance, it becomes incredibly nauseated. It must make a Constitution saving throw or become [incapacitated](#) for 1d6 rounds due to vomiting and dry heaves.
- The target loses the ability to heal naturally, and healing magic only heals half as many hit points as normal.

122



## BESTOW ENCHANTMENT

*5th-level evocation*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V

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

You give a willing creature you touch the ability to cast an enchantment spell of 3rd level or lower that you know and have prepared. As an action, that creature can trigger that spell as if they had cast it themselves. When it does so, your spell ends.

## BEWILDER

*3rd-level enchantment*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M (the eye of a creature and a piece of wool)

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

Choose a 20-foot radius area you can see within range. If a target is immune to the charmed condition, it is immune to this spell. All creatures of your choice within the area must make a Wisdom saving throw. On a failed save, a creature has trouble remembering its actions, and it can't take bonus actions or reactions for the duration.

An affected creature can make a new saving throw at the end of each of its turns, ending the effect on itself with a success.

## BEWILDERING MISCHANCE

*5th-level enchantment*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

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

Your foe becomes suddenly clumsy as your deity's energy surges through it. Choose a creature you can see within range. That creature must make a Wisdom saving throw. On a failure, the creature has disadvantage on saving throws, attack rolls, and ability checks.

## BEWILDERING SUBSTITUTION

*2nd-level illusion*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

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

You sow dissent among your opponents by making one of them believe an ally and an enemy have traded places. Choose a creature you can see within range. That creature must make a Wisdom saving throw. On a failure, the closest ally of that creature has the appearance, voice, clothing, and gear of its nearest enemy, and that enemy looks and sounds exactly like the target's nearest ally. Both the ally and the enemy must be within range, and the effect ends immediately if either moves out of range. The illusion affects only the target.

## BEWILDERING VISIONS

*2nd-level illusion*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

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

You envelop your foe in sickening disorientation. Choose a creature you can see within range. That creature must make a Wisdom saving throw. On a failure, the creature is [poisoned](#), as it believes the world to be tossing and rippling. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

## BEWITCHING CHARM

*3rd-level enchantment*

**Casting Time:** 1 action

**Range:** 80 feet

**Components:** V, S, M (a handful of glitter)

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

Choose a point within range. Brightly colored dust sparkles down on all creatures in a 10-foot-radius sphere centered on that point. These creatures must make a Wisdom saving throw. On a failure, they are [incapacitated](#), captivated by the lights and staring at them



until the end of your next turn, or until they are attacked.

## BIG SKY

*5th-level enchantment*

**Casting Time:** 1 action

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

**Components:** V, S

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

You create the sensation that the sky is filled with invisible nature spirits, which is a boon to you and your allies, and a bane to your enemies. You and up to 6 creatures you choose in the area gain advantage on attack rolls and saving throws against being frightened. Other creatures within the area that fail a Wisdom saving throw are [frightened](#) of you and your allies. At the end of each of its turns, a frightened creature can repeat the saving throw, ending the effect on itself on a success. Creatures immune to being frightened are immune to both aspects of this spell.

## BIGBY'S BESIEGING BOLT

*6th-level evocation*

**Casting Time:** 1 action

**Range:** 300 feet

**Components:** V, S, M (a small stone sprinkled with diamond dust worth at least 50 gp, which the spell consumes)

**Duration:** 1 minute

As part of the action used to cast this spell and by using your action on each of your turns, you launch a large bolt of force like that fired from a ballista. You can launch the bolt at a creature or object you can see within range. Make a ranged spell attack. On a hit, the target takes 4d10 force damage.

**At Higher Levels.** When you cast this spell using a spell slot of 7th level or higher, the bolt deals an extra 1d10 force damage for each slot level above 6th.

## BIGBY'S BOOKWORM BANE

*Evocation cantrip*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M (a child-sized glove)

**Duration:** 10 minutes

You create a Tiny hand out of shimmering, translucent force. This hand immediately seeks out and destroys bookworms and other creatures that eat paper and glue. The bane has a Strength of 6 (-2) and a Dexterity of 12 (+1), so it can open books to seek out insects living inside. When it finds an intrusive creature of no larger than Tiny size, it automatically hits, dealing 1 bludgeoning damage, which is more than enough to automatically squish a bookworm, roach, mouse, etc. The hand performs no other actions.

## BIGBY'S DEXTEROUS DIGITS

*2nd-level evocation*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M (a pair of gloves stitched with your name and studded with gems worth at least 500 gp)

**Duration:** 1 minute

This spell creates a pair of Tiny hands made of shimmering, translucent force that performs simple tasks at your command until the spell ends. The hands spring into existence in an unoccupied space on the ground within range. The hands have AC 10, 1 hit point each, and a Strength of 2, and can't attack. If a hand drops to 0 hit points, it disappears.

Once on each of your turns as a bonus action, you can mentally command the hands to move up to 15 feet and interact with an object. The hands can perform all the functions of an [unseen servant](#), but can also accomplish deeds requiring fine coordination, such as tinkering with tools, working with laboratory equipment, sculpting, painting, or playing a musical instrument. The hands can perform any task the caster can accomplish, including using tools with which you're proficient. Once you give a command, the hands perform the task to the best of their

ability until they complete the task, then wait for your next command.

If you command the hands to perform a task that would move them more than 60 feet away from you, the spell ends.

## BIGBY'S FEELING FINGERS

*1st-level evocation*

**Casting Time:** 1 action

**Range:** 60 feet

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

**Duration:** 1 minute

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

The hand cannot hold, grasp, or carry anything, but it does have an amazingly sensitive sense of touch. The hand's sense of touch is so fine that it can note miniscule cracks, separations, or openings in a surface, and grants you advantage on checks to detect the presence of a secret or concealed door or compartment. The hand can search a 10-foot-by-10-foot area each of your turns. In addition, the hand can activate a nonmagical trap, if you know the location of the trap.

## BIGBY'S FORCE SCULPTURE

*6th-level evocation*

**Casting Time:** 1 action

**Range:** 100 feet

**Components:** V, S, M (a lump of clay with 1,000 gp of diamond dust in it)

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

You create a visible plane of shimmering force that you can shape in any form you wish. The object you create must be fairly rigid, have no moving parts, and cannot possess finely-detailed features and cannot be larger than 10 cubic feet. If you create a weapon with it, it does 1d8 + the

wielder's Strength modifier bludgeoning damage.

The force sculpture is an object that has AC 15 and 15 hit points. As a bonus action on subsequent turns, you can move the sculpture up to 30 feet.

**At Higher Levels.** When cast with a 6th- or 7th-level spell slot, you can make a more complex sculpture. The item can have large, moving parts or have an edge or point, but it must still be rigid and cannot be larger than 50 cubic feet. It has AC 20 and hit points equal to your hit point maximum. When cast with an 8th- or 9th-level spell slot, the sculpture can be very complex, contain small moving parts, and be very flexible. It can be any size up to 100 cubic feet.

## BIGBY'S HAND OPTIONS

The following are options for the 5th-level spell [\*Bigby's hand\*](#):

**Construction Crew.** You create as many pairs of hands as you have character levels. All of the hands come equipped with tools, and last for 12 hours. The hands do the work of a construction team equal in ability to any crew of professional carpenters, masons, miners, or sappers. The hands never need to rest or eat. Each pair performs as one worker. They are unable to fight or inflict damage on anything.



**Fantastic Fencers.** You create 2 hands, each of which holds a rapier and hovers in midair. Each hand strikes a creature within 5 feet of it. Make a melee spell attack for each hand. On a hit, the target takes 1d8 piercing damage.

**Strangling Grip.** You create 2 hands which seek out a creature's throat to strangle it. Make a melee spell attack against a creature within 5 feet of the hands, with advantage due to their speed and ferocity. On a hit, a creature takes 10d6 + 40 necrotic damage. If this damage reduces the target to 0 hit points, it dies. Once you hit a creature with this version, the spell ends.

### **BIGBY'S PUGNACIOUS PUGILIST**

*3rd-level evocation*

**Casting Time:** 1 action

**Range:** 60 feet

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

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

You conjure a pair of humanoid hands, appearing as clenched fists. As part of casting the spell, and using your action on your turn thereafter, you can make a ranged spell attack with each hand against 1 or more targets you can see within range. On a hit, a hand punches the target for bludgeoning damage equal to 2d6 + your spellcasting ability modifier.

A hand has AC 15 and 20 hit points, and disappears at the end of the duration or when it is reduced to 0 hit points.

### **BIGBY'S SILENCING HAND**

*3rd-level evocation*

**Casting Time:** 1 reaction, which you take when you see a creature within 60 feet of you casting a spell

**Range:** 60 feet

**Components:** S

**Duration:** Instantaneous

Bigby knew all the common spells, and enjoyed twisting them so that a hand was somehow involved. This is his twist on [counterspell](#), and has the same function.

However, it disrupts your opponent's spellcasting by manifesting a hand which clamps tightly over the caster's mouth.

### **BIGBY'S SLAPPING HAND**

*2nd-level evocation*

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S, M (a leather glove)

**Duration:** Instantaneous

You create a blue-white, translucent hand which appears next to a creature within range and smacks it across the side of the head—not enough to hurt it, but hard enough to distract it and give others nearby a chance to attack. If the target is within reach of another creature able to do so, that creature can use its reaction to make an opportunity attack against the target.

### **BIGBY'S TRIPPING HAND**

*1st-level evocation*

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S, M (3 glass marbles)

**Duration:** Instantaneous

You create a large, glowing hand which reaches out and attempts to trip a target you can see within range. The target must make a successful Dexterity saving throw or fall [prone](#).

### **BIGBY'S WARDING HAND**

*2nd-level evocation*

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S

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

Choose a creature of size Large or smaller you can see within range. You create a hand of pure force which hinders the target's ability to move. The target is [grappled](#) for the duration. On its turn, the target can use its action to make a Strength check against your spell save DC. On a success, the target frees itself from the grapple and the spell ends.

## BIND

*2nd-level alteration*

**Casting Time:** 1 reaction

**Range:** 15 feet

**Components:** V, S, M (a length of rope, thread, cord, or similar material)

**Duration:** Instantaneous

You command nonmagical, nonliving, rope-like material. You can command up to 50 feet of 1-inch-diameter rope, doubling the length if the thickness is halved, and vice versa. You can give the rope simple commands, like "tie up that ninja" or "untie yourself."

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, you can command an additional 50 feet of 1-inch-diameter rope for each slot of 3rd level or higher.

## BIND TO HELL

*5th-level conjuration (ritual)*

**Casting Time:** 1 hour

**Range:** Touch

**Components:** V, S

**Duration:** 10 days

You place an infernal blessing on a weapon you touch. As part of casting the spell, you must name or describe a specific creature. "A merchant" or "a bandit captain" is insufficient, but "Aldred Crowley the grocer" and "the leader of the bandits who prey on the village of Degsthorpe" is specific enough.

If that creature is reduced to 0 hit points by that weapon before the end of the spell's duration, its soul is immediately whisked to the Nine Hells, where it remains forever, until it is rescued, or until you release it. While the soul is in the Nine Hells, only a *wish* spell can revive the creature.

## BINDING CHAIN OF FATE

*9th-level evocation*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M (a tiny silver chain)

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

You create a chain of force that loops around a creature you can see within range, circling the creature in a 5-foot radius. The creature must make a Wisdom saving throw. On a failure, the chain surrounds the target, with the following effects:

- The creature cannot leave the area defined by the chain, and no other creature can enter it by any means.
- If the target was airborne when you cast the chain, the spell suspends the target harmlessly in midair.
- The creature cannot change form by any means.
- The chain deals 2d6 force damage to the target at the start of each of its turns.
- The area of the chain functions as an [antimagic field](#).
- The chain cannot be dispelled by a spell like [dispel magic](#), but it is automatically destroyed by [disintegrate](#).

## BINDING SNOW

*3rd-level transmutation*

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S

**Duration:** 1 hour

You instantly freeze an area of snow. The area is a 60-foot-radius circle centered on a point within range. Creatures in the area must make a Dexterity saving throw. On a failure, a creature is [grappled](#) as the snow freezes solid around it. A grappled creature can use its action to make a Strength check against your spell save DC. On a success, it frees itself. In addition, the area becomes difficult terrain for the duration.

## BINDING WINDS

*2nd-level evocation*

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S

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

You encircle a target with whipping, gale-force winds. Choose a creature you can see within range. That creature must make a Dexterity saving throw. On a failure, the creature is [grappled](#) as the winds hold it in place. The swirling vortex of wind prevents the creature using its voice in any way as the wind whips away any sound it makes, preventing a creature bound by the winds from casting spells with a verbal component.

In addition, ranged attacks made into or out of the winds are made with disadvantage. Finally, if the creature is concentrating on a spell, it must make a concentration check, the DC of which is equal to your spell save DC. A creature bound by wind can use its action to make a Strength check against your spell save DC. On a success, it frees itself and the spell ends.

## BIRD OF PREY

*3rd-level evocation*

**Casting Time:** 1 action

**Range:** 180 feet

**Components:** V, S

**Duration:** 1 minute

You create a translucent, hawk-shaped bundle of magical energy which hovers over a target you can see within range. For the duration, at the start of each of your turns, the hawk attacks the target (use the stat block for a [blood hawk](#)). The target need only be in range when you cast the spell; thereafter, it can move out of range and the spectral hawk continues to pursue and attack it.

The hawk is immune to all forms of damage, though it can be destroyed with [dispel magic](#) and [remove curse](#). In addition, spells and abilities which involve teleportation, such as [blink](#) or Fey Step, confuse the bird, and it dissipates. If the target is protected by a [shield](#) spell, the hawk automatically misses.

## BITE OF THE KING

*8th-level necromancy*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V

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

Your mouth opens impossibly wide and completely engulfs your foe. You swallow loudly and your mouth returns to normal size, leaving no trace of your foe behind.

Make a melee spell attack against a creature you can see of a size no larger than you. On a hit, you appear to swallow the creature, sending it to a pocket “stomach” dimension. A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the stomach dimension, and it takes 24d6 bludgeoning damage and 4d6 acid damage at the start of each of its turns. If the stomach dimension, which has AC 18, takes 30 damage or more on a single turn from a creature inside it, the victim appears to cut its way free from thin air and falls prone in a space within 10 feet of you.

## BITING SHADOW

*7th-level evocation*

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S

**Duration:** 1 minute

You create a 20-foot-radius smoky cloud centered on a point you can see within range. The cloud is capable of moving through a crack 1 inch wide without squeezing. This cloud is lined with dark mouths, each of which is filled with gleaming black teeth.

When a creature enters the spell's area for the first time on a turn or starts its turn there, that creature must make a Dexterity saving throw. The creature takes 10d6 piercing damage on a failed save, or half as much damage on a successful one.

You can use your bonus action to move the cloud up to 30 feet in any direction.

## BITING VOLLEY

*1st-level conjuration*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S, M (a piece of ammunition)

**Duration:** Instantaneous

As part of casting the spell, you fire a piece of ammunition from a ranged weapon and it magically splits. Choose an additional target for the second piece of ammunition. You must choose a different target for each piece of ammunition, and you use the same attack roll against all targets. Attack rolls of 18-20 count as critical hits.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, your ammunition splits again and targets an additional creature for each slot level above 1st.

## BLACK BAG

*1st-level conjuration*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (a strip of black leather soaked in the blood of a willing masochist)

**Duration:** 24 hours

You create a bag full of knives, scalpels, and other small torture implements. If the implements leave your possession, they dissolve into mist in 1 round. The bag only ever weighs 1 pound, no matter how much is placed in it. You can place evil magic items in the bag as if it was a [bag of holding](#). Your DM decides what constitutes an evil item. Non-evil items added to your *black bag* fall through as if it was made of mist.

## BLACK BLADE OF DISASTER

*9th-level conjuration*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

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

You tear a slit into the very fabric of reality and create from it a magical, weightless, black blade-shaped planar rift. The blade, about 3

feet long, appears in an unoccupied space you can see. The blade strikes at any creature that you can see within its range, using your spell attack modifier. On a hit, a creature takes 15d6 force damage. If this damage reduces the target to 0 hit points, it is disintegrated.

The blade can pass through any magical barrier except an *antimagic field*. The blade cannot be harmed by physical attacks, but [dispel magic](#) and antimagic effects can affect it.

## BLACK KARMA CURSE

*2nd-level enchantment*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

**Duration:** Instantaneous

With a word and a flick of your fingers, you compel a bewildered creature to punch itself in the face. Choose a creature within range which can see and hear you. It must make a Wisdom saving throw. On a failure, it immediately takes damage as if it had hit itself with its most damaging melee weapon attack.

## BLACK LUNGS

*2nd-level necromancy*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** 1 hour

A creature you touch must make a successful Constitution saving throw. On a failure, it develops an infection and corruption in its lungs. For the duration, its movement speed is reduced by half, it loses its Dexterity bonus to AC (if any), and it has disadvantage on attack rolls.

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

## BLACK SAND

*3rd-level necromancy*

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S

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

You create a 20-foot-radius area of black sand centered on a point you choose within range. The sand swallows all light, and emits a magical darkness which rises to 20 feet above the sand. It lasts for the duration or until strong wind disperses the fog, ending the spell. Its area is heavily obscured.

When a creature enters the spell's area for the first time on a turn or starts its turn there, that creature must make a Constitution saving throw. The creature takes 3d8 necrotic damage on a failed save, or half as much damage on a successful one. Creatures reduced to 0 hit points in this way crumble into black sand, which mixes with the sand you create.

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

## BLACK TALON

*1st-level necromancy*

**Casting Time:** 1 bonus action

**Range:** Self

**Components:** V, S

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

You transform one of your arms into a rubbery tentacle ending in a taloned claw. With it, you can make melee spell attacks with a reach of 10 feet. On a hit, the target takes 3d6 necrotic damage. You're proficient with your talon.

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

## BLACKENED SOUL

*4th-level enchantment*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

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

Choose a creature within range. Whenever that creature takes damage, they have resistance to that damage, that ally has advantage on attack rolls until the end of their next turn, and you gain a level of exhaustion.

## BLACKFIRE

*8th-level necromancy*

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S, M (a pinch of dust from a vampire destroyed by sunlight)

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

A ray of black energy springs forth from your hand to wrap a target in black flames that crackle and hiss, emanating the smells of hot metal and sulfur. Make a ranged spell attack against a living target you can see within range. On a hit, the target is engulfed in black flames that



fuel themselves on the target's life force. At the start of each of its turns, a creature engulfed in *blackfire* takes 6d6 fire and 6d6 cold damage. A creature can make a Constitution saving throw at the end of each of its turns, ending the effect on itself on a success.

In addition to its effects on the target, *blackfire* spreads rapidly. At the start of each of its turns, any living creature adjacent to a creature engulfed in *blackfire* must succeed on a Dexterity saving throw or become engulfed itself. The black flames can't be extinguished by normal means, such as immersion in water or smothering, but [antimagic field](#), a successful [dispel magic](#), or [remove curse](#) snuffs it out.

Any creature reduced to 0 hit points by *blackfire* is turned into a pile of black ash and can be returned to life only by a [true resurrection](#) or [wish](#) spell.

## BLACKFIRE SERPENT

*2nd-level conjuration*

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S, M (a bit of shed snake skin)

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

A serpent appears at a point you designate. The creature is crafted from shadows, and has no definite form. The creature is identical to a [giant poisonous snake](#), except that it has a bonus to AC equal to your spellcasting ability bonus and additional hit points equal to your level.

This serpent acts on its own accord and is not controlled by you. It will make no aggressive actions towards you, but will attack the closest living target to it.

## BLACKHAND

*3rd-level abjuration*

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S

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

Your hands turn black, and your foul god gives you the ability to negate the powers of

goodness. At the start of each of your turns, choose a target you can see within range. If that target is under the effect of a [protection from evil and good](#) spell, a paladin's Aura of Protection, or similar spells or abilities, it must make a Charisma saving throw or that effect is dispelled.

**Note:** This spell is exclusive to clerics of evil deities or powers.

## BLACKLIGHT

*3rd-level evocation*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M (a piece of coal and a dried eyeball from any creature)

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

You create a stationary 20-foot radius sphere of magical darkness that emanates from a point you can see within range. This darkness blocks darkvision and all nonmagical light sources. However, you can see through the darkness normally. You may cast the darkness on an object and carry it with you. You may block the darkness emanating from the object by covering it. If the darkness crosses the path of an area of magical light caused by a spell of 3rd level or lower, the spell that created the light is dispelled.

**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 every slot level above 3rd.

## BLACKMANTLE

*6th-level necromancy*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M (a tiny mummified animal)

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

Choose a 15-foot radius area within range. Any living creature within the area must make a Constitution saving throw. On a failed save, the creature is outlined with a dark aura and it can't benefit from healing or regeneration for the duration. In addition, the creature can't benefit from invisibility whilst affected by this



spell. An affected creature can make another saving throw at the end of each of its turns, ending the spell's effect on it with a success.

**At Higher Levels:** When you cast this spell using a spell slot of 7th level or higher, the radius of the effect increases by 5 feet for every slot level above 6th.

## BLACKROT

*2nd-level necromancy*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

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

You touch a plant creature or a wooden weapon and generate a malignant rot at its center. Your touch either damages a plant creature or renders a wooden weapon poisonous for a time. When you use it as a touch attack, make a melee spell attack against a plant creature. On a hit, the target takes 1d8 necrotic damage, and takes another 1d8 necrotic damage at the start of each of its turns. At the end of its turn, the target can make a Constitution saving throw. On a success, the spell ends.

Alternately, you can make any weapon made entirely of wood, such as a club or quarterstaff, into a magic weapon. Any creature damaged by the weapon must succeed on a Constitution saving throw or be poisoned until the end of its next turn.

## BLACKSPHERE

*4th-level evocation*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M (a small piece of charcoal and a small piece of onyx)

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

A burst of force erupts in a 10-foot radius sphere centered at a point you can see within range. Creatures caught within the area must make a Dexterity saving throw, taking 4d6 force damage on a failed save, or half as much on a successful one.

In addition, for the duration, the sphere's area is heavily obscured by dark mists and

remains in place around creatures caught within. A creature caught within the sphere can try to force its way through the barrier by using its action to make a Strength check against your spell save DC. On a success, the creature can move through the barrier but loses half its movement. On a failed Strength check, the creature takes 1d6 force damage and remains caught within the sphere. The sphere blocks line of sight from one side to the other and blocks all ranged attacks from crossing the barrier.

**At Higher Levels:** When you cast this spell using a spell slot of 5th level or higher, the force damage from the initial burst increases by 1d6 for every slot level above 4th.

## BLACKSTAFF

*8th-level transmutation*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (a normal quarterstaff)

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

This spell was created many years ago by the archmage Khelben Arunsun and shared only with those whom he trusted implicitly. When you cast this spell, you turn a normal quarterstaff into a powerful magic item. For the duration, a *blackstaff* has three principal effects:

- The quarterstaff becomes a magic weapon with a +3 bonus to attack and damage rolls.
- The quarterstaff gains the powers of a [rod of absorption](#).
- Any spellcaster struck by a successful melee attack with the *blackstaff* loses one spell slot of the highest spell level available to it. This spell slot adds that many levels of spell energy to the staff.

You may drop, store, or allow another creature to wield a *blackstaff* without ending the spell.

## BLACKSTEEL

*Transmutation cantrip*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** 10 minutes

One weapon you touch becomes completely matte black and utterly silent. It makes no noise at all—when being drawn, when striking someone even if it hits armor, or when dropped.

## BLACKWATER TAINT

*6th-level necromancy*

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S, M (a bone or scale of a fish that dwells in the deep, sunless parts of the ocean)

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

In the dark, sunless abysses of the deeps, cold shadows gather where the corpses of many things lie slowly rotting. When you cast this spell, you create a 20-foot-radius sphere of cold, black, necrotic energy centered on a point you choose within range.

When a creature enters the spell's area for the first time on a turn or starts its turn there, that creature must make a Constitution saving throw. The creature takes 3d8 cold damage and 3d8 necrotic damage on a failed save, or half as much damage on a successful one. All undead in the area regain 6d8 hit points.

**At Higher Levels.** When you cast this spell using a spell slot of 7th level or higher, the damage increases by 1d8 each for each slot level above 6th.

## BLADE BOLT

*4th-level conjuration*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** 1 hour

A weapon you touch becomes enchanted. It counts as magical, if it wasn't already. The

weapon gains the Thrown property if it doesn't already have it, with a range of 20/60.

Whenever the weapon is thrown, it glows with a powerful energy. On a hit, the weapon deals an additional 1d6 force damage. At the end of your turn, the weapon teleports back to your hand.

## BLADE BROTHERS

*2nd-level abjuration*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

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

You touch two willing creatures and cause a sparkling tether of multicolored light to flash between them. For the duration, when one target makes a saving throw, both targets can roll and the creature who made the saving throw can use the more favorable result. If both saving throws fail, both creatures suffer the consequences of a failed save, even if the effect that prompted the saving throw only affected one of the creatures. Once the creatures use the saving throw ability, or if the subjects move more than 120 feet away from each other, the spell ends.

## BLADE CASCADE

*3rd-level transmutation*

**Casting Time:** 1 reaction, which you take in response to making a successful melee weapon attack

**Range:** Self

**Components:** V, S

**Duration:** Instantaneous

Until the end of your next turn, whenever you take the Attack action with a melee weapon and hit, for every successful hit you can make another attack with your offhand weapon without using your bonus action. For example, if you have 2 attacks this turn and use your bonus action for your offhand attack and score hits with all 3, you may use your offhand weapon an additional 3 times.

## BLADE OF BLOOD

*1st-level necromancy*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

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

You infuse a weapon with baleful energy, sacrificing some of your own life force to end the life of another. As part of casting the spell, make a melee attack against a creature. On a hit, you deal an extra 1d6 necrotic damage. In addition, you can voluntarily take 5 points of necrotic damage to deal an extra 2d6 necrotic damage, for a total of 3d6 necrotic damage. The spell ends after you make a successful attack.

## BLADE OF PAIN AND FEAR

*2nd-level evocation*

**Casting Time:** 1 bonus action

**Range:** Self

**Components:** V, S

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

You evoke a column of disembodied gnashing teeth in your free hand, which 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 blade. On a hit, the target takes 2d6 slashing damage. In addition, a creature you hit with the blade must make a successful Wisdom saving throw or be [frightened](#) of you until the end of its next turn.

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

## BLADEBANE

*3rd-level transmutation*

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S, M (a drop of blood and ruby dust worth 500gp)

**Duration:** 10 minutes

You touch a single slashing weapon and make it more deadly for a short period of time. Choose a creature type. The weapon becomes a magical weapon for the purposes of overcoming resistances, and creatures of that type are vulnerable to damage from the weapon on which *bladebane* was cast.

## BLADEBLESS

*7th-level evocation*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** Instantaneous

You heal a specific wound by bestowing a blessing on the weapon that caused it. This magic works only upon a bladed weapon, which you must hold as you cast the spell.

The last wound caused by that blade to any living thing is instantly and completely healed, even if the blade was poisoned or a limb or head severed, as long as you and the victim are on the same plane of existence.

## BLADEDANCE

*3rd-level conjuration*

**Casting Time:** 1 bonus action

**Range:** Touch

**Components:** V, S

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

A single bladed melee weapon you touch animates and attacks your foes by itself. For the duration, it has the abilities of a [dancing sword](#), and you use it the same way.

**Note:** This spell is exclusive to drow clerics of Eilistraee.

**At Higher Levels.** When you cast this spell using a spell slot of 5th level or higher, you

can animate another bladed melee weapon for every two slot levels above 3rd.

## BLADES OF VANQUISHED ARMIES

*2nd-level conjuration*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, M

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

You are surrounded by ephemeral spirits. You have a +2 bonus to your AC, and any creature that hits you with a melee attack suffers 2d6 necrotic damage. In addition, when you hit with a melee weapon attack you deal an extra 1d6 necrotic damage.

## BLADESTORM

*3rd-level transmutation*

**Casting Time:** 1 action

**Range:** Self

**Components:** V

**Duration:** Instantaneous

Your weapons become a blur and feel light as a feather in your hands. An unseen force seems to draw them toward your foes. As part of casting the spell, you make a melee attack against every foe within your reach. If you wield more than one weapon, you can attack each foe once with each weapon.

## BLADEWEAVE

*2nd-level enchantment*

**Casting Time:** 1 bonus action

**Range:** Self

**Components:** V

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

Every movement you make with your weapon becomes a beautiful dance, full of grace and flourish. For the duration, choose a creature you hit with a melee weapon attack. That creature must make a successful Wisdom saving

throw or be [incapacitated](#) until the start of your next turn, entranced by your movements.

## BLAENTHER'S BOWLS

*5th-level transmutation (ritual)*

**Casting Time:** 1 minute

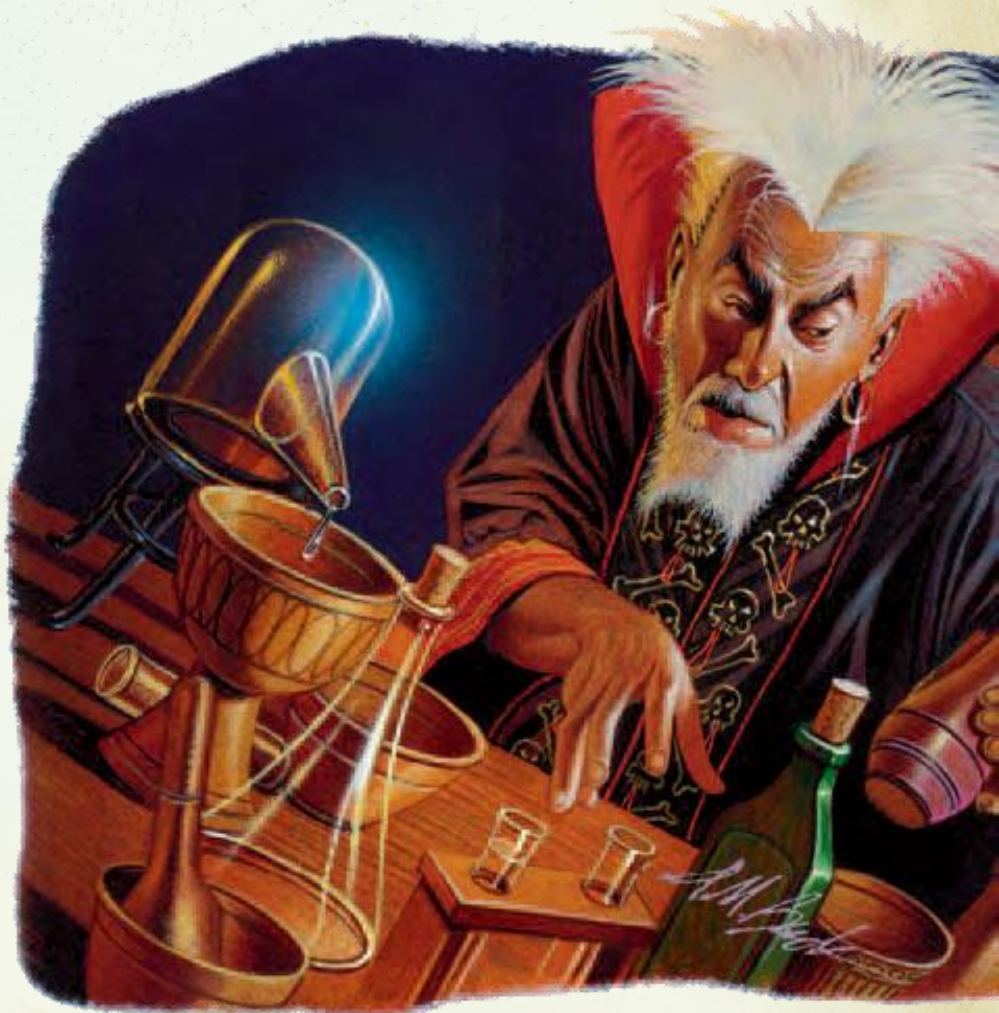
**Range:** Touch

**Components:** V, S

**Duration:** 1 hour

Created by a cleric of Waukeen to whisk offerings from the temple bowl to his inner sanctum—and to send useful items back to the attendants at the temple bowl—this spell is specific but very useful.

Your magic infuses two containers, neither of which can be larger than you are. When an object is placed in or on the container, it is instantly teleported to the other container,



which can be no more than 500 feet from its mate. An object can be sent only one way. If a variety of objects are placed in a container, the first to be placed in the container is the first to be sent.

**Note:** This spell is exclusive to clerics of Waukeen or other gods of commerce or avarice.

## BLAST OF FLAME

*4th-level evocation*

**Casting Time:** 1 action

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

**Components:** V, S, M (a bit of wick soaked in oil)

**Duration:** Instantaneous

A blast of flame erupts from your hands. Each creature in a 60-foot cone must make a Dexterity saving throw. A creature takes 6d8 fire damage on a failed save, or half as much damage on a successful one.

**At Higher Levels.** When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d8 for each slot level above 4th.

## BLAST OF FORCE

*3rd-level evocation*

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S

**Duration:** Instantaneous

Drawing upon the Weave in its purest form, you send invisible energy rifling through the air to blast your foe. Make a ranged spell attack against a target you can see within range. On a hit, the target takes 8d6 force damage. In addition, on a hit the target must make a successful Strength saving throw or be knocked [prone](#).

**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 3rd.

## BLAST OF PAIN

*5th-level evocation*

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S

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

Favored by devoted clerics of Loviatar, this spell causes incapacitating pain. Choose a creature you can see within range. A thin beam of smoky energy lances out from your hand, striking that creature, which must make a Constitution saving throw. On a success, the creature takes 1d8 psychic damage and is [incapacitated](#) until the end of its next turn. On a failure, the creature takes 2d8 psychic damage and is [stunned](#) as searing pain wracks its body. For the duration, the creature remains stunned and takes an additional 2d8 psychic damage at the start of each of its turns. The creature can use its action to repeat the saving throw, ending the effect on itself on a success.

## BLAST OF SAND

*4th-level evocation*

**Casting Time:** 1 action

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

**Components:** V, S, M (a pinch of sand)

**Duration:** Instantaneous

Sand erupts from your hands with enough force to strip flesh from bone. Each creature in a 60-foot cone must make a Dexterity saving throw. A creature takes 6d8 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 5th level or higher, the damage increases by 1d8 for each slot level above 4th.

## BLASTED GROUND

*5th-level evocation*

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S

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

Choose a point within range. A 20-foot square on the ground starting from that point is filled with bubbling magma. A creature which moves through the area or starts its turn there takes 8d6 fire damage. Nonmagical, unattended, flammable objects in the area ignite. This area is also difficult terrain.

## BLAZE OF LIGHT

*3rd-level evocation*

**Casting Time:** 1 action

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

**Components:** V, S

**Duration:** Instantaneous

A cone of bright light shines forth from just above your head. All creatures within the cone that can see must make a Constitution saving throw. On a failure, a creature is [blinded](#) for 1 minute.

## BLAZING BEACON

*3rd-level evocation*

**Casting Time:** 1 action

**Range:** 5 feet

**Components:** V

**Duration:** 1 minute

Choose a target within range. The creature must make a Wisdom saving throw. On a failure, the target casts light as though affected by the [light](#) spell and cannot become invisible. In addition, the creature becomes vulnerable to radiant damage.

## BLAZING BOLTS

*4th-level conjuration*

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S

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

You can use your action to make a ranged spell attack against a creature you can see within range, dealing 5d8 lightning damage on a hit. The lightning forms a line 5 feet wide and as long as the distance between you and your target. A creature in the line must make a Dexterity saving throw. A creature takes 1d6 lightning 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 the 5th level or higher, you can create an additional bolt of lightning for each slot level above 4th, but you must choose a different target for each bolt.

## BLAZING PURSUIT

*3rd-level conjuration*

**Casting Time:** 1 reaction, which you take when you hit a creature with a melee weapon attack

**Range:** Self

**Components:** V, S

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

The creature you struck is the target for this spell. At the end of the target's turn, you can teleport into an unoccupied space adjacent to it without using your reaction. If you do, you appear in a halo of white energy, and the creature may immediately make another saving throw, ending the effect on a success.

## BLEAKNESS

*4th-level evocation*

**Casting Time:** 1 action

**Range:** 90 feet

**Components:** V, S

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

You conjure a 20-foot-radius cloud of darkness laced with life-sucking necrotic energy centered on a point you choose within range. The fog spreads around corners. It lasts

for the duration or until strong wind disperses the fog, ending the spell. Its area is [heavily obscured](#).

When a creature enters the spell's area for the first time on a turn or starts its turn there, that creature must make a Constitution saving throw. The creature takes 3d6 necrotic damage on a failed save, or half as much damage on a successful one.

In addition, undead gain advantage to avoid Channel Divinity effects, and regain 3 hit points at the start of each of their turns as long as they remain in the area. *Bleakness* counters or dispels any light spell of equal or lower level.

## BLEED

*4th-level necromancy*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

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

Your magic thins the blood of a creature, causing it to spill with unnatural ease. Choose a living creature you can see within range. That creature must make a Constitution saving throw. On a failure, for the duration, the target gains vulnerability to piercing and slashing damage.

## BLESS WEAPON

*1st-level transmutation*

**Casting Time:** 1 bonus action

**Range:** Touch

**Components:** V, S

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

You make a weapon you wield strike true against evil foes. The weapon becomes magical if it isn't already, though the spell doesn't grant any bonuses to hit or damage. In addition, against evil foes, the weapon scores a critical hit on a roll of 19 or 20. This effect does not apply to any weapon that already has a magical effect related to critical hits, such as a [sword of life stealing](#) or a [sword of sharpness](#).

## BLESSED ABUNDANCE

*5th-level conjuration*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** Permanent

You can duplicate up to 2 pounds of nonliving animal or vegetable matter. You hold the object you wish to duplicate in your hands while you cast this spell. Magical items, minerals, and living creatures cannot be affected by this spell.

**At Higher Levels.** When you cast this spell with a slot of 6th level or higher, you can duplicate up to 2 additional pounds per spell slot above 5th.

## BLESSED AIM

*1st-level divination*

**Casting Time:** 1 action

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

**Components:** V, S

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

You bolster your allies' aim with an exhortation, granting up to 6 creatures you choose within the area advantage on ranged attack rolls.

## BLESSED CRAFTSMANSHIP

*3rd-level enchantment (ritual)*

**Casting Time:** 10 minutes

**Range:** Self

**Components:** V, S

**Duration:** 24 hours

For the duration, you have advantage on ability checks when using artisan's tools.

**Note:** This spell is exclusive to clerics of deities of crafting, such as Gond or Laduguer.

## BLESSED FORGETFULNESS

*4th-level enchantment (ritual)*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (a few drops of holy water)

**Duration:** Instantaneous

You touch a willing creature and ease its scarred and injured mind by removing one of its most terrible memories. This can negate the effect of a failed saving throw against being frightened, a short-term madness, or simply remove a horrible memory that has no actual game effect. This has no effect on magically-induced or altered memories. You cannot use this spell on yourself.

## BLESSED SIGHT

*3rd-level divination*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

**Duration:** 1 minute

Your eyes glow with white light which allows you to see evil auras within 120 feet of you. The effect is similar to a [detect evil and good](#) spell, but does not require concentration. You know the location and strength of all evil auras within your sight. An aura's strength depends on the type and CR of an evil creature.

## BLESSED WARMTH

*4th-level transmutation*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

**Duration:** 1 minute

A narrow shaft of light beams down from the heavens, illuminating you and driving away cold. You are immune to the effects of natural cold, have advantage on saving throws to avoid cold damage, and have resistance to cold damage.

**At Higher Levels.** When you cast this spell using a spell slot of 5th level or higher, you

can affect an extra creature for each slot level above 4th.

## BLESSED WATCHFULNESS

*1st-level transmutation*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** 8 hours

You confer exceptional powers of observation and alertness on a creature you touch. For the duration, the target remains awake, alert, and vigilant. It is immune to surprise. The target has advantage on [sleep](#) spells and effects, as well as spells and effects which may cause it to abandon its watch, such as [charm person](#), [fear](#), [beguiling](#), and similar. If the spell or effect normally allows no saving throw, *blessed watchfulness* permits the target to make a saving throw with disadvantage.

## BLESSING OF BAHAMUT

*3rd-level abjuration*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

**Duration:** 1 minute

You hear a faint, distant dragon's roar, and your skin takes on a sheen of transparent platinum scales. For the duration, you have advantage on saving throws against spells and other magical effects.

## BLESSING OF THE CHALICE

*4th-level evocation*

**Casting Time:** 1 bonus action

**Range:** Self

**Components:** V

**Duration:** Instantaneous

The next time you hit a creature with a weapon attack, the attack deals an extra 2d8 radiant damage and the target must succeed on a Wisdom saving throw or it has disadvantage on all attacks, ability checks, and saving throws until the end of its next turn.



## BLESSING OF THE RIGHTEOUS

*4th-level evocation*

**Casting Time:** 1 action

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

**Components:** V, S

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

Your blessing causes a sudden burst of warm, radiant light to envelop you and your allies. Choose up to 6 creatures in the area. For the duration, the weapon attacks you and the creatures you chose make deal an extra 1d6 radiant damage.

## BLESSING OF THE SNAKE MOTHER

*3rd-level transmutation*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

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

You cause a willing, living creature to assume some of the qualities of the yuan-ti. The target assumes a more feral and snake-like appearance (slit pupils, elongated teeth, and so on), and its Constitution score increases by 2, up to a maximum of 20. In addition, the target becomes immune to snake poison and has advantage on saving throws against other forms of poison.

## BLESSING OF VHAERAUN

*2nd-level transmutation*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** 10 minutes

Your blessing causes a creature's ambush skills to be heightened and honed to a razor's edge. The first time the creature uses Sneak Attack before the duration ends and scores a hit, that hit is a critical hit and the spell ends.

**Note:** This spell is exclusive to drow clerics of Vhaeraun.

## BLINDING BEAUTY

*4th-level transmutation*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

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

You gain the supernatural physical beauty of a nymph. All humanoids within 60 feet of you who look directly at you must succeed on a Constitution saving throw or be [blinded](#). You can suppress or resume this effect (no action required), while remaining stunningly attractive.

## BLINDING BOLT

*2nd-level evocation*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

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

For the duration, you can use your action to make a ranged spell attack against a target you can see within range. On a hit, you deal 2d4 radiant damage, and the target must make a successful Constitution saving throw or be [blinded](#) until the end of your next turn.

## BLINDING COLOR SURGE

*3rd-level illusion*

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S, M (a tiny prism)

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

The colors of your clothing, skin, and hair surge away from you. You disappear as the colors of your body and items leap from you, forming a multi-colored ray you hurl at your target.

Choose a creature with eyes within range. The target must succeed on a Wisdom saving throw or be [blinded](#) until the end of your next turn. In addition, for the duration you gain the benefit of an [invisibility](#) spell, even if the target creature succeeds on its save.

## BLINDING LIGHT

*Illusion cantrip*

**Casting Time:** 1 bonus action

**Range:** Self

**Components:** V, S

**Duration:** Instantaneous

The next time you hit a creature with a melee weapon attack, it must succeed on a Constitution saving throw or be [blinded](#) until the start of your next turn.

## BLINDING SWARM

*3rd-level transmutation*

**Casting Time:** 1 bonus action

**Range:** Self

**Components:** V

**Duration:** Instantaneous

When you finish casting this spell, you immediately use your Wild Shape ability. When you do, you become surrounded by a cloud of insects. You gain 3 primal points. When you successfully damage a creature with one of your beast form attacks, you can expend a primal point and deal an amount of extra poison damage equal to your spellcasting ability modifier (minimum 1). In addition, the creature must succeed on a Constitution saving throw or be [blinded](#) until the start of your next turn. You lose all unspent primal points when you return to your natural form.

## BLINDSIGHT

*3rd-level transmutation*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** 1 hour

For the duration, you grant a willing creature you touch [blindsight](#) out to a range of 30 feet.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, the range of the blindsight increases by 20 feet for each slot level above 3rd.

## BLISS

*2nd-level enchantment*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** S

**Duration:** 1 minute

Choose a creature you can see within range. That creature must make a Wisdom saving throw or fall into a trance of intense pleasure; for the duration, the target is [incapacitated](#).

## BLISTERING RADIANCE

*4th-level evocation*

**Casting Time:** 1 action

**Range:** 180 feet

**Components:** V, S, M (a bit of tinder and a tiny lens)

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

You hurl a blazing ball of light toward a point you choose within range, where it erupts into a hovering sphere of brilliant light. All creatures who can see in the area are [incapacitated](#), and when it enters the area for the first time on a turn or starts its turn there, a creature must make a Constitution saving throw, taking 2d8 radiant damage on a failed save or half as much damage on a successful one. *Blistering radiance* dispels any darkness spell of equal or lower level.

## BLIZZARD

*5th-level evocation*

**Casting Time:** 1 action

**Range:** 500 feet

**Components:** V, S

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

Until the spell ends, snow, freezing rain, and sleet fall in a 20-foot-tall cylinder with a 150-foot radius centered on a point you choose within range. The area is heavily obscured, and exposed flames in the area are doused. Creatures unprotected from cold must make a successful Constitution saving throw or take d6 cold damage.

The ground in the area is covered with 2 feet of snow, making it difficult terrain. When a creature enters the spell's area for the first

time on a turn or starts its turn there, it must make a Dexterity saving throw. On a failed save, it falls prone.

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

## BLOAT

*8th-level conjuration*

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S, M (a pint of water and a small platinum funnel worth 500 gp, which is consumed in the casting)

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

You cause a creature's tissues to swell with water until it bursts. Choose a creature you can see within range. That creature must make a Constitution saving throw. On a success, it takes 3d8 necrotic damage. On a failure, a creature takes 3d8 necrotic damage and is [stunned](#). A creature stunned by this spell takes an additional 3d8 necrotic damage at the start of each of its turns as its tissues continue to swell. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

If this damage reduces the target to 0 hit points, it bursts with a sickening, squelching pop. The creature and everything it is wearing and carrying, except magic items, are reduced to a mist. The creature can be restored to life only by means of a [true resurrection](#) or a [wish](#) spell.

## BLOCKADE

*1st-level conjuration*

**Casting Time:** 1 bonus action

**Range:** 10 feet

**Components:** V, S, M (a block of wood less than 3 inches on a side)

**Duration:** 1 minute

As you drop a tiny wooden block, it rapidly begins growing and hits the ground with a heavy thud. You call a cube of solid wood, 5 feet on a side, into being on solid ground in an

unoccupied space adjacent to you. The cube weighs 2,000 pounds. It has AC 25, 600 hit points, and it completely fills one 5-foot square. Multiple cubes can be stacked. If it is pushed into water, the cube floats.

## BLOOD BOND

*1st-level necromancy (ritual)*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (a length of red silk ribbon)

**Duration:** 10 minutes

As part of casting the spell, you touch two creatures, linking their health. Any damage one creature takes is split evenly between the two. An unwilling creature can make a Wisdom saving throw to avoid its effects.

## BLOOD CREEPERS

*5th-level conjuration*

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S

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

You cause thorny vines to burst from a creature's body, punching through bone, flesh, and skin to envelop it and tether it to the ground. The target must make a Constitution saving throw or take 2d8 piercing damage as the creepers rip through its body. In addition, the creepers entwine securely around it, trapping its legs and arms and rooting it to the ground. The subject is knocked [prone](#) and is [restrained](#). At the start of each of its turns, a restrained target takes an additional 2d8 piercing damage. A restrained creature can use its action to make a Strength or Dexterity check against your spell save DC to burst its bonds or wriggle free; on a success, the spell ends.

## BLOOD FRENZY

*2nd-level transmutation*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** Special

Your words and gestures cause a hot flood of fury to surge through a creature's veins. The target creature enters a rage, per the barbarian's Rage class feature. If your target has the Rage feature, this rage does not count toward the creature's number of Rages per long rest.

## BLOOD MANTLE

*4th-level necromancy*

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S

**Duration:**

Concentration, up to 10 minutes

You enshroud yourself in a mist of swirling droplets of blood. When you're attacked by weapons, the iron in the droplets coagulates to shield you.

For the duration, you have a +3 bonus to your AC, resistance fire and cold damage, and vulnerability to lightning damage.

## BLOOD PULSE

*7th-level necromancy*

**Casting Time:** 1 action

**Range:** 80 feet

**Components:** V, S, M (a handful of sand)

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

Your foe's skin splinters and cracks, as though desiccated. Choose a living creature you can see within range. The target must succeed on a Constitution saving throw. On a failure, whenever the target moves, they take 1 damage for every foot of movement travelled.

## BLOOD OF FIRE

*5th-level necromancy*

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S, M (your blood)

**Duration:**

Instantaneous

You use a knife to cut a mystic pattern into one of your palms, and enchant your own blood. For every 1d4 slashing damage you

deal yourself, the spell creates

1 missile of blood, up to a maximum of 5. You can then cause these missiles of blood to streak from your upturned palm toward your foes. You can choose a separate target for each missile, but you must make a ranged spell attack for each missile. On a hit, a target takes 2d10 necrotic damage. Creatures within 5 feet of a creature struck by a blood missile must make a Dexterity saving throw, taking 1d10 necrotic damage on a failed save, or half as much damage on a successful one.



## BLOOD OF THE MARTYR

*4th-level necromancy*

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S

**Duration:** Instantaneous

You give up some of your own life force to save another. Choose a willing creature within range which has lost more than half its hit points. You can transfer as many of your own hit points to that creature as you have available to you. This hit point loss can't be reduced or avoided in any way. The creature can't gain more hit points than its maximum, and you can't transfer any temporary hit points you might have. If you reduce your hit point total to 0, you die.

## BLOOD SIROCCO

*6th-level evocation*

**Casting Time:** 1 action

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

**Components:** V, S

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

With a wave of your outstretched arm, a stifling wind tears across the landscape, kicking up clouds of dust and sand and spreading out to blow your foes off their feet.

A *blood sirocco* blows out from your location with the force of a windstorm. Creatures in the affected area of Small or smaller size are knocked [prone](#) and rolled 1d4 x 10 feet directly away from you, taking 1d6 bludgeoning damage for every 10 feet they tumble. Medium creatures are knocked [prone](#), and creatures of Large size or larger are unable to move toward you unless they make a successful Strength saving throw; on a success, such a creature must spend 2 feet of movement for every 1 foot it moves when moving closer to you.

In addition, the stifling winds dehydrate creatures within the cone. When a creature enters the spell's area for the first time on a turn or starts its turn there, that creature must make a Constitution saving throw, taking 3d6 fire damage on a failed save, or half as much damage on a successful one.

The wind of a *blood sirocco* automatically extinguishes open flames. It causes protected flames, such as lanterns, to have a 50% chance to be blown out. As a bonus action on each of your turns before the spell ends, you can change the direction in which the line blasts from you.

## BLOOD TO WATER

*7th-level necromancy*

**Casting Time:** 1 action

**Range:** 90 feet

**Components:** V, S

**Duration:** Instantaneous

You forcefully spit, glaring at up to 5 living creatures you can see within range. From the ground where you spat arises a green orb of energy for each creature you target, and the orbs fly to their targets and turn blood red when they strike as you transmute the targets' blood into pure water.

A creature struck by an orb must make a Constitution saving throw, taking 10d6 necrotic damage on a failed save, and half as much damage on a successful one.

## BLOOD-SPRAY BITE

*3rd-level transmutation*

**Casting Time:** 1 bonus action

**Range:** Self

**Components:** V

**Duration:** Instantaneous

When you finish casting this spell, you immediately use your Wild Shape ability. You gain 3 primal points. When you damage a creature with a bite attack, you can expend a primal point to make your attack a critical hit. If your target takes damage from this, you may push them up to 10 feet directly away from you as well. You lose all unspent primal points when you return to your natural form.

## BLOODBRIARS

*4th-level evocation*

**Casting Time:** 1 action

**Range:** 90 feet

**Components:** V, S, M (a drop of blood)

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

This spell snares a target in a tangle of invisible, razor-sharp briars made of mystical energy. The affected creature suffers no ill effects as long as it does not attempt to move, attack, cast a spell with material or somatic components, or perform any other action that requires movement. If the target moves in any fashion, however, it takes 2d8 piercing damage. Damage from the spell disrupts spellcasting; a subject that attempts to cast a spell with a material or somatic component must make a concentration check, with a DC equal to 10 + spell level + damage dealt; on a failure the spell is not cast and the spell slot is still expended.

## BLOODBIDGE

*Necromancy cantrip*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (two golden needles)

**Duration:** Instantaneous

As you cast the spell, you touch two creatures simultaneously and draw blood out from one (the “donor”), channel it through yourself, and infuse it into the other (the “recipient”). This causes the donor to lose hit points equal to 1d6 + your spellcasting ability modifier and the recipient to gain that number of hit points. The donor does not need to be willing and may make a Dexterity saving throw to evade your grasp. This spell has no effect on undead, constructs, plants, and other creatures that lack blood.

## BLOODFREEZE ARROW

*4th-level transmutation*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** Instantaneous

You whisper a few words as you nock an arrow, and the missile’s head turns into shimmering blue ice.

As part of casting the spell, make a ranged weapon attack using the piece of ammunition you transformed. On a hit, in addition to taking normal damage from the missile, the target takes 2d8 cold damage and must make a Constitution saving throw or be [paralyzed](#) for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

## BLOODGLOAT

*5th-level transmutation*

**Casting Time:** 1 bonus action

**Range:** Self (90-foot radius)

**Components:** V, S

**Duration:** 1 minute

You convert a deadly triumph into magic effects baneful to your foes. You can cast this spell only on your turn immediately after you slew a sentient, humanoid opponent in with a melee weapon attack.

You touch your enemy’s body and bellow a cry of exultation. When you do so, you establish the following magical effects in the area:

A *bless* spell targeting up to 6 creatures of your choice

Enemies in the area must succeed on a Wisdom saving throw or suffer disadvantage on attack rolls, saving throws, and ability checks

In addition, any creature hostile to you that fails its save by 5 or more is [stunned](#) with the savagery of your fighting. A stunned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

## BLOODHOUND

*1st-level divination*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

**Duration:** 24 hours

Your eyes become more focused, and you note faint traces of passage you'd missed before. For the duration, if you fail a Wisdom (Survival) check to track a creature, you can immediately attempt another roll against the same DC to reestablish the trail. Once you use this ability, the spell ends.

## BLOODIED RETRIBUTION

*2nd-level evocation*

**Casting Time:** 1 reaction, which you take when you take damage from a melee weapon attack

**Range:** Self

**Components:** V

**Duration:** Instantaneous

You can make a melee weapon attack against the creature which triggered the spell. If you possess fewer than half your hit points, you recover hit points equal to your spellcasting ability modifier (minimum 1).

**At Higher Levels.** If you cast this spell using a spell slot of the 3rd level or higher, you recover additional hit points equal to your spellcasting ability modifier for each slot level above 2nd.

## BLOODLETTING

*1st-level necromancy*

**Casting Time:** 1 bonus action

**Range:** Self

**Components:** V, S

**Duration:** 1 minute

This spell imbues a finesse weapon you hold with the power to inflict grievous wounds. The next time that weapon deals damage to a living creature, the wound continues to bleed, dealing an extra 1d6 slashing or piercing damage (depending on the type of weapon on which the spell was cast) each round for the remainder of the spell's duration. A successful

(Wisdom) Medicine check or at least 1 point of magical healing stops this additional damage.

The spell lasts for the duration or until a hit is scored with the weapon on which the spell is cast. The spell ends immediately if the weapon leaves your hand.

## BLOODSTONE'S FRIGHTFUL JOINING

*7th-level necromancy*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

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

You transfer your spirit to the body of an undead creature. If the creature has an Intelligence score higher than 3, it can make a Constitution saving throw. On a success, the spell fails and you must make your own Constitution saving throw, taking 5d8 psychic damage on a failed save, or half as much damage on a successful one.

If your spell succeeds, you merge your life essence with the undead creature's. While you inhabit the creature's body, you can use all of its powers, attacks, and abilities, including any spells it might know.

Your own body remains [unconscious](#), though you can travel any distance from your body as long as your original and new bodies remain on the same plane of existence.

If the undead creature you possessed was intelligent, it continually tries to purge you from its body. After you successfully possess its body, each time you take damage or are forced to make a saving throw, you must make an check using your spellcasting ability contested by the creature's Charisma check. On a success, you maintain the *joining*. On a failure, your spirit is forced back into your body, you take 5d8 psychic damage, and you suffer a random [short-term madness](#).

## BLOODSTONE'S SPECTRAL STEED

*6th-level necromancy (ritual)*

**Casting Time:** 1 minute

**Range:** 30 feet

**Components:** V, S, M (a hollow bone from a vulture's wing carved into a whistle)

**Duration:** 12 hours

A Large quasi-real, vulture-like creature appears on the ground in an unoccupied space of your choice within range. You decide the creature's appearance, but it is equipped with a saddle, bit, and bridle. Any of the equipment created by the spell vanishes in a puff of smoke if it is carried more than 10 feet away from the steed.

For the duration, you and a creature you name during casting can ride the steed. The creature uses the statistics for a [giant vulture](#), except it has a speed of 120 feet and can travel 12 miles in an hour, or 15 miles at a fast pace. When the spell ends, the steed gradually fades, giving the rider 1 minute to dismount. The spell ends if you use an action to dismiss it or if the steed takes any damage.

## BLOSSOM

*3rd-level transmutation (ritual)*

**Casting Time:** 3 hours

**Range:** self (300-foot radius)

**Components:** V, S, M (an handful of grain and a gallon of water)

**Duration:** Instantaneous

You spend three hours meditating, and every minute you place one grain into the water. As you do so, the area around you becomes much more verdant and fertile than it was before. If the land was dry, it becomes moist. If the land was waterlogged and swampy, the water drains away to reveal fresh loam.

This spell cannot, in and of itself, overcome truly bad conditions such as that caused by a long and terrible drought, but it can temporarily improve conditions. A particular plot of land can only be affected by this spell once a year, and the effects last until a crop is planted and harvested.

## BLOODTHIRSTY VINES

*7th-level conjuration*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M (a handful of fertilizer)

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

Choose a point within range on a solid surface such as a wall, ceiling, or floor. Plants and vines sprout up from that point, filling a 40-foot radius. For the duration, these plants turn the ground in the area into difficult terrain.

A creature in the area when you cast the spell, or that starts or ends their turn there, must succeed on a Strength saving throw or be restrained by the entangling plants until the spell ends. A creature restrained by the plants takes 3d6 slashing damage at the start of each of its turns, and can use its action to make a Strength check against your spell save DC. On a success, it frees itself.

In addition, a restrained creature is dragged 10 feet closer to the center of the area at the end of their turn.

When the spell ends, the conjured plants wilt away.

## BLUNT NATURAL WEAPONS

*3rd-level transmutation*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

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

Choose a creature with natural weapons you can see within range. That creature must make a successful Constitution saving throw or have its claws, bite, and other natural weapons grow smaller and weaker. The damage dice of each of the affected creature's natural weapon attacks are decreased by 1 step (minimum 1d2). For example, a bite attack that deals 1d8 damage now deals 1d6 damage.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, you can reduce the damage dice an additional step for each slot level above 3rd.



## BLUNT WEAPON

*3rd-level transmutation*

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S

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

Make a ranged spell attack against a creature you can see within range. On a hit, you reduce the effectiveness of piercing and slashing weapons and ammunition used by that creature by rendering them semi-substantial. That creature's weapons appear shimmery or shadowy when examined closely, and damage rolls are reduced by half (minimum 1 damage).

## BO OF WATER

*2nd-level evocation*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

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

A 6-foot-long quarterstaff formed of water fills your hands. You are proficient with the staff, which is a magic weapon. The staff deals 1d8 bludgeoning damage + your spellcasting ability bonus (minimum 1).

## BODAK'S GLARE

*8th-level necromancy*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S

**Duration:** Instantaneous

Your eyes vanish to reveal holes in the universe itself and your gaze kills. Target a living creature within range that can see you. That creature must make a Constitution saving throw. On a failure, the creature is reduced to 0 hit points. On a success, the creature takes 3d10 psychic damage.

## BODY BLADES

*2nd-level transmutation*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S, M (two sharp pieces of metal and a shard of bone)

**Duration:** 1 minute

Dagger-like growths grow out of your body, passing harmlessly through anything you wear. You gain +1 AC. If you grapple anyone or are grappled, you deal 2d4 + your spellcasting ability modifier in piercing damage. In addition, your unarmed attacks deal an extra 1d4 piercing damage.

## BODY BLAZE

*3rd-level evocation*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S, M (a small piece of phosphorus)

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

You surround yourself in flame. Any creature that ends its turn within 5 feet of you must make a Dexterity saving throw. The creature takes 2d6 fire damage on a failed save, or half as much damage on a successful one.

In addition, when you move, you leave in your wake a vertical sheet of flame. The sheet of flame left behind you is up to 20 feet high, 2 inches wide, and lengthens as you move, exactly following the path you take across the ground. A creature passing through the wall takes 2d8 fire damage. If any 5-foot length of wall takes 20 cold damage or more in a round, that section is extinguished.

## BODY CLOCK

*4th-level transmutation*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** 8 hours

You touch a willing creature and change how it interacts with the flow of normal time. For the duration, the target gains the following abilities:

Its need for rest is reduced. If it takes a short rest, it gains the benefit of a long rest, except that it can't prepare different spells than it already has prepared.

Its need to breathe is reduced to 10% of normal, meaning it can hold its breath 10 times as long.

It can set an internal "alarm clock" to alert it when a certain amount of time has passed. When that time passes, it hears a jangling noise only it can hear but which is loud enough to wake it.

## **BODY EQUILIBRIUM**

*1st-level transmutation*

**Casting Time:** 1 bonus action

**Range:** Touch

**Components:** V, S

**Duration:** Instantaneous

Touch a willing creature. Until the end of their next turn, their walking speed is doubled. Additionally, they have advantage on Acrobatics checks and cannot sink on soft or brittle terrain such as dust, silt, mud, snow, or ice.

## **BODY HARMONIC**

*5th-level transmutation*

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S, M (a crystal, water-filled goblet worth at least 500 gp)

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

You chant a simple poem and rub the rim of the goblet, causing it to emit a piercing tone. The sounds combine and crackle with energy. Choose a creature within range which can see and hear you. The creature must make a Wisdom saving throw. On a failure, the creature's body vibrates loudly and painfully in harmony with the tone. For the duration, at the beginning of each of its turns, the victim takes 1d10 thunder damage and 1d10 psychic damage. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. In addition, for the duration the target's body whines and

hums with discordant noise, imposing disadvantage on Stealth checks.

## **BODY LINK**

*9th-level necromancy*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S, M (a small amount of tree sap and a pearl worth 500 gp, which is consumed in the casting)

**Duration:** 1 hour

For the duration, your body parts become linked so that even if they are separated from the rest of your body, you still control them. A severed arm can still write and even wield weapons. A severed leg can still hop around. A severed head can still think, talk, and even eat, although the rest of the body becomes inert. If you or some other creature holds the severed body part against the stump, the two parts will instantly fuse together. You are not instantly slain by decapitation.

## **BODY, NO BODY**

*6th-level transmutation*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S, M (a bit of lace)

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

You gain the following two traits for the duration:

**Ethereal Sight.** You can see 60 feet into the Ethereal Plane when on the Material Plane, and vice versa.

**Incorporeal Movement.** You can move through other creatures and objects as if they were difficult terrain. You take 1d10 force damage if you end your turn inside an object.

## **BODY OF THE SUN**

*2nd-level transmutation*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

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

You draw upon the power of the sun to sheathe your body in fire. Any creature that

ends its turn within 5 feet of you must make a Dexterity saving throw. The creature takes 1d6 fire damage on a failed save, or half as much damage on a successful one. You shed bright light in a 10-foot radius and dim light for an additional 10 feet.

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

## BODY OF WAR

*7th-level transmutation*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S, M (a miniature bronze hammer)

**Duration:**

Concentration, up to 1 minute

As you complete the spell, your body grows heavy and unresponsive. A moment of panic grips you as your chest ceases to expand and you realize you are no longer breathing. Cold sweeps over your body as you glance down at your now-metallic flesh. You turn into a warforged titan.

You cannot speak or cast spells while in warforged titan form. You're otherwise subject to the rules governing a druid's Wild Shape ability.

## WARFORGED TITAN

*Huge construct, unaligned*

**Armor Class** 12 (natural armor)

**Hit Points** 210 (20d10 + 100)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	9 (-1)	20 (+5)	3 (-4)	11 (+0)	1 (-5)

**Damage Immunities** bludgeoning, piercing and slashing damage from nonmagical weapons from nonmagical weapons, fire, poison

**Damage Vulnerabilities** acid

**Condition Immunities** exhaustion, paralyzed, petrified, poisoned, prone

**Senses** darkvision 120 ft. passive Perception 10

**Languages** -

**Challenge** 9 (5000 XP)

**Frightful Presence.** Each creature of the titan's choice that is within 120 feet of the Titan and aware of it must succeed on a DC 14 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the titan's Frightful Presence for the next 24 hours.

**Immutable Form.** The Warforged Titan is immune to any spell or effect that would alter its form.

**Magic Resistance.** The Warforged Titan has advantage on saving throws against spells and other magical effects.

**Magic Weapons.** The Warforged Titan's weapon attacks are magical.

### ACTIONS

**Multiattack.** The Warforged Titan makes 2 attacks.

**Slam.** *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 20 (3d8+7) bludgeoning damage.

**Sword.** *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 23 (3d10+7) slashing damage.

**Fire Breath (Recharge 6).** The titan exhales fire in a 15-foot cone. Each creature in that area must make a DC 15 dexterity saving throw, taking 25 (5d8) fire damage on a failed save, or half as much damage on a successful one.

**Sweeping Strike.** The Warforged Titan can use a missed Slam attack to perform a sweeping strike, dragging its hammer arm along the ground at extreme speed. All creatures within a 10 foot arc 180 degrees in front of the warforged titan must make a DC 15 Dexterity saving throw. On a successful save the creature is unaffected, on a failed save the creature takes 7 (2d6) bludgeoning damage, is thrown 15 feet, and lands prone.

## BODY OUTSIDE BODY

*7th-level conjuration*

**Casting Time:** 1 reaction

**Range:** 15 feet

**Components:** V, S, M

**Duration:** Instantaneous

You create two duplicates of yourself which appear within range. These duplicates have all your ability scores, skills, and equipment. They do not know any spells you may have, class abilities, or magic items. Their hit points are 25% of yours, rounded down.

When created, they are obedient to you and cooperative with each other. They suffer damage as normal creatures, but simply disappear when reduced to 0 hit points. Each time a duplicate is slain, you suffer 10 points of psychic damage. The duplicates are indistinguishable from you, even to such powerful magic as a *true seeing* spell.

**At Higher Levels.** When you cast this spell using a spell slot of 8th level or higher, you can create an additional duplicate for each slot of 8th level or higher.

## BOILING BLOOD

*2nd-level transmutation*

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S

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

Choose a living creature you can see within range. The target's blood begins to boil. The creature must make a Constitution saving throw, taking 2d8 fire damage on a failed save or half as much damage on a successful one. On a failed save, it takes an additional 2d8 fire damage at the start of each of its turns. At the end of each of its turns, the creature can make a Constitution saving throw, ending the effect on itself on a success.

## BOILING OIL

*4th-level conjuration*

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S

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

Boiling oil rains down in a 10-foot-radius, 40-foot-high cylinder centered on a point within range. When a creature enters the spell's area for the first time on a turn or starts its turn there, it must make a Constitution saving throw. It takes 4d10 fire damage on a failed save, or half as much damage on a successful one. In addition, on a failed save a creature takes an additional 2d10 fire damage at the start of its next turn.

## BOLSTERING SPEECH

*1st-level evocation*

**Casting Time:** 1 bonus action

**Range:** Self (20-foot radius)

**Components:** V, S

**Duration:** Instantaneous

As you cross blades with your foe, you recite words of encouragement to your comrades. The next time you deal damage with a melee weapon attack, up to 6 creatures you choose in the area gain temporary hit points equal to the damage dealt.

## BOLSTERING STRIKE

*2nd-level transmutation*

**Casting Time:** 1 reaction, which you take when you deal damage to a creature with a melee weapon attack

**Range:** Self

**Components:** V, S

**Duration:** Instantaneous

You gain temporary hit points equal to 3 times your spellcasting ability modifier (minimum 3).

## BOLT OF GLORY

*7th-level evocation*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M (a small amber rod bound with bronze)

**Duration:** Instantaneous

You fire a burst of holy energy at one target you can see within range. That creature must make a Constitution saving throw. The creature takes 10d10 radiant damage on a failed save, or half as much damage on a successful one. Celestials are immune to this spell. Fiends and undead have disadvantage on the saving throw.

## BOLT OF POWER

*6th-level evocation*

**Casting Time:** 1 action

**Range:** 120 foot range

**Components:** V, S, M (a small bit of copper)

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

Make a ranged spell attack against one creature within range. On a hit, the target takes 5d8 lightning damage. Any creatures within 15 feet of the target must succeed on a Dexterity saving throw or take 1d10 lightning damage, be pushed 10 feet away from the target, and fall [prone](#).

## BOLTS OF BEDEVILMENT

*5th-level enchantment*

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S

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

You point your hand at a target and fire a black beam from your finger. For the duration, you can use your action to make a ranged spell attack against a living creature you can see within range. A creature struck by the ray is incapacitated until the end of its next turn.

## BOLTS OF WARDING

*5th-level abjuration*

**Casting Time:** 1 bonus action

**Range:** Self (20-foot radius)

**Components:** V, S, M (a small toy shield)

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

You hold your weapon aloft, causing it to glow and crackle with thunder and lightning. Choose up to 6 creatures in the area. A creature which ends its turn within 5 feet of one of the creatures you chose must make a Dexterity saving throw, taking 4d8 lightning damage on a failed save, or half as much damage on a successful one.

In addition, if you successfully hit a creature with your weapon, the spell ends immediately and the target takes 1d8 damage for each round the spell was active.

## BOMBARDMENT

*8th-level conjuration*

**Casting Time:** 1 action

**Range:** 300 feet

**Components:** V, S, M (a quartz crystal)

**Duration:** Instantaneous

You cause a hail of great stones to fall from the sky, battering and burying your enemies. You create a cylinder that is 10 feet tall with a 60 foot radius, centered on a point you can see within range. Each creature within the area of effect must make a Dexterity saving throw. A creature takes 10d8 bludgeoning damage on a failed save, or half as much damage on a successful one. In addition, on a failed save a creature is knocked prone and is restrained.

## BOND OF BROTHERHOOD

*3rd-level evocation*

**Casting Time:** 1 reaction, which you take when a creature within range regains hit points

**Range:** 30 feet

**Components:** V

**Duration:** Instantaneous

You regain a number of hit points equal to your level.

## BONE BITE

*2nd-level evocation*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M (a small shard of bone)

**Duration:** Instantaneous

You flick the bone shard at a target you can see within range. As it flies, it transforms into a pair of jaws with jagged teeth of bone. Make a ranged spell attack against the target. On a hit, the target takes 4d4 slashing damage immediately and 2d4 slashing damage at the end of its next turn.

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

## BONE CHILL

*2nd-level necromancy*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M (a small piece of bone and a cube of ice)

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

A ray of cold erupts from your fingertips. Make a ranged spell attack against a corporeal undead creature within range. On a hit, the creature is covered in a layer of ice, [restraining](#) it. A restrained creature can use its action to make a Strength check against your spell save DC. On a success, the creature frees itself.

## BONE CLUB

*3rd-level necromancy*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S, M (a humanoid thigh bone and a pinch of dirt from a grave)

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

You sprinkle the dirt over the bone and change it into a club in your free hand. If you let go of the club, it disappears, but you can evoke it again as a bonus

action. You are proficient with the club and you can use your action to make a melee spell attack with it.

When you hit a fiend or an undead with this magic weapon, that creature takes an additional 2d6 radiant damage. If the target has 25 hit points or fewer after taking this damage, it must succeed on a Wisdom saving throw or be destroyed. On a successful save, the creature becomes [frightened](#) of you until the end of your next turn.

## BONE SEIZE

*4th-level necromancy*

**Casting Time:** 1 action

**Range:** 50 feet

**Components:** V, S

**Duration:** 1 minute

Choose a living or undead target within range that you can see that has bones. A living target must make a Constitution saving throw. On a failure, you gain control of that target's bones, and you automatically gain control of an undead creature's bones. On your turn, you can command the target to lie or sit down, sit or stand up, or move in a particular direction. You cannot make the creature speak, fight, cast spells, etc.,



though you can make the creature not move, preventing it from using somatic spell components.

## **BONEBLADE**

*3rd-level necromancy*

**Casting Time:** 1 bonus action

**Range:** Self

**Components:** V, S

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

You change a bone at least 6 inches long into a blade in your free hand. The blade is similar in size and shape to a longsword, and it lasts for the duration. If you let go of the blade, it disappears, but you can evoke the blade again as a bonus action. You are proficient with this magic weapon, you can use your action to make a melee spell attack with it, and you have a +1 bonus to hit and damage rolls you make with it. On a hit, the target takes 3d8 necrotic damage.

**At Higher Levels.** When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d8 for every two slot levels above 3rd.

## **BONEFIDDLE**

*2nd-level necromancy*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

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

As you make a fiddling motion with your finger and thumb, you hum a discordant ditty. Nearby, a translucent bone-white fiddle bow appears, stabs into your target, begins sawing, as if playing the poor creature like a fiddle. The music it produces is eerily beautiful, for it is produced by the bow sawing on the target's skeleton, but it causes intense pain.

Choose a living creature you can see within range. The creature must make a Constitution saving throw. On a failure, it has disadvantage on Stealth checks, and at the start of each of its turns it takes 3d8 thunder damage. The creature can repeat the saving throw at the end of its turn, ending the effect on itself on a success.

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

## **BOON OF FORTUNE**

*3rd-level transmutation*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (a four-leaf clover)

**Duration:** 1 minute

You impart good luck to yourself or a creature you touch. Choose an option from the following list. Each option lasts until it is used or the duration expires.

**Sudden Knowledge.** The target gains proficiency in up to six types of tools and/or weapons it did not already know how to use.

**Hidden Strengths.** Choose two abilities. The target has advantage on all ability checks and saving throws based on those abilities.

**Amazing Luck.** If the target fails a saving throw, it may use its reaction to choose to succeed instead.

## **BOON OF THE GOD**

*4th-level transmutation*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

**Duration:** Instantaneous

You temporarily trade your sight for renewed vitality, bringing the wrath of Tyr onto the heads of your foes. This spell is usually used by Tyr's clergy, and then only in desperate combat situations.

If you're injured, you're instantly (but temporarily) restored to your full unharmed condition, no matter how sorely wounded you were. Your hit points and ability scores are restored in full, missing limbs reappear, damaged organs function as if whole, and so on, but you also go [blind](#). The boon lasts for 6 rounds, and the magic allows you to function during that time as if you were totally unharmed. In addition, during that time you

function without regard for additional, or even fatal, damage you take during the duration.

When the spell expires, all damage you had before the spell was cast returns, and any additional harm taken during the boon is applied to the you. If that damage reduces you to 0 hit points, you die.

In addition, your blindness is permanent.

## **BOREAL WIND**

*4th-level evocation*

**Casting time:** 1 action

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

**Components:** V, S

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

A line of frigid, blasting wind 100 feet long and 10 feet wide blasts from you in a direction you choose for the spell's duration. Each creature in the line must make a Constitution saving throw. A creature takes 6d6 cold damage on a failed save, or half as much damage on a successful one. A creature killed by this spell becomes a frozen statue until it thaws.

In addition, each creature that starts its turn in the line must succeed on a Strength saving throw or be pushed 15 feet away from you in a direction following the line. Any creature in the line must spend 2 feet of movement for every 1 foot it moves when moving closer to you.

The gust disperses gas or vapor, and it extinguishes candles, torches, and similar unprotected flames in the area. It causes protected flames, such as those of lanterns, to dance wildly and has a 50 percent chance to extinguish them.

As a bonus action on each of your turns before the spell ends, you can change the direction in which the line blasts from you.

## **BOTHERSOME BABBLE**

*2nd-level enchantment*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S

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

Choose a target within range who can see and hear you. That creature must succeed on a Wisdom saving throw or find itself unable to be understood through verbal communication. No matter how hard it tries, it can't speak a language, but only utters nonsense sounds. Its ability to write is unaffected. To cast a spell with a verbal component, the target must succeed on a concentration saving throw, the DC of which equals your spell save DC + the level of the spell to be cast.

## **BOTTOMLESS HATE**

*2nd-level enchantment*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

**Duration:** 1 minute

You fill yourself with a terrible hatred against your favored enemies. For the duration, against your favored enemies you have a +1 bonus on your damage rolls.

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

## **BOUGHS OF THE WORLD TREE**

*9th-level conjuration*

**Casting Time:** 1 action

**Range:** 80 feet

**Components:** V, S, M (a seed blessed by a fey)

**Duration:** 10 minutes

Choose 5 points within range. The World Tree erupts through the ground at those points. Each bough counts as a Large creature that blocks line of sight. Each bough has AC 20, resistance to all damage, and 50 hit points. For the duration, your allies have advantage on attack rolls against foes who are adjacent to a bough, and creatures have disadvantage on



attack rolls to hit your allies when they're adjacent to a bough. When the spell ends, the growth stays behind and becomes normal vegetation, losing its resistance and special protections.

## **BOUNDLESS**

*5th-level evocation*

**Casting Time:** 1 action

**Range:** Self (10-foot radius)

**Components:** V, S, M (a knife handle with no blade)

**Duration:** Instantaneous

All creatures in the area must make a successful Charisma saving throw or be pushed out of the area. In addition, you end any of the following effects on you: blinded, charmed, deafened, frightened, grappled, paralyzed, petrified, or restrained.

## **BOUNDLESS ENERGY**

*5th-level abjuration*

**Casting Time:** 1 bonus action

**Range:** Touch

**Components:** V, S, M (a wedge of lemon)

**Duration:** Instantaneous

The target immediately makes saving throws against all ongoing effects. For each level of exhaustion the target currently possess, they make a DC 15 Constitution saving throw and for each success they remove that level of exhaustion.

## **BOWGENTLE'S FLEETING JOURNEY**

*5th-level Conjuration*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (a small ball of uncured rubber)

**Duration:** 1 round

You touch one creature other than yourself and choose a location that you can clearly see within 200 feet. The creature is instantly teleported to that location along with anything it is wearing or carrying. If the creature is unwilling, you must make a melee spell attack. At the start of your next turn, the creature is teleported back to its original

location. The creature is free to act normally on its turn.

A maximum of 500 pounds can be transported by this spell. If the creature is [grappled](#), [restrained](#), or encumbered to the point its speed is 0, the spell fails.

If the original location is occupied by another creature or object when the target returns, the target does not return to that location and must make a Charisma saving throw. On a failure, the creature is pushed to a random location on the Astral Plane. On a success, the target takes 4d6 force damage.

**At Higher Levels.** When you cast this spell using a spell slot of 6th level or higher, the maximum teleport distance increases by 100 feet, the maximum weight by 100 pounds, and the duration increases by 1 round for each slot level above 5th.

## **BRAMBLES**

*2nd-level enchantment*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S, M (a normal wooden club or quarterstaff)

**Duration:** 1 minute

A weapon you touch grows sharp thorns. For the duration, the weapon deals 1d8 piercing and 1d8 bludgeoning damage.

## **BRANCH TO BRANCH**

*1st-level transmutation*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

**Duration:** 1 hour

Your fingers thicken and your arms lengthen slightly. You would feel more at ease in a canopy of trees. You gain a climb speed of 30 feet. As long as you remain at least 10 feet above the ground, you can brachiate (swing by branches and vines) in a forest. When you brachiate, you gain a 10-foot bonus to your speed and ignore difficult terrain penalties for undergrowth and terrain features.

## BRAND OF JUDGMENT

*5th-level evocation*

**Casting Time:** 1 bonus action

**Range:** self

**Components:** V, S

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

The next time you hit with a melee weapon attack before this spell ends, your attack deals an extra 3d8 radiant damage. In addition, if the target is a creature at the end of each of its turns in which made an attack, it must make a successful Wisdom saving throw or it takes 10 radiant damage.

## BREAK ENCHANTMENT

*4th-level abjuration*

**Casting Time:** 1 reaction, which you take when you or an ally within range make a saving throw to avoid a condition.

**Range:** Self (20-foot radius)

**Components:** V, S

**Duration:** Instantaneous

You and all allies within the area have advantage on saving throws against the effect that triggered your reaction, and you and your allies may add your Charisma modifier to saving throws if the effect causes the charmed or frightened conditions, or if the effect was caused by an illusion spell.

## BREAK LIMB

*5th-level necromancy*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (a broken animal bone)

**Duration:** Until healed

Make a melee spell attack against a living creature. On a hit, one of the creature's bones breaks. Choose an arm or a leg:

**Arm.** The creature takes 2d10 force damage and has disadvantage on attack rolls until the break is healed.

**Leg.** The creature takes 2d10 force damage, can only move at half its speed until the break is healed, and cannot add its Dexterity modifier to its AC.

A limb takes 1d6 months to heal naturally. A [lesser restoration](#) spell or any healing spell of 4th level or higher heals it immediately.

## BREAK THE WALL

*4th-level enchantment*

**Casting Time:** 1 action

**Range:** 25 feet

**Components:** V, S

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

Choose a creature within range. The target creature has disadvantage on all saving throws and their AC is lowered by 5. At the end of each of its turns the creature can make a Charisma saving throw, ending the effect on a success. The saving throw to end this effect does not have disadvantage.

## BREATH OF DEATH

*9th-level necromancy (ritual)*

**Casting Time:** 10 minutes

**Range:** Self (500 foot radius)

**Components:** V, S, M (a handful of mummy dust)

**Duration:** Instantaneous

You exhale a foul-smelling breath which turns into a breeze that radiates outward. This causes all creatures within range to make a Constitution saving throw or contract a disease similar to mummy rot:

An affected creature can't regain hit points, and its hit point maximum decreases by 3d8 for every 24 hours that elapse. If the spell reduces the target's hit point maximum to 0, the target dies, and its body turns to dust.

## BREATH OF LIFE

*9th-level abjuration (ritual)*

**Casting Time:** 10 minutes

**Range:** Self (500 foot radius)

**Components:** V, S, M (a cone of incense that has had a [bless](#) spell cast on it)

**Duration:** Instantaneous

You exhale a sweet-smelling breath which turns into a breeze that radiates outward and cures all creatures within range of all diseases. The spell has no effect on magical



diseases or curses, and does not protect against re-infection.

### **BREATH OF THE DRAGON SOUL**

*3rd-level enchantment*

**Casting Time:** 1 bonus action

**Range:** Self

**Components:** V, S

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

Choose a type of energy: acid, cold, fire, poison, or thunder. Until this spell ends, all your weapon attacks deal 1d6 extra damage of that type. In addition, you have resistance to that type of damage.

### **BREATH OF THE JUNGLE**

*1st-level transmutation*

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S

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

You create a 20-foot-radius sphere of foul-smelling, fine mist centered on a point within range. The sphere spreads around corners, and its area is lightly obscured. It lasts for the duration or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it. When a creature in the mist makes a saving throw to avoid poison damage, the poisoned condition, or disease, it does so with disadvantage.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, the radius of the fog increases by 20 feet for each slot level above 1st.

### **BREATH OF THE STARS**

*7th-level evocation*

**Casting Time:** 1 action

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

**Components:** V, S, M (a vial of water that was once frozen)

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

The profound cold of the endless void between the stars sprays forth from your fingers. Each creature in the cone must make a Constitution saving throw. A creature takes

10d6 cold damage on a failed save, or half as much damage on a successful one. In addition, a creature which fails the save must make a Strength saving throw or be pushed up to 30 feet away from you, until they hit a creature, object, or the edge of the cone.

**At Higher Levels.** If you cast this spell using a spell slot of 9th level, the spell only affects your enemies. Allies in the area regain 2d6 hit points for each enemy in the cone.

## BRIDGE OF SHADES

*4th-level conjuration*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S, M (two shards of glass)

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

Two shadowy gates appear within range of the spell. Though they may be separated by up to 60 feet, these two locations are adjacent to each other, so that a creature can step between them, attack across them, or even cast spells through them.

## BRIGHTMANTLE

*2nd-level abjuration*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** 1 hour

You envelop the target's head in flickering blue light. For the duration, the target has advantage on Intelligence ability checks and saving throws, as well as saving throws to avoid mind-altering spells and effects. At your DM's option, a creature afflicted by madness may have a lucid period.

## BRILLIANT BLADE

*7th-level transmutation*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

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

You transform a melee weapon held by a willing creature within range into pure, brilliant, radiant energy. The weapon glows

faintly, and hums with power. The weapon sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

A *brilliant blade* becomes a magic weapon, if it wasn't already. It ignores nonliving matter—like armor. Armor bonuses to AC, including those from magical enhancement, simply do not count against attacks made with the *brilliant blade*. In addition, on a successful hit it deals an extra 1d8 radiant damage.

**At Higher Levels.** When you cast this spell using a spell slot of 8th level or higher, you can transform an additional weapon for each slot level above 7th.

## BRILLIANT EMANATION

*3rd-level evocation*

**Casting Time:** 1 action

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

**Components:** V, S

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

A divine glow radiates from any reflective object worn or carried by you, including metal armor. Evil creatures in the area must succeed on a Constitution saving throw or be [blinded](#) for the duration. An evil creature that makes its saving throw is not blinded, but has disadvantage on its attack rolls against you.

## BRILLIANT SWARM

*3rd-level conjuration*

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S, M (a handful of crushed insects)

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

You summon a 20-foot radius cloud of scintillating insects at a point you choose within range. The swarm [lightly obscures](#) the area.

In addition, whenever a creature starts their turn in or enters the cloud, you choose one of the following saving throws, and the creature must succeed on the saving throw or suffer the listed effect.

**Strength:** Insects crawl over and cover the target's eyes. It has disadvantage on attack

rolls and Perception checks which rely on sight. Once the creature leaves the area, it can repeat the saving throw at the end of each of its turns, ending the effect on a success.

**Dexterity:** The target is webbed into place, unable to move. It is [restrained](#).

**Constitution:** Insects crawl under the target's skin. As long as it remains in the area, at the start of each of its turns it takes 5 necrotic damage.

**Wisdom:** The target is [frightened](#) of you and the cloud. Once it leaves the area, it can repeat the saving throw at the end of each of its turns, ending this effect on a success.

## BRISTLE

*2nd-level transmutation*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** 10 minutes

You touch a suit of armor, and it instantly sprouts vicious-looking spikes. For the duration, the armor grows long spikes which stick out in all directions. On each of its turns, the creature wearing the armor can use its bonus action to make a melee weapon attack with the armor. If the attack hits, the spikes deal 1d4 piercing damage. The creature uses its Strength modifier for the attack and damage rolls.

Additionally, when it uses the Attack action to grapple a creature, the target takes 3 piercing damage if the grapple check succeeds. If a creature grapples the target of *bristle*, it takes 3 piercing damage and the target has advantage on checks to break free of the grapple.

## BRITTLESKIN

*3rd-level transmutation*

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S

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

You cause a creature's natural armor to crystallize and become brittle. Whenever the

affected creature is hit by a weapon attack, it takes an additional damage die of the weapon's type.

## BROOD OF HADAR

*2nd-level conjuration*

**Casting Time:** 1 reaction, which you take when a creature within range dies

**Range:** 40 feet

**Components:** V, S

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

Shadows flow out of the corpse, fanged with evil eyes, which congeal into a [specter](#). The specter immediately uses its Life Drain attack on the creature closest to it. After it completes its turn, the creature disappears as the shadows dissipate.

**At Higher Levels.** If you cast this spell using a spell slot of 3rd level or higher, you can choose a different creature. You can choose creatures of a lower level instead, should you wish. Your DM can allow other undead creatures of the same CR if they should wish.

3rd level slot: [will o' wisp](#)

4th level slot: [wight](#)

5th level slot: [ghost](#)

## BRUMAL STIFFENING

*2nd-level transmutation*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

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

Target a nonmagical melee weapon held by a creature you can see within range. That creature must make a Dexterity saving throw. On a failure, you cause the weapon to suffer extreme cold and become brittle. For the duration, whenever the wielder rolls a 1 on an attack roll, the weapon shatters.

## BRUTAL EROSION

*5th-level evocation*

**Casting Time:** 1 action

**Range:** 20 feet

**Components:** V, S, M (a wooden sphere worn smooth by sandpaper)

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

Choose one creature within range. That creature must succeed on a Constitution saving throw, or the target is subjected to a scouring from dirt and sand that appears from nowhere. Each round the target gains a cumulative -1 penalty to AC. Once this penalty reaches -5, the target has disadvantage on attacks for the duration of the spell and, if the target is wearing nonmagical armor, it falls off and is destroyed.

## BUOYANT LIFTING

*1st-level evocation*

**Casting Time:** 1 reaction

**Range:** 60 feet

**Components:** S

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

Target up to 6 willing creatures, including yourself, you can see within range. If the creatures are underwater, on their turns they are borne toward the surface at a speed of 60 feet until they're floating on the surface. For the duration, affected creatures float effortlessly.

## BURIAL BLESSING

*1st-level evocation (ritual)*

**Casting Time:** 1 minute

**Range:** Touch

**Components:** V, S, M (a vial of holy water)

**Duration:** Instantaneous

You ward a corpse from evil effects. The corpse can't be animated or rise as an undead creature. In addition, any creature which disturbs the body is struck by a sudden and intense fear. It must make a Wisdom saving throw against your spell save DC. On a failure, a [frightened](#) creature must spend its turns trying to move as far away from the corpse as it can, and it can't willingly move to a space within 30 feet of the corpse.

## BURNING RAGE

*1st-level evocation*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

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

Choose a creature you can see within range. That creature must make a Wisdom saving throw. On a failure, the creature is engulfed in shimmering blue flame. At the start of each of its turns, it takes 1d6 fire damage. In addition, for the duration it gains the following benefits:

- It has a +2 bonus to its Strength score, up to a maximum of 20.
- It has advantage on Strength checks and Strength saving throws.
- It has resistance to bludgeoning, piercing, and slashing damage.
- It gains a +2 bonus to its damage rolls.
- It can't cast spells or concentrate on them.

A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

## BURROW

*2nd-level transmutation*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

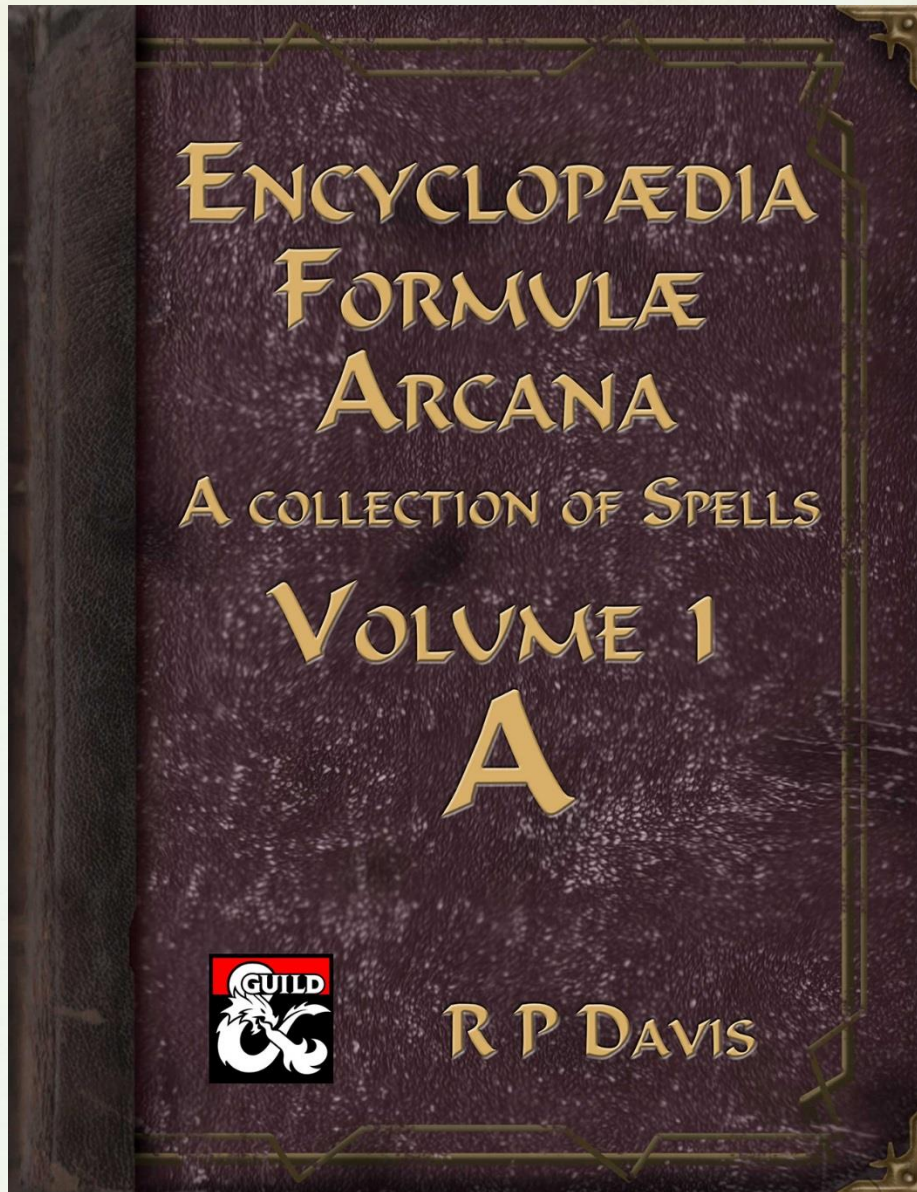
**Duration:** 10 minutes

A creature you touch gains a burrow speed of 40 feet.

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

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