

# ARCANE INCANTATIONS



HOME BREW



# ARCANE INCANTATIONS

Version 1.5

**A CONVERSION OF OVER 800  
4TH EDITION ARCANE POWERS  
INTO 5TH EDITION ABILITIES**

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# TABLE OF CONTENTS

## **INTRODUCTION** ..... 4

- What is an Incantation?
- How to use Incantations in Your Game
- How Players can Acquire Incantations
- Reading an Incantation

## **NEW RULES & TERMS**

### **CONDITIONS** ..... 5

- Bleeding
- Dazed

### **RULES** ..... 5

- Marked
- Saving Throws

### **TAGS** ..... 5

- Charm
- Conjuration
- Enchantment
- Evocation
- Fear
- Focus
- Hex
- Illusion
- Necromancy
- Offensive
- Polymorph
- Skill or Tool
- Stance
- Summoning
- Utility
- Weapon

### **TERMS** ..... 7

- “Attacks and abilities”
- Charging Attack
- Expending Hit Dice
- Incantation
- Movement and Safe Movement
- “When you hit a creature with an attack”

### **CONVERTING INCANTATIONS INTO SPELLS** ..... 8

## **INCANTATIONS**

### **RANK 1 INCANTATIONS** ..... 10

### **RANK 2 INCANTATIONS** ..... 37

### **RANK 3 INCANTATIONS** ..... 57

### **RANK 4 INCANTATIONS** ..... 68

### **RANK 5 INCANTATIONS** ..... 86

## **NEW MONSTERS** ..... 99

## **CHANGE NOTES** ..... 108

## **CREDITS AND LEGAL** ..... Back

# INTRODUCTION

This document is part of a larger series converting 4th edition powers into 5th edition abilities. This particular document presents Artificer, Bard, Sorcerer, Swordmage, Warlock, and Wizard themed incantations. Any incantation in this document is not intended to be only for these classes. It is intended to add a little dash of magical arcane flavor to any character.

That being said, there are abilities presented here that benefit certain classes more. Those incantations often refer to marking, a variant combat option in the DMG, and marks make the most use out of the *Aegis of...* **Rank 1 Incantations:** Some may reference familiars, though they do not require it. Finally, there are a number of incantations that reference the *hex* spell.

## WHAT IS AN INCANTATION?

Incantations are abilities converted from 4th edition Arcane Powers, taken from Artificer, Bard, Sorcerer, Swordmage, Warlock, and Wizard.

They are Arcane which means they are fueled by the arcane magic that permeates the multiverse.

These incantations are divided by Rank, with each rank about equal in power to a spell of the same level or a permanent magic item of equal rarity. See the incantation Rank and Rarity table for comparison.

## HOW TO USE INCANTATIONS IN YOUR GAME

These incantations are intended to be used as either special abilities for NPCs to use to make them unique, or as rewards for players in place of magic items. They do not take up an attunement slot, but are also more limited in function than a magic item.

Each rank is intended to have a minimum character level to acquire, but that is ultimately up to the DM to decide.

## HOW PLAYERS CAN ACQUIRE INCANTATIONS

It is up to you to decide how they are introduced into your game, and which ones are available. Here are a few examples of how you could allow players to acquire them.

- You could have NPCs reward them as special training instead of treasure. Similar in the way Boons are awarded.
- The players find a magical scroll that when studied is consumed as it bestows the knowledge of the incantation on the character.
- You could use the "Buying a Magic Item" Downtime Activity from Xanathar's Guide to Everything as a framework for spending downtime to train an incantation from a teacher.
- If using the training method or rewarding them instead of treasure, it is unlikely that an instructor knows all of the incantations. I would recommend picking 3-5 incantations that the instructor is willing to teach, and allowing the players to pick from that list.

## INCANTATION RANK AND RARITY COMPARISON

Rank	Spell Level	Magic Item Rarity	Level Range
1	1st	Common	1-4
2	2nd	Uncommon	5-8
3	3rd	Rare	9-12
4	4th	Very Rare	13-16
5	5th	Legendary	17-20

## READING AN INCANTATION

### NAME OF INCANTATION

*Rank of Incantation • Tags (How often the Incantation recharges)*

Incantation text. This section describes the activation requirements and mechanical benefits of the incantation.

*Flavor text. This section describes how the incantation appears in the world*

### HOW OFTEN THE INCANTATION RECHARGES

- **Turn.** The incantation recharges at the start of your turn.
- **Short.** The incantation recharges after a short or long rest.
- **Long.** The incantation recharges after a long rest.

### "AS AN ACTION / BONUS ACTION / REACTION, ..."

Whenever an incantation starts with one of these, it means that you are using *your* action, bonus action, or reaction to activate the incantation. If another creature must use it's an action to do something, it will always appear later. If an incantation doesn't require one of these action types to activate, it will list a different trigger, such as, "When you hit a creature...".

### INCANTATIONS AND WIZARD SCHOOLS

All incantations have magic schools listed as tags. I allow that school's **Savant** class feature to apply to learning these incantations. So if an incantation has the **Evocation** tag, then an Evocation Wizard could learn that incantation in half the time for half the cost (when using the training method). It is up to you how much you want incantations to act as spells. I personally, make them susceptible to anti-magic and counterspell, so that they aren't an always "better" option. This also makes **Martial Exploits** feel different, since those are not magical at all.

# NEW RULES & TERMS

## CONDITIONS

### BLEEDING

Bleeding is a new condition. A creature that is bleeding takes the listed amount of damage (usually a die amount) at the beginning of its turn. Bleeding can be stopped by using an action to make a DC 15 Wisdom (Medicine) check or through the application of any effect that allows the creature to regain hit points.

GMs can choose to have bleed damage stack with itself or not, depending on the type of campaign they wish to play.

**Variants:** A bleeding creature can make a DC 15 Constitution saving throw at the end of each of its turns, ending the bleeding on a success.

### DAZED

This is a new condition that means a creature may not take reactions, and on its turn, it can use either an action or a bonus action, not both. Regardless of the creature's abilities or magic items, it can't make more than one melee or ranged attack during its turn.

## RULES

### MARKED

This is the variant rule presented on page 271 of the *Dungeons Masters Guide*. When a creature marks a target, the mark lasts until the end of the attacker's next turn unless specified otherwise, and any opportunity attack it makes against the marked target has advantage. The opportunity attack doesn't expend the attacker's reaction, but the attacker can't make the attack if anything, such as the incapacitated condition or the shocking grasps spell, is preventing it from taking reactions. The attacker is limited to one opportunity attack per turn.

### SAVING THROWS

Some incantations require your target to make a saving throw to resist its effects. The saving throw DC is calculated as follows:

**Incantation Save DC** = 8 + your proficiency bonus + your Intelligence or Charisma modifier (your choice)

### ATTACKING OBJECTS

With your DM's permission, you can use an incantation to target an object when it would normally target a creature.

## TAGS

### ABJURATION

Abjuration incantations are protective in nature, though some of them have aggressive uses. They create magical barriers, negate harmful effects, harm trespassers, or banish creatures to other planes of existence. Abjuration incantations gain the benefits of a Wizard's **Abjuration Savant** class feature.

### CHARM

A charm incantation controls a creature's actions in some way. This control is often represented by the creature being forced to attack its ally or being subjected to the dominated condition. This tag is mostly used to identify which incantations ally to creatures that are resistant or immune to charm effects.

### CONJURATION

Incantations that have the conjuration tag create conjurations, objects or creatures of magical energy. Conjuration incantations gain the benefits of a Wizard's **Conjuration Savant** class feature. A conjuration you create uses these rules, unless an incantation description says otherwise;

- **Occupies no Spaces:** The conjuration can be moved through by allies and enemies alike, and movement can end in its space.
- **Unaffected by the Environment:** Terrain and environmental phenomena have no effect on the conjuration. For example, a conjuration that is an icy hand functions in an inferno without penalty. The conjuration does not need to be supported by a solid surface, so it can float in the air.
- **Your Defenses:** Normally, a conjuration cannot be attacked or physically affected. If a conjuration can be attacked or physically affected, it uses your saving throw modifiers and its AC is 10 + the incantations rank + your spellcasting ability modifier. Unless an attack specifically targets conjurations, only the attack's damage (not including ongoing effects) affects the conjuration.
- **Attacking with a Conjuration:** If you can attack with a conjuration, you make the attack, or it uses your saving throw DC. You determine line of sight normally, but you determine line of effect from the conjuration.
- **Movable Conjurations:** If the incantation you use to create a conjuration allows you to move it, it's a movable conjuration. At the end of your turn, the movable conjuration ends if you are not within range of at least 1 space it's in (using the incantation's range) or if you don't have line of effect to at least 1 space it's in. When you move a conjuration, you can't move it through a solid obstacle.
- **Death Ends:** If you die, the conjuration ends immediately.

### DIVINATION

Incantations with the divination tag reveal information, whether in the form of secrets long forgotten, glimpses of the future, the locations of hidden things, the truth behind illusions, or visions of distant people or places. Divination incantations gain the benefits of a Wizard's **Divination Savant** class feature.

## ENCHANTMENT

Enchantment incantations alter creatures' emotions, thoughts, and actions, including beguiling onlookers, terrifying foes, and encouraging allies. Enchantment incantations gain the benefits of a Wizard's **Enchantment Savant** class feature.

## EVOCATION

Evocation incantations bring various magical effects into being, including explosions, rays of magical energy, and lingering environmental effects. This is the most widely practiced school of magic. Scholars have various theories about the connection, if any, between this school of magic and primal incantations, which are sometimes called rites. Both evocation incantations and primal rites involves calling on magical energy in the cosmos. Evocation incantations draw on the very fabric of existence, whereas primal rites call on the spirits found throughout the world. Evocation incantations gain the benefits of a Wizard's **Evocation Savant** class feature.

## FAMILIAR

Familiar incantations require you to have an active familiar like that summoned by the *find familiar* spell in order to gain the incantations effects, unless otherwise specified in the incantations description.

## FEAR

A fear incantation inspires fright. This fright is often represented by a creature being forced to move, taking a penalty to attack rolls, or granting advantage on attack rolls. Creatures immune to fear effects will be immune to parts of an incantation, if not the whole thing.

## FOCUS

A focus normally refers to a spellcasting focus, items wielded by certain characters to channel their magical abilities. Your class description or a special feature tells you which focuses you can wield, if any. Any incantation that has the focus tag essentially has the material component requirement of a spellcasting focus. Incantations count as spells for the purpose of spellcasting foci that increase spell save DCs and spell attack rolls.

## HEX

To use an incantation with the hex tag, you must know either the *hex* spell, possess the "*Hexblade's Curse*" class feature, or any similar effect with DM approval.

## ILLUSION

An illusion incantation deceives the mind or the senses. Illusions often obstruct vision or redirect attacks. If an illusion incantation deals damage, the damage itself is not an illusion. Illusion incantations gain the benefits of a Wizard's **Illusion Savant** class feature.

## NECROMANCY

Necromancy incantations generally deal with the forces of life and death. Necromancy is actually made up of two schools, necromancy being the more commonly known one, but also nethermancy. Nethermancy magic focuses more of the negative energy that permeates realms like the Shadowfell. Necromancy incantations gain the benefits of a Wizard's **Necromancy Savant** class feature.

## OFFENSIVE

You can only activate one incantation per turn with the "Offensive" tag. This is intended to prevent stacking damage dealing incantations on a single trigger, and to prevent offensive incantations from triggering off of each other.

**Variant:** Offensive could also be limited to once per round, depending on if you want to make players choose between using an offensive incantation to attack, or hold back and be able to activate an offensive incantation during a reaction.

## POLYMORPH

Polymorph powers change a target's physical form in some way. You use these rules when you're affected by a polymorph incantation;

- **One Polymorph at a Time:** If you are affected by more than one polymorph effect, only the most recent one has any effect. The other effect remain on you and their durations expire as normal, but those effects don't apply. However, when the most recent effect ends, the next most recent one that is still active applies to you.
- **Changing Size:** If a polymorph effect reduces your size, you do not provoke opportunity attacks for leaving spaces as you shrink.  
If a polymorph effect makes you too large to fit in the available space, the effect fails against you, but you are stunned. While stunned in this way, you can make a Constitution saving throw at the end of each of your turns, ending the effect on a success. For example, if you are crawling through a narrow tunnel and a polymorph effect tries to turn you into a creature that is too large for the tunnel, the effect fails, but you are stunned until you save.
- **Death Ends:** If you die, polymorph effects end on you immediately.

## STANCE

When an incantation has the "Stance" tag, the stance lasts for 1 minute, until you are knocked unconscious, or until you enter another stance. You can end a stance on your turn (no action required).

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

## SUMMONING

Incantations that have the summoning tag bring creatures from elsewhere, often other planes, to serve you in a variety of ways. Unless the summoning incantation states otherwise, the summoned creature lasts for 1 hour and then disappears. As a bonus action, you can dismiss the summoned creature.

## SUSCEPTIBILITY

Being susceptible to a damage type means you take extra damage from that damage type. If you have a 1d6 susceptibility to fire, then any time you take fire damage, you take an additional 1d6 fire damage.

## TRANSMUTATION

A transmutation incantation magically transforms its target in some way, changing the target's form, composition, or both. Damage caused by such an incantation is usually the result of the trauma brought about by the transformation. Transmutation incantations sometimes cause such extensive changes that they are also polymorph incantations, but the incantation might also keep a target's form intact. For instance, a transmutation incantation that slows a creature by turning its feet to stone is not subjecting the creature to a polymorph effect. The creature's original form remains, though the material of its body has been altered. Transmutation incantations gain the benefits of a Wizard's **Transmutation Savant** class feature.

## UTILITY

Utility incantations are generally buffs for the user or their allies, and generally don't interact with enemies in any way. Sometimes these incantations have no combat application at all.

## WEAPON

Weapon incantations apply any special properties of that weapon to the incantation. If the incantation requires a saving throw, you can apply your weapon's enhancement bonus to the save DC, and any special on hit effects of your magic weapon apply on a failed save, such as dealing extra fire damage, or causing a bleeding wound.

### TELEPORTATION EFFECTS AND RULES

- **Instantaneous:** Teleportation is instantaneous. The target disappears and immediately appears in the destination space you choose. The movement is unhindered by intervening creatures, objects, or terrain.
- **Destination Space:** The destination of the teleportation must be an unoccupied space that the target can occupy without squeezing. If arriving in the destination space would cause the target to fall or if that space is hindering terrain, the target can make a saving throw. On a save, the teleportation is negated.
- **Line of Sight:** You must have line of sight to the destination space.
- **No Reactions:** The target doesn't provoke opportunity attacks for leaving its starting position.

## TERMS

### “ATTACKS AND ABILITIES”

This wording refers to pretty much any damaging effect originating from you. So, a damage dealing attack, ability, spell, or incantation would fall under this, but throwing someone off of a cliff would not count since it's gravity doing the damage.

### CHARGING ATTACK

If an incantation refers to a charging attack and you don't have rules for that in your game. Consider using the following:

**Charging Attack.** As an action, move up to your speed and make a melee weapon attack, with advantage, against a creature within reach. All attack rolls against you have advantage until the start of your next turn.

### SPENDING HIT DICE

When an incantation has you "spend a hit die" it will always specify what the benefit is. The benefit is often to recover hit points, but not always. If you are recovering hit points using a hit die, it is just like during a short rest. You roll your die and add your Constitution modifier. This means you do not regain hit points for spending hit dice unless the effect tells you to do so.

Some incantations will reference "as if you had spent a hit die" which refers to rolling the die and adding your Constitution modifier without actually needing to expend the die. These effects can be used even if you have no hit dice remaining.

### INCANTATION

Drawing on magical energy that permeates the cosmos, the arcane power source can be used for a variety of effects, from fireballs to flight to invisibility. Wizards and Warlocks are examples of arcane magic users. Arcane powers are called incantations.

### LESSER HEX

A "*lesser hex*" acts just like the *hex* spell except that it does not require concentration, does not cause a penalty on an ability checks, and only lasts for 1 minute or until the target is reduced to 0 hit points.

### MOVEMENT AND SAFE MOVEMENT

When an incantation allows you to move, this is normally in addition to any other movement on your turn. Unless specified otherwise, this bonus movement is only available as part of the incantation. Meaning, if an incantation allows you to move 20 feet, you must use that movement then, you can't use 10 feet and save the other 10 feet for later.

If an incantation allows you to **safely** move, jump, fly, etc., it means the movement does not provoke opportunity attacks. The disengage action is another example of safe movement. The Sentinel feat interacts with safe movement in the same way it interacts with the disengage action.

## CONVERTING INCANTATIONS INTO SPELLS

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This section will be a rough outline on how to convert the incantations into normal spells. I'll give a sample spell block with descriptions of where to find the info you need for each field. I will then give examples of various kinds of incantations being converted. Hopefully, you will be able to deduce your own conversions from the examples.

### SAMPLE

*This is based on the Rank and Tags*

**Casting Time:** This is usually the first thing in the mechanics block

**Range:** Often found within the first two sentences

**Components:** When in doubt use V, S, M (a spellcasting focus), but this can easily change based on how you envision the incantation interacts with the world. If it is just speaking, this might only require a verbal component.

**Duration:** If the effect is resolved right away it's "Instantaneous", by the end of the next round is "1 round" and anything longer should be "Concentration, up to X minute/s"

This can be a mix of flavor text and mechanics, but I find it's simple enough to just list the flavor followed by the mechanics.

### ACID CLAW

*Rank 1 Incantation • Focus, Offensive (Short)*

As an action, make a ranged spell attack against one creature within 50 feet. On a hit, the target takes 2d10 acid damage, and each creature within 5 feet of the target takes 1d4 acid damage.

Also on a hit, the target takes 1d4 acid damage at the start of its next turn.

*You contort your hand as if mimicking a monstrous claw. A black talon of acid then bursts from thin air and swipes at your foe.*

### ACID CLAW

*1st-level evocation*

**Casting Time:** 1 action

**Range:** 50 feet

**Components:** V, S, M (a spellcasting focus)

**Duration:** 1 round

You contort your hand as if mimicking a monstrous claw. A black talon of acid then bursts from thin air and swipes at your foe. Make a ranged spell attack against one creature within range. On a hit, the target takes 2d10 acid damage, and each creature within 5 feet of the target takes 1d4 acid damage.

Also on a hit, the target takes 1d4 acid damage at the start of its next turn.

### BALLAD OF THE ZOMBIE KING

*Rank 1 Incantation • Fear, Focus, Offensive (Short)*

As an action, choose any number of creatures within 10 feet of you who can hear you. Each target must succeed on a Wisdom saving throw or take 2d6 psychic damage and until the end of your next turn, suffer a -2 penalty on attack rolls.

*The mere mention of the zombie king sends chills down the spine of even the most fearless.*

### BALLAD OF THE ZOMBIE KING

*1st-level enchantment*

**Casting Time:** 1 action

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

**Components:** V, M (a spellcasting focus)

**Duration:** 1 round

The mere mention of the zombie king sends chills down the spine of even the most fearless. Choose any number of creatures within range who can hear. Each target must succeed on a Wisdom saving throw or take 2d6 psychic damage and until the end of your next turn, suffer disadvantage on attack rolls.

### BARDIC LORE

*Rank 1 Incantation • Utility (Long)*

When you make an Intelligence check for knowledge, instead of rolling a d20, resolve the check as if your total check had been 20.

*Using your magic to sharpen your memory, you recall an important piece of information that you picked up in a story or a song you heard during your travels.*

### BARDIC LORE

*1st-level divination*

**Casting Time:** Reaction, which you take when you make an Intelligence check to recall knowledge

**Range:** Self

**Components:** V

**Duration:** Instantaneous

Using your magic to sharpen your memory, you recall an important piece of information that you picked up in a story or a song you heard in your travels. Instead of rolling a d20, resolve the check as if your total check had been 20.



## BLASTBACK SWIPE

Rank 1 Incantation • Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 thunder damage, and you push the target up to 10 feet.

*Your weapon rings against your foe like a clap of thunder, sending your enemy careening away.*

## BLASTBACK SWIPE

1st-level evocation

**Casting Time:** 1 action

**Range:** Self

**Components:** V

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

The next time you hit a creature with a melee weapon attack during the spell's duration, your weapon rings against your foe like a clap of thunder, dealing an extra 1d10 thunder damage, and the target must succeed on a Strength saving throw or be pushed up to 10 feet as it's sent careening away.

## BOLSTER ARMOR

Rank 1 Incantation • Utility (Long)

As a bonus action, touch yourself or one willing ally within reach. The target gains a +1 bonus to AC for 1 minute. When the target is hit by an attack roll, the target can end this bonus (no action required) to gain a +4 bonus to AC against the triggering attack.

*You touch some armor, causing it to glow as you enhance its defenses.*

## BOLSTER ARMOR

1st-level transmutation

**Casting Time:** 1 bonus action

**Range:** Touch

**Components:** V, S, M (a set of clothes or a suit of armor)

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

You touch yourself or one creature within range, causing the target's clothing or armor to glow as you enhance its defenses. The target gains a +1 bonus to AC for the duration. When the target is hit by an attack roll, the target can end this bonus (no action required) to gain a +4 bonus to AC against the triggering attack.

## DANCE OF THE SWORD

Rank 1 Incantation • Charm, Offensive, Weapon (Long)

As an action, while you are wielding a melee weapon, choose any number of creatures within 10 feet of you. Each target must succeed on a Wisdom saving throw or take 2d6 psychic damage and for 1 minute, the target is unable to make opportunity attacks or disengage. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

*Your dazzling display of swordplay and magic captivates your foes and causes them to neglect combat tactics and opportunities.*

## DANCE OF THE SWORD

1st-level enchantment

**Casting Time:** 1 action

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

**Components:** V, S, M (a melee weapon)

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

Your dazzling display of swordplay and magic captivates your foes and causes them to neglect combat tactics and opportunities. Choose any number of creatures you can see within range. Each target must make on a Wisdom saving throw. On a failed save, a target takes 2d6 psychic damage and for 1 minute, the target is unable to make opportunity attacks or disengage. On a successful save, the target takes half as much damage and suffers no additional effects. While under an effect from this spell, the target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

### SPELL SCHOOLS

Many incantations fall under more than one spell school, so I mostly just picked the one that seems to apply more. You are more than welcome to change the school tags to something you feel is more appropriate, or even just give them multiple schools.

## RANK 1 INCANTATIONS

### ACID BOLT

*Rank 1 Incantation • Evocation, Focus, Offensive (Long)*

As an action, make a ranged spell attack against one creature within 100 feet. On a hit, the target takes 2d6 acid damage, and each creature within 5 feet of the target must succeed on a Dexterity saving throw or take 2d6 acid damage.

Any creature that took acid damage from this incantation is also covered in acid for 1 minute. While covered in acid, the target takes 1d4 acid damage at the start of each of its turns. The target can make a Dexterity saving throw at the end of each of its turns, ending the effect on itself on a success.

*A shimmering bolt of green, glowing liquid streaks to your target and bursts in a spray of sizzling acid.*

### ACID CLAW

*Rank 1 Incantation • Evocation, Focus, Offensive (Short)*

As an action, make a ranged spell attack against one creature within 50 feet. On a hit, the target takes 2d10 acid damage, and an additional 1d4 acid damage at the start of its next turn. Also on a hit, each creature within 5 feet of the target takes 1d4 acid damage.

*You contort your hand as if mimicking a monstrous claw. A black talon of acid then bursts from thin air and swipes at your foe.*

### AEGIS OF ASSAULT

*Rank 1 Incantation • Conjuration, Utility (Turn)*

As a bonus action, you mark one creature you can see within 10 feet. The target remains marked for 1 minute or until you use this incantation against another target. If you mark other creatures using other means, the target is still marked. A creature can be subject to only one mark at a time. A new mark supersedes a mark that was already in place.

If a creature marked by this incantation makes an attack roll against a creature other than you, it suffers a -1 penalty on the attack roll. If that attack hits and the marked target is within 50 feet of you, you can use your reaction to teleport to a space within 5 feet of the target and make a melee weapon attack against it. If no unoccupied space exists within 5 feet of the target, you cannot use this reaction.

*You create an arcane link between you and a foe, allowing you to instantly respond to its attacks with a counterassault.*

### VARIANT "AEGIS OF..." INCANTATIONS

Add the following line at the end of the aegis incantations:

"The attack penalty of this incantation increases at level 9 (-2) and level 17 (-3)."

This can keep them a little more useful throughout a character's career, otherwise the attack penalty, while helpful, becomes rather irrelevant.

### AEGIS OF ENSNAREMENT

*Rank 1 Incantation • Conjuration, Utility (Turn)*

As a bonus action, you mark one creature you can see within 10 feet. The target remains marked for 1 minute or until you use this incantation against another target. If you mark other creatures using other means, the target is still marked. A creature can be subject to only one mark at a time. A new mark supersedes a mark that was already in place.

If a creature marked by this incantation makes an attack roll against a creature other than you, it suffers a -1 penalty on the attack roll. If that attack hits and the marked target is within 50 feet of you, you can use your reaction to teleport the target to a space within 5 feet of you. In addition, the target grants advantage on all attack rolls against itself until the end of your next turn. If no unoccupied space exists within 5 feet of you, you cannot use this reaction, and the target does not grant advantage as a result of this effect.

*You create an arcane link between yourself and a foe, allowing you to ensnare that creature.*

### AEGIS OF SHIELDING

*Rank 1 Incantation • Abjuration, Utility (Turn)*

As a bonus action, you mark one creature you can see within 10 feet. The target remains marked for 1 minute or until you use this incantation against another target. If you mark other creatures using other means, the target is still marked. A creature can be subject to only one mark at a time. A new mark supersedes a mark that was already in place.

If a creature you have marked makes an attack roll against a creature other than you, it suffers a -1 penalty on the attack roll. If that attack hits and the marked target is within 50 feet of you, you can use your reaction to reduce the damage dealt by that attack by 2d4.

The damage reduced by this incantation increases when you reach 5th level (2d6), 11th level (2d8), and 17th level (2d12).

*You create an arcane link between you and an enemy, allowing you to blunt its attacks against your allies.*

### ALTERED LUCK

*Rank 1 Incantation • Divination, Focus, Offensive (Short)*

As an action, make a ranged spell attack against one creature within 50 feet. On a hit, the target takes 2d10 force damage, and suffers a -2 penalty on all saving throws until the end of your next turn.

Additionally, one creature of your choice within 10 feet of the target gains temporary hit points equal to the damage dealt to the target, and a +2 bonus on one attack roll, ability check, or saving throw before the end of your next turn. The ally can use the bonus after determining the result of a roll.

*Your magic blasts an enemy and transfers its luck to a nearby ally.*

### ARCANE BOLT

*Rank 1 Incantation • Evocation, Focus, Offensive (Short)*

As an action, choose one creature you can see within 50 feet. The target takes 3d4 force damage.

*A silver arrow of force appears next to you. You gesture toward a foe, sending the arrow on an unerring path toward that enemy.*

## ARCANE SPRINGBOARD

Rank 1 Incantation • Conjunction, Utility (Long)

As an action, you conjure an arcane springboard in a space you can see within 50 feet. The springboard persists for 1 minute. You and your allies who enter the space can make a high jump or long jump with a +10-foot bonus to their maximum distance. The distance jumped does not count toward a character's movement for that turn. A character can benefit from this conjuration's effect only once per turn.

*Infusing small square of prepared cloth with arcane energy, you create a bouncy surface that launches any who step on it.*

## ARCANE WHIRLWIND

Rank 1 Incantation • Evocation, Focus, Offensive (Long)

As an action, you target each creature in a 10-foot radius sphere centered on a point within 50 feet. Each target must succeed on a Dexterity saving throw or take 2d6 thunder damage and you can move the target up to 5 feet.

The sphere creates a zone of rushing winds that lasts for 1 minute. As a bonus action, you can either move one or two creatures within the zone up to 5 feet, or you can move the zone up to 30 feet.

*Howling winds straight from the Elemental Chaos whip your foes around the battlefield.*

## ARMOR OF WINTER'S GRASP

Rank 1 Incantation • Evocation, Focus, Offensive (Long)

As an action, you target each creature within 5 feet of you. Each target must succeed on a Constitution saving throw or take 2d6 cold damage and for 1 minute, its speed is reduced by 5 feet. At the end of each of its turns, the target can repeat the saving throw, ending the speed reduction on itself on a success.

Additionally, you gain a +1 bonus to AC and a +2 bonus to Constitution saving throws for 1 minute.

*You create a vicious, icy wind that scythes through your enemies before settling on you as a shell of frozen air.*

## ASHEN SCOURGE

Rank 1 Incantation • Focus, Necromancy, Offensive (Long)

As an action, make a melee spell attack against one creature within 25 feet. On a hit, the target takes 2d10 fire damage, and its flesh is withered by ash for 1 minute. While withered, attack rolls against the target gain advantage, and it takes 1d4 necrotic damage at the start of each of its turns. The target can make a Constitution saving throw at the end of each of its turns, ending the effect on a success.

Additionally, you can pull the target up to 5 feet.

*You lash at your foe with a whip of fire, dragging it close. The whip leaves behind a residue of necrotic ash that withers your foe's flesh.*

## ASSASSIN'S BANE

Rank 1 Incantation • Abjuration, Utility (Long)

As a bonus action, you create a 15-foot radius sphere centered on you until the end of your next turn. Your enemies within the radius cannot disengage, teleport, benefit from invisibility, or benefit from being obscured.

*The ground blackens as coruscating energy swirls around you, hindering your foes' movements and revealing any hidden enemies.*

## ASTRAL WASP

Rank 1 Incantation • Conjunction, Focus, Offensive (Short)

As an action, you conjure an astral wasp in the space of one creature you can see within 50 feet. The target must succeed on a Constitution saving throw or take 2d10 magical piercing damage.

The wasp persists until the end of your next turn, and if the target moves away from the wasp, the target takes 2d4 magical piercing damage.

*A crystalline wasp with gossamer wings appears next to your foe and stings it, then buzzes about, waiting for another opening to attack.*

## BALLAD OF THE ZOMBIE KING

Rank 1 Incantation • Enchantment, Fear, Focus, Offensive (Short)

As an action, choose any number of creatures within 10 feet of you who can hear you. Each target must succeed on a Wisdom saving throw or take 2d6 psychic damage and until the end of your next turn, suffer a -2 penalty to attack rolls.

*The mere mention of the zombie king sends chills down the spine of even the most fearless.*

## BARDIC LORE

Rank 1 Incantation • Divination, Utility (Long)

When you make an Intelligence check related to knowledge, instead of rolling a d20, resolve the check as if your total check had been 20.

*Using your magic to sharpen your memory, you recall an important piece of information that you picked up in a story or a song you heard during your travels.*

## BEGUILING BALLAD

Rank 1 Incantation • Illusion, Utility (Long)

As a reaction, when an enemy you can see within 50 feet of you deals damage to your ally, you prevent the triggering enemy from seeing the triggering ally for 1 minute. The triggering enemy can make an Intelligence saving throw at the end of each of its turns, ending the effect on a success.

Additionally, the triggering ally can teleport up to 10 feet (no action required).

*Just as your foe thinks victory is assured, you weave a curtain of fey magic that makes it think its enemy was never there.*

## BEGUILING TONGUE

Rank 1 Incantation • Enchantment, Utility (Short)

As a bonus action, you gain advantage on the next Charisma (Deception, Intimidation, or Persuasion) check you make within the next 10 minutes.

*You channel the grace and glibness of the fey for a time. Your voice gains great power and eloquence.*

## BEWITCHING CHARM

Rank 1 Incantation • Charm, Enchantment, Focus, Offensive (Long)

As an action, you target each creature in a 10-foot radius sphere centered on a point within 50 feet. Each target must succeed on a Wisdom saving throw or be dazed for 1 minute. A dazed target must repeat the saving throw at the end of each of its turns. On a failed save, the target's speed becomes 0 until the daze ends. On a successful save, the daze ends.

*You chant twisting words of the bewitching charm, lulling your foes into a waking dream.*

## BINDING AEGIS

Rank 1 Incantation • Evocation, Focus, Offensive (Long)

As an action, choose one creature you can see within 50 feet who is marked by you. The target's speed becomes 0 for 1 minute. The target can make a Strength saving throw at the end of each of its turns, ending the effect on a success.

When the effect ends, you can use your reaction to teleport up to 50 feet to an unoccupied space within 5 feet of the target and make a melee weapon attack against it.

*Your enemy is held fast by invisible magic bonds. If it manages to escape, your retribution is swift.*

## BLADE OF JUDGMENT

Rank 1 Incantation • Conjuration, Offensive, Weapon (Long)

As a reaction, when an ally within 25 feet of you is hit by an enemy you have marked, you can teleport the triggering enemy to a space within 5 feet of you and make a melee attack using a weapon against it. On a hit, your attack deals an extra 1d10 lightning damage, and the target becomes electrified for 1 minute. While electrified, the target takes 1d4 lightning damage at the start of each of its turns. The target can make a Constitution saving throw at the end of each of its turns, ending the effect on a success.

*You pour arcane energy into improving your aegis.*

## BLASTBACK SWIPE

Rank 1 Incantation • Evocation, Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 thunder damage, and you can push the target up to 10 feet.

*Your weapon rings against your foe like a clap of thunder, sending your enemy careening away.*

## BLAZING PURSUIT

Rank 1 Incantation • Conjuration, Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 fire damage, and if the target is within 25 feet of you at the end of its next turn, you can teleport to an unoccupied space within 25 feet of the target (no action required).

*You envelop your blade in fire and then strike. The flames create a lingering path that you can travel along to catch your escaping foe.*

## BLINDING BOLT

Rank 1 Incantation • Evocation, Focus, Offensive (Long)

As an action, make a ranged spell attack against one creature within 50 feet. On a hit, the target takes 2d10 radiant damage, and the target is blinded until the end of your next turn. When the blinded condition ends, for 1 minute, the target treats each creature more than 25 feet away from it as being lightly obscured. The target can make a Constitution saving throw at the end of each of its turns, ending the effect on a success.

*You shoot a ray of white light at your foe. The beam sears flesh and eyes, and it takes time for your enemy's vision to fully return.*

## BLISSFUL IGNORANCE

Rank 1 Incantation • Charm, Enchantment, Offensive (Short)

As an action, you target each creature in a 10-foot radius sphere centered on a point within 50 feet. Each target's speed is reduced by 10 feet and it can't take reactions until the end of your next turn.

*A tangle of fey magic soothes and distracts your enemies, leaving them open as they chase after pleasant dreams.*

## BLUNDER

Rank 1 Incantation • Charm, Enchantment, Focus, Offensive (Short)

As an action, choose one creature you can see within 25 feet. The target must succeed on a Wisdom saving throw or take 2d10 psychic damage and must use its reaction, if available, to move up to 15 feet in a random direction.

Opportunity attacks provoked by this movement gain a +2 bonus to the attack roll.

*You fog your foe's mind, causing it to stumble past your allies.*

## BOLSTER ARMOR

Rank 1 Incantation • Transmutation, Utility (Long)

As a bonus action, you touch yourself or one willing ally within 5 feet of you. The target gains a +1 bonus to AC for 1 minute. When the target is hit by an attack roll, the target can end this bonus (no action required) to gain a +4 bonus to AC against the triggering attack.

*You touch some armor, causing it to glow as you enhance its defenses.*

## BURDENING DIRGE

Rank 1 Incantation • Enchantment, Focus, Offensive (Long)

As an action, choose one creature within 50 feet who can hear you. The target must succeed on a Wisdom saving throw or take 2d10 psychic damage.

Additionally, for 1 minute, when an ally hits the target with an attack roll, the target's speed is reduced by 10 feet until the end of its next turn.

*Your dire lament is a heavy weight on your foe's mind, binding that enemy when your allies cause it pain.*

## BURNING BLADE

Rank 1 Incantation • Evocation, Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 fire damage, and for 1 minute, all your melee weapon attacks deal an extra 1d4 fire damage on a hit.

*Your fiery weapon lunges toward your enemy, and its arcane warmth seeks to flare again in the wounds of your foes.*

## BURNING BLAST

Rank 1 Incantation • Evocation, Focus, Offensive (Short)

As an action, you target each creature in a 25-foot cone originating from you. Each target must succeed on a Dexterity saving throw or take 2d6 fire damage.

*A fierce blast of flame erupts from your hands and scorches nearby foes.*

## BURNING WEAPONS

Rank 1 Incantation • Evocation, Offensive, Weapon (Short)

When you hit a creature with an attack using a weapon, your attack deals an extra 1d10 fire damage, and until the end of your next turn, you and any ally you can see within 10 feet of you deal an extra 1d4 fire damage when hitting with attacks using weapons or attacks that deal fire damage.

*Flames dance across the weapons that you and your comrades wield.*

## CAIPHON'S LEAP

Rank 1 Incantation • Conjunction, Hex, Utility (Short)

As a reaction, when a creature *hexed* by you deals damage to you with a melee attack, you reduce the damage from the triggering attack by 2d10, and then teleport up to 10 feet.

*You call upon Caiphon the Dream Whisperer, and with his aid, you move out of harm's way.*

## CALL THE NIGHT WINDS

Rank 1 Incantation • Evocation, Focus, Offensive (Short)

As an action, you target each creature in a 25-foot cone originating from you. Each target must succeed on a Constitution saving throw or take 2d6 cold damage.

The cone creates a zone that lasts until the end of your next turn. The zone is heavily obscured to creatures other than you, and any creature but you that starts its turn in the zone has its speed reduced by 10 feet until the end of its next turn.

*Howling night winds spiral around you, blotting out light, chilling your foes, and heeding your every command.*

## CANON OF AVOIDANCE

Rank 1 Incantation • Abjuration, Utility (Long)

As an action, choose one ally you can see within 50 feet. The target gains a +1 bonus to AC and saving throws for 1 minute.

Until the effect ends or 1 minute has passed, you can use a bonus action on your turn to transfer the bonus to another ally you can see within 50 feet of you.

*Your song of protection travels from ally to ally, cloaking each one in a magical shield.*

## CAUSTIC RAMPART

Rank 1 Incantation • Conjunction, Offensive, Weapon (Long)

As an action, you conjure a 5-foot thick, 25-foot long wall of acidic fumes within 50 feet. The wall can be up to 10 feet high and must rest on a solid surface. The wall persists for 1 minute, is difficult terrain, and its spaces are lightly obscured.

Any creature that starts its turn inside the wall or within 5 feet of it takes 2d6 acid damage.

*You spill some liquid and infuse it with energy, creating a defensive wall of acidic fumes.*

## CHAINS OF LEVISTUS

Rank 1 Incantation • Conjunction, Focus, Offensive (Short)

As an action, make a ranged spell attack against one creature within 50 feet. On a hit, the target takes 2d10 cold damage. Also on a hit, if the target moves before the end of your next turn, it takes an additional 2d10 cold damage, and you gain a +2 bonus on the next attack roll you make against the target before the end of your next turn.

*Spectral chains of ice leap from your hands and lash around your enemy. They pulse with cold each time your enemy moves.*

## CHAMELEON'S MASK

Rank 1 Incantation • Illusion, Utility (Short)

When you make a Dexterity (Stealth) check to become hidden, you can make an Intelligence (Arcana) check instead, using that result to determine the outcome of the check to become hidden.

*You pull strands of shadow, blending your colors and sounds with your surroundings to help you hide from your enemy's sight and hearing.*

## CHANNELING SHIELD

Rank 1 Incantation • Abjuration, Utility (Short)

As a reaction, when an attack hits you or an ally you can see within 50 feet of you, you reduce the damage the target takes from the triggering attack by 2d10, and the next successful attack roll you make before the end of your next turn deals an extra 1d4 force damage.

*You throw up a temporary shield to absorb some of the power of a foe's attack.*

## CHAOTIC PULSE

Rank 1 Incantation • Focus, Offensive (Long)

As an action, you target each creature within 5 feet of you. Each target must make a Dexterity saving throw. On a failed save, a target takes 2d6 acid damage if its saving throw was even or 2d6 radiant damage if its saving throw was odd. Also on a failed save, the target is pushed up to 5 feet. If you have an active familiar, targets that are also within 5 feet it take an extra 1d4 damage.

On a successful save, a target takes half as much damage and is not pushed.

*You close your eyes and release your magic, relying on chaos to guide it.*

### CHARGER'S CALL

Rank 1 Incantation • Enchantment, Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 damage, and each of your allies within 25 feet of you who can hear you gains a +3 bonus to attack rolls with charging attacks until the end of your next turn.

*You weave a song of fearless knights and mighty chargers, encouraging your allies to throw themselves into the fray.*

### CHARM OF FORBIDDANCE

Rank 1 Incantation • Charm, Enchantment, Focus, Offensive (Long)

As an action, choose one creature you can see within 100 feet. The target must succeed on a Wisdom saving throw or take 2d10 psychic damage and for 1 minute, the target is tormented. While tormented, the target takes 1d4 psychic damage whenever it hits or misses with an attack. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

*Your voice tremulous with thunder, you invoke the charm of forbiddance on your enemy. With each further attack it makes against you, it howls its torment.*

### CHARM OF HEARTS

Rank 1 Incantation • Charm, Enchantment, Utility (Long)

As a bonus action, for 1 minute, you do not provoke opportunity attacks, you gain a +1 bonus to AC, and a +2 bonus to Dexterity saving throws.

*Your enemies might not love you, but thanks to this charm crafted by the Prince of Hearts, they do not attack when you give them the opportunity.*

### CHARM OF MISPLACED WRATH

Rank 1 Incantation • Charm, Enchantment, Focus, Offensive (Short)

As an action, choose one creature you can see within 50 feet. The target must succeed on a Wisdom saving throw or become dazed until the end of your next turn and you can move the target up to 5 feet. Also on a failed save, after the movement the target must use its reaction, if available, to make a melee weapon attack against one creature of your choice within its reach. The target gains a +1d4 bonus to the damage roll on a hit.

*You bend your foe's mind, filling it with wrath even as you twist its senses.*

### CHARM OF PROTECTION

Rank 1 Incantation • Abjuration, Utility (Short)

As a reaction, when you are hit by an attack, you gain a +2 bonus to AC against the triggering attack, and gain 1d4 + 2 temporary hit points.

*The instant before a blow connects, your spell interposes a spectral object in its path.*

### CHILL CLAWS

Rank 1 Incantation • Focus, Necromancy, Offensive (Short)

As an action, make a ranged spell attack against one creature within 50 feet. On a hit, the target takes 2d10 cold damage, and suffers a -2 penalty to attack rolls until the end of your next turn.

*Skeletal hands appear around your target, ripping into them with icy claws and sapping their will to fight.*

### CHILL STRIKE

Rank 1 Incantation • Evocation, Focus, Offensive (Short)

As an action, make a ranged spell attack against one creature within 50 feet. On a hit, the target takes 2d10 cold damage, and must succeed on a Constitution saving throw or become dazed until the end of your next turn.

*You create a bolt of frigid purple energy around your hand and send it hurtling toward your foe.*

### CHILLED WEAPON

Rank 1 Incantation • Evocation, Utility (Short)

As a bonus action, touch one weapon within reach. Until the end of your next turn, the next time the weapon hits a target, the attack deals an extra 1d10 cold damage, and the target's speed is reduced by 5 feet until the end of its next turn.

*Frost forms along the edge of the weapon as you lay your hand on it, a fine mist falling off it toward the ground.*

### CHILLING BLOW

Rank 1 Incantation • Evocation, Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 cold damage, and the target takes 1d4 cold damage each time it makes an attack roll until the start of your next turn.

*Your weapon rips into your foe and cold pulses from the wound, enveloping your enemy's body in a crust of frost.*

### CINDERFALL

Rank 1 Incantation • Evocation, Focus, Offensive (Short)

As an action, you target each creature in a 10-foot radius sphere centered on a point within 50 feet. Each target must succeed on a Dexterity saving throw or take 3d6 fire damage.

Additionally, you deal 1d4 fire damage to one target within the sphere.

*A thousand motes of fire momentarily linger in the air in front of you before streaking toward a single foe.*

### CLARION CALL

Rank 1 Incantation • Evocation, Focus, Offensive (Short)

As an action, you target each creature within 15 feet of you. Each target must succeed on a Constitution saving throw or take 2d6 thunder damage and until the end of your next turn, the target is deafened. You gain 1d4 temporary hit points for each target that fails this saving throw.

*You invoke Yuri the Hunter, and the sound of his bellowing horn blasts your enemies into submission while inspiring you.*

## CLOCKWORK PRECISION

Rank 1 Incantation • Enchantment, Utility (Long)

As an action, choose any number of creatures within 50 feet of you who can hear you. For 1 minute, each target gains a +2 bonus to attack rolls and ability checks while they are benefiting from the help action. If multiple characters help on the same action, this bonus stacks to a maximum of +4.

*You hum a simple tune of unity, allowing you and your allies to better work together.*

## CLOUD OF FLIES

Rank 1 Incantation • Conjuration, Focus, Offensive (Short)

As an action, choose one creature you can see within 50 feet. The target must succeed on a Constitution saving throw or take 2d10 acid damage and until the end of your next turn, the target grants advantage on attack rolls against itself.

*You breathe out a cloud of acidic black flies that streak across the battlefield, swarming your foe and attempting to enter its body.*

## CONDUIT OF ICE

Rank 1 Incantation • Evocation, Focus, Offensive (Short)

As an action, choose one creature you can see within 50 feet. The target must succeed on a Dexterity saving throw or take 2d10 cold damage and until the end of your next turn, you create a zone of sudden cold in a 10-foot radius centered on the target. The zone moves with the target, it is difficult terrain, and any enemy that ends its turn in the zone takes 1d4 cold damage.

If you have an active familiar in the zone, any enemy that ends its turn in the zone is also knocked prone.

*You turn your enemy into a conduit to an ice storm from the Elemental Chaos. [BM]*

## CORDON OF BONES

Rank 1 Incantation • Focus, Necromancy, Offensive (Short)

As an action, you target each creature in a 10-foot radius centered on a point on the ground within 50 feet. Each target must succeed on a Strength saving throw or take 2d6 bludgeoning damage.

The area creates a zone that persists until the end of your next turn. Creatures suffer a -2 penalty to attack rolls while within the zone, and the first time each turn a creature enters the zone or starts its turn there they take 1d4 bludgeoning damage. The damage increases by 1d4 for each creature reduced to 0 hit points by the initial saving throw.

*Bones tear from your enemies and spring up from the ground to form a jagged cordon.*

## CORROSION

Rank 1 Incantation • Evocation, Focus, Offensive (Short)

As an action, choose one creature you can see within 50 feet. The target must succeed on a Dexterity saving throw or take 2d10 acid damage and until the end of your next turn, creatures more than 25 feet away from the target are lightly obscured against it.

*You tap your focus on the ground, and acid boils up to envelop your target in a caustic haze.*

## CORROSIVE RUIN

Rank 1 Incantation • Evocation, Focus, Offensive (Short)

As an action, you target each creature in a 15-foot cone originating from you. Each target must succeed on a Constitution saving throw or take 3d6 acid damage.

*You spin your focus in a tight circle in front of you, assailing foes with a spray of flesh-melting acid.*

## COSMOS CALL

Rank 1 Incantation • Enchantment, Focus, Offensive (Long)

As an action, make a ranged spell attack against one creature within 50 feet. On a hit, the target takes 2d10 psychic damage, and roll a d6 to determine the incantation's additional benefit.

- **1–2:** The target takes 1d4 radiant damage at the start of each of its turns for 1 minute.
- **3–4:** The target's speed is reduced by 5 feet for 1 minute.
- **5–6:** The target is dazed for 1 minute.

The target can make a Wisdom saving throw at the end of each of its turns, ending the incantation on a success.

*You access the variety of cycles within the cosmos, randomly pulling out a fundamental force to blast your enemy's mind.*

## CRACKLING BURST

Rank 1 Incantation • Evocation, Focus, Offensive (Short)

As an action, you target each creature within 5 feet. Each target must succeed on a Dexterity saving throw or take 2d6 lightning damage and if the target moves before the end of its next turn, it takes an additional 1d4 lightning damage.

*Your focus sends out sprawling arcs of lightning that hit nearby creatures, making movement agonizing for them.*

## CRUEL BOUNTY

Rank 1 Incantation • Evocation, Focus, Offensive (Short)

As an action, a sigil appears above one creature you can see within 25 feet and moves with it. The sigil sheds bright light in a 10-foot radius and dim light for an additional 10 feet. The creature below the sigil must succeed on a Constitution saving throw or take 2d10 radiant damage and until the end of your next turn, your allies gain a +2 bonus to attack rolls against it.

*You create a blazing sigil that flares with unwholesome light, scouring your foe and promising an obscene blessing to any of your allies who bathe in its radiance.*

## CUNNING FEROCITY

Rank 1 Incantation • Offensive, Transmutation, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 damage, and each of your allies within 25 feet of you gains a +1d4 bonus to damage rolls against the target until the end of your next turn.

*The mark of your weapon on your target's hide gives strength to your allies' attacks against the same foe.*

## CURATIVE ADMIXTURE

Rank 1 Incantation • Utility (Short)

As a bonus action, touch one empty vial within reach. You infuse the vial with a curative admixture for 1 hour.

A creature can drink the contents of the vial as a bonus action, regaining hit points as if they had spent a hit die plus an additional 1d10 hit points.

This incantation's additional healing increases when you reach 5th level (2d10), 11th level (4d10), and 17th level (7d10).

*The magic of your infusion heals wounds and aches.*

## CURSE OF THE DARK DREAM

Rank 1 Incantation • Charm, Enchantment, Focus, Offensive (Long)

As an action, choose one creature you can see within 50 feet. The target must make a Wisdom saving throw. On a failed save, target takes 2d10 psychic damage and for 1 minute, the target is subjected to the dark dream. While under the effects of the dark dream, you can use a bonus action to move the target up to 5 feet. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

*You inflict a waking nightmare upon your enemy so that it can no longer tell what is real and what exists only in its mind. Under the dream's influence the target staggers about, trying to avoid falling from imaginary heights or stepping on unreal serpents.*

## CURSEBITE

Rank 1 Incantation • Focus, Hex, Necromancy, Offensive (Short)

As an action, you target each creature within 100 feet of you that is *hexxed* by you. Each target must succeed on a Constitution saving throw or take 2d6 necrotic damage.

*The shadowy aura of your hex grows teeth, long enough to take a deep bite.*

## DANCE OF THE SWORD

Rank 1 Incantation • Charm, Enchantment, Offensive, Weapon (Long)

As an action, while you are wielding a melee weapon, choose any number of creatures within 10 feet of you. Each target must succeed on a Wisdom saving throw or take 2d6 psychic damage and for 1 minute, the target is unable to make opportunity attacks or disengage. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

*Your dazzling display of swordplay and magic captivates your foes and causes them to neglect combat tactics and opportunities.*

## DANCING LIGHTNING

Rank 1 Incantation • Evocation, Focus, Offensive (Short)

As an action, choose one creature you can see within 50 feet. The target must succeed on a Dexterity saving throw or take 2d10 lightning damage and each creature within 5 feet of the target takes 1d4 thunder damage.

*As lightning strikes your foe, thunder batters creatures around it.*

## DARKENING FLAME

Rank 1 Incantation • Focus, Necromancy, Offensive (Short)

As an action, choose any number of creatures you can see within 50 feet. Each target must succeed on a Dexterity saving throw or take 2d10 necrotic damage.

Additionally, each creature in 5 feet of the target takes 1d4 fire damage.

*You toss a blazing sphere of shadow-infused fire against your enemies. Where it detonates, it blackens flesh and soul.*

## DARKWORM FEAST

Rank 1 Incantation • Conjuration, Focus, Offensive (Short)

As an action, choose one creature you can see within 50 feet. The target must succeed on a Constitution saving throw or take 2d6 necrotic damage and have its speed reduced by 10 feet until the end of your next turn. On a failed save, the target also takes 1d4 necrotic damage at the start of its next turn.

*You speak a single, forbidden word, summoning shadowy worms that burrow into your enemy's body.*

## DAUNTING PRESENCE

Rank 1 Incantation • Fear, Illusion, Utility (Short)

As a bonus action, until the end of your next turn, you gain a +2 bonus on Charisma (Intimidation) checks and creatures within 5 feet of you suffer a -2 penalty to attack rolls against you.

*Shadows deepen around you, your voice deepens to a rumble, and you appear to grow larger as you confront those foolish enough to dispute your wishes.*

## DAZZLING RAY

Rank 1 Incantation • Evocation, Focus, Offensive (Long)

As an action, make a ranged spell attack against one creature within 50 feet. On a hit, the target takes 3d10 radiant damage.

Additionally, if you rolled an even number on the attack roll, the target suffers a -1 penalty to attack rolls against you for 1 minute. The target can make a Wisdom saving throw at the end of each of its turns, ending the effect on a success.

*A brilliant beam lances out to strike your befuddling it.*

## DECREE OF KHIRAD

Rank 1 Incantation • Charm, Enchantment, Focus, Offensive (Long)

As an action, you can move each enemy in a 15-foot cone originating from you up to 5 feet, then each of your enemies within the area must make a Wisdom saving throw. On a failed save, the target must make a single melee weapon attack against a creature of your choice. If the target misses on this forced attack, it takes 2d10 psychic damage. On a successful save, the target takes 1d10 psychic damage.

*A pale blue flame appears above your brow as you utter a condemnation that makes foes mistake allies for enemies.*



## DEEP SHROUD

Rank 1 Incantation • Necromancy, Utility (Long)

As a bonus action, you create a shroud of supernatural shadow around you. Until the end of your next turn, the space you occupy and each space within 5 feet of you is heavily obscured. You can see normally through the shadow.

*You raise and then lower your hands, creating an obscuring shadow that cloaks you and the area around you.*

## DELBAN'S DEADLY ATTENTION

Rank 1 Incantation • Abjuration, Focus, Offensive (Short)

As a reaction, choose one creature you can see within 20 feet that just hit you with an attack. Before damage is dealt, the triggering creature must immediately succeed on a Constitution saving throw or take 2d10 necrotic damage and it chooses to either deal only half damage on the triggering attack or to suffer an additional 2d10 necrotic damage from this incantation.

*A bolt of frigid starlight shines down and bathes your foe, causing the creature to suffer a spasm of agony just as it attacks you.*

## DEVIL'S TRADE

Rank 1 Incantation • Necromancy, Utility (Short)

As a reaction, when you fail a saving throw, you instead succeed on the triggering saving throw, but you also suffer a 1d4 susceptibility to all damage until the end of your next turn.

*You call on infernal power to trade a sliver of your soul for relief.*

## DIABOLIC GRASP

Rank 1 Incantation • Focus, Necromancy, Offensive (Short)

As an action, make a melee spell attack against one Large or smaller creature within 50 feet. On a hit, the target takes 2d10 necrotic damage and you can move it up to 5 feet.

*You crook your hand into the shape of a claw, and a great talon of sulfurous darkness forms around your enemy. It rakes fiercely at them and drags them a short distance before dissipating again.*

## DIMENSIONAL THUNDER

Rank 1 Incantation • Conjuration, Offensive, Weapon (Long)

As an action, you can teleport up to 10 feet and make a melee attack using a weapon against one creature within reach. On a hit, your attack deals an extra 1d10 thunder damage.

Additionally, each enemy within 5 feet of you must succeed on a Constitution saving throw or reverberate for 1 minute. While reverberating, the target takes 1d4 thunder damage at the start of each of its turns. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

*As you pass unseen through dimensional space, you leave in your wake a thunderous roar that bombards enemies upon your arrival.*

## DIMENSIONAL VORTEX

Rank 1 Incantation • Conjuration, Focus, Offensive (Short)

As a reaction, when an enemy within 50 feet targets an ally with a melee attack, before the attack is rolled, you force the enemy so make a Wisdom saving throw. On a failed save, you teleport the target up to 25 feet. The target then makes its melee attack against a creature you choose. If no creatures are within range of the target, the attack hits air.

*Lashing out with your focus, you warp space, causing your foe to appear a short distance away and unleashing its attack elsewhere.*

## DIRGE OF THE DAMNED

Rank 1 Incantation • Enchantment, Stance (Long)

As a bonus action, you enter the Dirge of the Damned stance. Until the stance ends, allies within 15 feet of you who can hear you gain a +1d4 bonus to damage rolls.

Against targets below half hit points, the damage bonus increases to +2d4 damage instead of +1d4.

*You begin chanting a dirge that makes every strike from your allies cut just that much deeper into your doomed enemies.*

## DISORIENTING DITTY

Rank 1 Incantation • Enchantment, Focus, Offensive (Short)

As an action, choose one creature within 25 feet who can hear you. The target must succeed on a Wisdom saving throw or take 2d10 psychic damage and you can choose a space within 5 feet of the target. If the target does not enter that space before the end of its next turn, it takes an additional 1d4 psychic damage.

*You shake your enemy's senses with a shocking verse, causing the foe to move erratically.*

## DISRUPT UNDEAD

Rank 1 Incantation • Necromancy, Utility (Turn)

As a bonus action, one undead creature you can see within 25 feet loses its resistance to necrotic damage, if any, until the end of your next turn.

*A simple gesture causes the darkness powering and protecting an undead creature to unravel.*

## DRAGON'S TEETH

Rank 1 Incantation • Evocation, Focus, Offensive (Long)

As an action, choose any number of creatures in a 25-foot cone originating from you. Each target must succeed on a Dexterity saving throw or take 2d6 force damage and for 1 minute, the target is subjected to the Dragon's Teeth. While under this effect, the target takes 1d4 force damage if it does not end its turn within 5 feet of you. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

*When you strike, darts of force explode from your focus. The shards dig into your foes' flesh, goading them to move in your direction.*

## DRAGONFANG BOLT

Rank 1 Incantation • Evocation, Focus, Offensive (Long)

As an action, make a ranged spell attack against one creature within 50 feet. On a hit, the target takes 2d10 magical piercing damage, and is poisoned for 1 minute. While poisoned, the target takes 1d4 poison damage at the start of each of its turns. The target can make a Constitution saving throw at the end of each of its turns, ending the effect on a success.

*Venomous fangs hurtle toward your foes, piercing their flesh and then poisoning them.*

## DRAGONFLAME MANTLE

Rank 1 Incantation • Abjuration, Utility (Short)

As a reaction, when you are hit by an attack roll, until the end of your next turn, you gain a +1 bonus to AC and saving throws, and any creature that hits you with a melee attack takes 1d4 fire damage. These bonuses apply to the triggering attack as well, possibly causing it to miss.

*You ward yourself with a mantle of flame.*

## DRAIN SPEED

Rank 1 Incantation • Focus, Necromancy, Offensive (Short)

As an action, choose one creature you can see within 50 feet. The target must succeed on a Constitution saving throw or take 2d10 necrotic damage and until the end of your next turn, the target's speed is reduced by 5 feet. Also on a failed save, choose one of your allies you can see within 25 feet of the target; that ally gains a +10-foot bonus to speed until the end of your next turn and 1d4 temporary hit points.

*You bind the quickness of your enemy to the enchantments you placed on your ally, transferring speed from one to the other.*

## DREAD PRESENCE

Rank 1 Incantation • Fear, Focus, Necromancy, Offensive (Short)

As an action, you target each creature in a 25-foot cone originating from you. Each target must succeed on a Wisdom saving throw or take 2d6 necrotic damage and have its speed reduced by 10 feet until the end of your next turn.

The cone creates a zone that lasts until the end of your next turn. Any enemy that ends its turn in the zone takes 1d4 necrotic damage that ignores resistance to necrotic damage.

*Your shadow lengthen and grows, looming over your enemies and overcoming them with dread.*

## DREADFUL WORD

Rank 1 Incantation • Fear, Focus, Divination, Offensive (Short)

As an action, choose one creature you can see within 25 feet. The target must succeed on a Wisdom saving throw or take 2d10 psychic damage and suffer a -2 penalty on Charisma and Wisdom saving throws until the end of your next turn.

*You whisper one word of an unthinkable cosmic secret to your foe. Its mind reels in terror.*

## DREAD STAR

Rank 1 Incantation • Evocation, Fear, Focus, Offensive (Long)

As an action, choose one creature you can see within 50 feet. The target must succeed on a Wisdom saving throw or take 2d10 radiant damage and their speed becomes 0 until the end of your next turn.

Additionally, the target suffers a -2 penalty on Wisdom saving throws for 1 minute. The target can make a Charisma saving throw at the end of each of its turns, ending the effect on a success.

*You create a fist-sized orb of painful blue-white radiance that whirls around your enemy, searing them. Fierce rays shoot from it like jabbing daggers of light, fencing them in where they stands.*

## DUAL LIGHTNING STRIKE

Rank 1 Incantation • Conjunction, Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 lightning damage.

After the attack is resolved, you can teleport up to 10 feet and make a melee weapon attack against one creature within reach other than the primary target. On a hit, the target suffers the attacks normal effects plus an extra 1d4 lightning damage.

*Like a forked bolt of lightning, you seem to strike two creatures at once.*

## EBON CLAWS

Rank 1 Incantation • Focus, Necromancy, Offensive (Short)

As an action, make a ranged spell attack against one creature within 50 feet. On a hit, the target takes 2d10 necrotic damage and until the end of your next turn, the target's speed is reduced by 10 feet and you can use a bonus action to deal 1d4 necrotic damage to one creature within 5 feet of the target.

*At your command, claws hands created from shadow wrap around your foe.*

## EBONY RAZORS

Rank 1 Incantation • Focus, Necromancy, Offensive (Short)

As an action, you target each creature in a 25-foot cone originating from you. Each target must succeed on a Charisma saving throw or take 2d6 psychic damage.

Additionally, until the end of your next turn, you are lightly obscured and when an enemy within 5 feet hits you with an attack roll, that enemy takes 1d4 psychic damage.

*You hurl blinding shadows, then solidify them into warding shards of psychic energy.*

## ECHOES OF THE GUARDIAN

Rank 1 Incantation • Abjuration, Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 damage, and until the end of your next turn, the target is marked by one ally of your choice within 25 feet of you.

Additionally, for 1 minute, once during each of your turns, you can choose an ally within 25 feet of you when you hit an enemy. Until the end of your next turn, that enemy is marked by the chosen ally.

*You recite a verse from the saga of a great warrior, confounding your enemy so that one of your companions can more easily protect the others.*

## ECHOING ROAR

Rank 1 Incantation • Evocation, Focus, Offensive (Long)

As an action, choose one creature within 50 feet who can hear you. The target must succeed on a Constitution saving throw or take 2d10 thunder damage.

Additionally, the target is affected by an echoing roar for 1 minute. While affected by the echoing roar, the target takes 1d4 thunder damage at the start of each of its turns, cannot become hidden, and cannot benefit from being lightly obscured or from being behind cover (except for total cover). The target can make a Constitution saving throw at the end of each of its turns, ending the echoing roar on a success.

*Your resounding song hammers your foe, dogging its steps and making escape impossible.*

## ECHOING WEAPON

Rank 1 Incantation • Evocation, Utility (Short)

As a bonus action, you touch one weapon within reach. Until the end of your next turn, the next melee attack made using the target weapon deals 2d6 thunder damage to the target of the attack, regardless of whether the attack hits or misses.

*You place your hand on the weapon, and it begins to rumble quietly, as though a booming thunderhead is contained within.*

## ELDRITCH RAIN

Rank 1 Incantation • Evocation, Focus, Offensive (Short)

As an action, make a ranged spell attack against one or two creatures, no more than 25 feet apart from one another, within 50 feet of you. On a hit, a target takes 2d6 force damage.

*You fire purple rays of eldritch power at your foes.*

## ELDRITCH SPEED

Rank 1 Incantation • Transmutation, Utility (Long)

When you roll initiative, you gain a +2 bonus to your initiative roll and your speed is doubled during your first turn.

*Eldritch power flows in your blood, and when battle is joined, the power speeds you on.*

## ELEMENTAL AEGIS

Rank 1 Incantation • Abjuration, Utility (Long)

As a reaction, when an enemy within 50 feet attacks an ally, choose a damage type: acid, cold, fire, lightning, or thunder. Your ally gains resistance to that damage type until the end of your next turn.

*You raise an aegis in your ally's defense, infusing the shield with elemental energy to help defend against certain effects.*

## EMPOWERING LIGHTNING

Rank 1 Incantation • Evocation, Focus, Offensive (Short)

As an action, choose one creature you can see within 100 feet. The target must succeed on a Dexterity saving throw or take 2d10 lightning damage and be pushed up to 5 feet.

*Green and yellow lightning twines around your wand, then flashes toward your enemy and explodes in a shower of sparks.*

## ESSENCE PRISM

Rank 1 Incantation • Evocation, Focus, Offensive (Short)

As an action, make a ranged spell attack against one creature within 100 feet. On a hit, the target takes 2d10 force damage.

If you rolled an even number on the attack roll, the target also loses all damage resistances until the end of your next turn.

*Your focus flashes with the colors of the rainbow, and as the light touches your foe, chaos distorts the creature's nature.*

## ENTANGLING OPENING

Rank 1 Incantation • Evocation, Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 psychic damage, and the next time the target is hit by an attack before the end of your next turn, it is knocked prone.

*A well-placed shot creates an opening for a follow-up attack that knocks your foe prone.*

## ETHEREAL STRIDE

Rank 1 Incantation • Transmutation, Utility (Short)

As a bonus action, you can teleport up to 10 feet, and you gain a +2 bonus to AC and saving throws until the end of your next turn.

*You shift your body out of phase with the world for an instant, teleporting a short distance. When you reappear, you are still somewhat out of phase and difficult to harm or hinder for a short time.*

## EXPLOSIVE PYRE

Rank 1 Incantation • Evocation, Focus, Offensive (Short)

As an action, choose one creature you can see within 50 feet. The target must succeed on a Dexterity saving throw or take 2d10 fire damage and until the start of your next turn, any of your enemies that enter a space within 5 feet of the target or starts their turns there take 1d4 fire damage.

*Your foe stands at the center of a conflagration of your design.*

## EYES OF THE SPIDER QUEEN

Rank 1 Incantation • Transmutation, Utility (Long)

As a bonus action, for 10 minutes, you gain darkvision out to 60 feet and can see invisible objects and creatures that are within 5 feet of you.

*A cluster of dull black eyes appears on your forehead, giving you enhanced sight in darkness and the power to see the unseen.*

## FALCON'S MARK

Rank 1 Incantation • Offensive, Transmutation, Weapon (Short)

When you take the attack action on your turn, you can forgo one of your attacks to throw your melee weapon (even if that weapon does not have the thrown property). Make a ranged weapon attack using Strength against one creature within 25 feet of you. On a hit, your attack deals an extra 1d10 force damage.

After the attack is resolved, your weapon returns to your hand.

*You send your weapon flying to seek out an enemy beyond your normal reach. Your magic then returns your weapon to your hand.*

## FAMILIAR FIRES

Rank 1 Incantation • Evocation, Familiar, Focus, Offensive (Short)

As an action, make a ranged spell attack against one creature within 50 feet. If you have an active familiar within 5 feet of the target, you gain a +2 bonus on the attack roll. On a hit, the target takes 2d10 fire damage.

*Your magical flame flows wherever your familiar points.*

## FAST FRIENDS

Rank 1 Incantation • Charm, Enchantment, Focus, Offensive (Short)

As an action, choose one creature within 25 feet who can hear you. The target must succeed on a Wisdom saving throw or become charmed by you or one ally of your choice until the end of your next turn, or until you or one of your allies attacks the target.

*You sing a tune of false friendship, leaving your foe in a reverie.*

## FIENDISH RESILIENCE

Rank 1 Incantation • Transmutation, Utility (Long)

As a bonus action, you spend a hit die and gain temporary hit points equal to twice as many as hit points as you would have normally regained.

*You call upon infernal entities to protect you with their fell power. Your flesh is infused with mystic strength, lessening the effect of enemy blows.*

## FIERY BOLT

Rank 1 Incantation • Evocation, Focus, Offensive (Short)

As an action, make a ranged spell attack against one creature within 50 feet. On a hit, the target takes 2d10 fire damage and each creature in 5 feet of the target must succeed on a Dexterity saving throw or take 1d6 fire damage.

*You call up a bolt of golden flame and hurl it at your foe. Anyone standing close to it is burned as well.*

## FIRE SHROUD

Rank 1 Incantation • Evocation, Focus, Offensive (Short)

As an action, each enemy within 15 feet. Each target must succeed on a Constitution saving throw or take 2d6 fire damage and be set on fire. While on fire, a target sheds bright light in a 10-foot radius and dim light for another 10 feet, and takes 1d4 fire damage at the start of each of its turn. The target or a creature within 5 feet of the target can use an action to allow the target to repeat the saving throw, ending the effect on itself on a success.

*With a subtle gesture, you wreath nearby enemies in flames.*

## FIREMETAL SHOT

Rank 1 Incantation • Evocation, Offensive, Weapon (Short)

When you hit a creature with a ranged attack using a weapon, your attack deals an extra 1d10 damage, and until the end of your next turn, whenever one of your allies hits the target with an attack, the target takes an extra 1d4 fire damage.

*You bury a bolt deep in your opponent's flesh. The bolt begins to glow red-hot.*

## FLAME CYCLONE

Rank 1 Incantation • Evocation, Focus, Offensive (Short)

As an action, you target each creature in a 15-foot cone originating from you. Each target must succeed on a Dexterity saving throw or take 2d6 fire damage.

*Arcane power swirls around your focus and outward toward your enemies, engulfing them in an inferno.*

## FLAME ENTANGLEMENT

Rank 1 Incantation • Evocation, Focus, Offensive (Short)

As an action, choose one creature you can see within 50 feet. The target must succeed on a Dexterity saving throw or take 2d6 fire damage and until the end of your next turn, the target's speed is reduced by 5 feet. This damage ignores resistance to fire damage.

If you have an active familiar within 5 feet of the target, the target has disadvantage on the saving throw.

*Cords of flame leap from your hands and entwine your foe's body.*

## FLAME SPIRAL

Rank 1 Incantation • Evocation, Focus, Offensive (Short)

As an action, choose up to three creatures within 10 feet of you. Each target must succeed on a Dexterity saving throw or take 2d6 fire damage.

Additionally, until the start of your next turn, any enemy that enters a space within 5 feet of you or starts its turn there takes 1d4 fire damage.

*You surround yourself in a vortex of fire, which lashes out at nearby foes.*

## FLAMEBURST ARMOR

Rank 1 Incantation • Abjuration, Focus, Utility (Long)

As a bonus action, you touch yourself or one ally within reach. For 1 minute, the target gains resistance to fire damage.

Until the incantation ends, once per round if the target is within 25 feet of you, you can use an action to flare the armor dealing 2d4 fire damage to each of your enemies within 5 feet of the target.

*You inscribe a fiery rune upon your ally's armor or garments, then turn a fire spirit loose on the field of battle as you flare the run periodically.*

## FLICKERING VENOM

Rank 1 Incantation • Evocation, Focus, Offensive (Short)

As an action, make a ranged spell attack against one creature within 50 feet. On a hit, the target takes 2d10 force damage, and if you had advantage on the attack roll, it takes an additional 1d4 poison damage.

*You deliver a dagger-shaped dose of magical energy that wounds and infects your unsuspecting foe.*

## FLOAT

Rank 1 Incantation • Transmutation, Utility (Long)

As a bonus action, you hover 6 inches above the ground for 1 minute or until you fall. You ignore movement penalties and restrictions due to terrain, do not set off pressure-sensitive traps, and cannot be detected with tremorsense. You also gain a +2 bonus on Dexterity (Stealth) checks. You can float over only a solid surface, or a liquid surface directly beneath you. For example, you cannot use this incantation to cross a chasm or a pit; if you try to do so, you fall normally.

*You rise a few inches above the ground and glide over minor hinderances.*

## FOCUSED SOUND

Rank 1 Incantation • Enchantment, Focus, Offensive (Short)

As an action, choose one creature you can see within 50 feet. The target must succeed on a Constitution saving throw or take 2d10 thunder damage and until the end of your next turn, any attack roll against the target can score a critical hit on a roll of 18–20.

*With a resounding shout, you rattle your enemy and expose a vulnerable spot in its defenses.*

## FOESNARE

Rank 1 Incantation • Abjuration, Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 damage, and the target must succeed on a Strength saving throw or have its speed become 0 until the end of your next turn.

*You cut into your foe, and links of solid eldritch energy burst from its flesh, binding its bones to the ground.*

## FORCE INFUSION

Rank 1 Incantation • Abjuration, Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 force damage, and until the end of your next turn, whenever one of your allies hits the target with a melee attack, that ally can push the target up to 5 feet.

*Your attack binds energy within your foe's form. The magic reacts with concussive force each time you or an ally strikes the creature.*

## FORCE ORB

Rank 1 Incantation • Evocation, Focus, Offensive (Short)

As an action, make a ranged spell attack against one creature within 50 feet of you. On a hit, the target takes 2d10 force damage, and each creature in 5 feet of the target must succeed on a Dexterity saving throw or take 1d6 force damage.

*You hurl an orb of magical force at an enemy. It bursts against the target and throws off razor-sharp shards of force that cut into nearby enemies.*

## FORTUNE'S REVERSAL

Rank 1 Incantation • Divination, Focus, Offensive (Long)

As a reaction, when an enemy you can see within 50 feet scores a critical hit or succeeds on a saving throw, you force the triggering creature to succeed on a Wisdom saving throw or take 2d10 psychic damage and for 1 minute, the target is unlucky. On a successful save, the target takes 1d10 psychic damage and does not become unlucky.

While unlucky, the target suffers a -1 penalty on all saving throws, and takes 1d4 psychic damage at the start of each of its turns. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

*With a single word of power, you reverse a creature's luck, turning fortune and happiness into misfortune and sorrow.*

## FOUNTAIN OF FLAME

Rank 1 Incantation • Evocation, Focus, Offensive (Long)

As an action, choose any number of creatures in a 10-foot-radius, 10-foot-high cylinder centered on a point within 50 feet. Each target must succeed on a Dexterity saving throw or take 2d6 fire damage.

The cylinder creates a zone of fire that lasts for 1 minute. Any enemy that enters the zone or ends its turn there takes 1d4 fire damage.

*You weave a fiery pillar that spins like a top. With each revolution, it douses your enemies with searing heat.*

## FREEZING CLOUD

Rank 1 Incantation • Evocation, Focus, Offensive (Long)

As an action, you target each creature in a 10-foot radius sphere centered on a point within 50 feet. Each target must succeed on a Constitution saving throw or take 2d6 cold damage.

The sphere creates a zone of cold that lasts for 1 minute or until you dismiss it as a bonus action. Any creature that enters the zone or ends its turn there takes 1d4 cold damage.

*A pellet shoots from your hand and explodes into a cloud of icy mist at the point of impact.*

## FRIGID DARKNESS

Rank 1 Incantation • Fear, Focus, Necromancy, Offensive (Short)

As an action, choose one creature you can see within 50 feet. The target must succeed on a Constitution saving throw or take 2d10 cold damage and be blinded until the end of your next turn.

*You create a freezing black shadow around your foe, a small taste of the icy darkness in the depths of the night sky. It is unable to see well enough to defend itself while the shadows cling to it.*

## FROST BACKLASH

Rank 1 Incantation • Evocation, Offensive, Weapon (Long)

As a reaction, when a creature within 5 feet hits you with an attack, you can make a melee attack using a weapon against the triggering creature. On a hit, your attack deals an extra 2d10 cold damage.

*As your enemy swings for the kill, your warding suddenly turns it ice and lashes out at your foe with the fury of winter.*

## FROSTBIND

Rank 1 Incantation • Evocation, Focus, Offensive (Short)

As an action, choose one creature you can see within 50 feet. The target must succeed on a Strength saving throw or take 2d10 cold damage and until the end of your next turn, the target suffers a -2 penalty on Dexterity ability checks and Dexterity saving throws.

*Creaking ice envelops and hinders your enemy.*

## GHOST STEP

Rank 1 Incantation • Stance, Transmutation (Long)

As a bonus action, you enter the Ghost Step stance. Until the stance ends, as a bonus action, you can disengage and increase your speed by 5 feet until the end of your turn.

*Like a ghost, you glide unharmed through the battlefield.*

## GLORIOUS PRESENCE

Rank 1 Incantation • Charm, Enchantment, Focus, Offensive (Short)

As an action, choose any number of creatures you can see within 10 feet of you. Each target must succeed on a Wisdom saving throw or take 2d6 radiant damage and be pushed up to 5 feet.

Additionally, each ally within 10 feet of you gains 1d4 temporary hit points.

*Radiant moonlight streams from you in all directions, and those who behold you are stricken with awe.*

## GLOW OF ULBAN

Rank 1 Incantation • Enchantment, Focus, Offensive (Short)

As an action, choose one creature you can see within 25 feet. The target must succeed on a Charisma saving throw or take 2d10 radiant damage and have disadvantage on the next saving throw it makes within 1 minute.

*You call upon Ulban, whose blue-white light pierces the mind and interrupts the instinct for self-preservation in those caught in its otherworldly glow.*

## GOOD TIMING

Rank 1 Incantation • Divination, Utility (Long)

As a reaction, when you miss with an attack, you can reroll the triggering attack. If you still miss the target even after the reroll, you take 1d4 psychic damage and regain the use of this incantation at the start of your next turn.

*You must have been in the right place at the right time.*

## GRASP OF THE IRON TOWER

Rank 1 Incantation • Conjuration, Focus, Offensive (Short)

As an action, make a ranged spell attack against one creature within 50 feet. On a hit, the target takes 2d10 magical bludgeoning damage, and it cannot willingly move closer to you until the end of your next turn. On a hit, you also gain resistance to all damage until the end of your next turn.

If your attack misses, you can take 1d4 psychic damage to repeat the attack against a different creature within range.

*A hand of iron appears around your foe and crushes it with the sickening sound of popping bones and grinding flesh.*

## GRASPING SHADOWS

Rank 1 Incantation • Focus, Illusion, Offensive (Short)

As an action, you create a 10-foot radius sphere of shadows centered on a point within 50 feet. Each creature in the area must succeed on an Intelligence saving throw or take 2d6 psychic damage and have its speed reduced by 10 feet until the end of your next turn.

Shadows writhe in the designated area and persist until the end of your next turn. Any creature that enters the area of the grasping shadows takes 1d4 psychic damage and has its speed reduced by 10 feet until the end of its next turn.

*At your command, the shadows reach out, grab hold of your foes, and wreath the area in darkness.*

## GRIM SHADOW

Rank 1 Incantation • Fear, Focus, Necromancy, Offensive (Short)

As an action, you target each creature in a 25-foot cone originating from you. Each target must succeed on a Wisdom saving throw or take 2d6 necrotic damage and until the end of your next turn, suffer a -2 penalty to attack rolls and Wisdom saving throws.

*Reaching into the Shadowfell, you cast a tangible, looming shadow that strikes fear into the living.*

## GROUNDING REBUKE

Rank 1 Incantation • Abjuration, Focus, Offensive (Long)

As a reaction, when an enemy you can see within 50 feet of you hits you with an attack, you reduce the damage you take by 1d10. Then the triggering enemy must make a Dexterity saving throw. On a failed save, the target takes 1d10 force damage, its speed is reduced by 5 feet for 1 minute, and you can move the target up to 5 feet. On a successful save, the target takes half as much damage, and you can move it up to 5 feet.

*You take the energy of your enemy's attack and channel it back toward your foe, knocking it aside and binding it to the earth.*

## GUARDIAN BLADES

Rank 1 Incantation • Abjuration, Fear, Utility (Long)

As a bonus action, for 1 minute or until you become unconscious, each enemy within 5 feet of you that makes an attack roll takes 1d4 force damage. No enemy can take this damage more than once per turn.

*Three spectral blades appear around you, floating in a ring that wards away your foes.*

## HALO OF THORNS

Rank 1 Incantation • Evocation, Offensive, Weapon (Short)

When you hit a creature with a ranged attack using a weapon, your attack deals an extra 1d10 poison damage, and choose one ally you can see within 25 feet of the target. Until the end of your next turn, any creature that hits that ally with a melee attack takes 1d4 poison damage.

*You enchant your ammunition with poisoning magic, then transfer that enchantment onto one of your allies close to the target.*

## HANDS OF IHBAR

Rank 1 Incantation • Focus, Necromancy, Offensive (Short)

As an action, choose one creature you can see within 50 feet. The target must succeed on a Wisdom saving throw or take 2d10 cold damage and have its speed reduced by 10 feet until the end of your next turn.

This incantation ignores resistance to cold damage.

*Inky black, frigid tendrils emerge as if from your foe's own body. The tendrils curl and wind around their parent so tightly that blood flow and movement are hampered.*

## HATEFUL SHADE

Rank 1 Incantation • Focus, Necromancy, Offensive (Long)

As an action, choose one creature you can see within 50 feet. The target must succeed on a Strength saving throw or take 2d10 necrotic damage and for 1 minute, the target is restrained. At the end of each of its turns, the target must repeat the saving throw. It takes 1d4 necrotic damage on a failed save, or ending the incantation on a success.

*With a gesture, you wrap your enemy with a dark shroud that threatens to choke the life out of it.*

## HELLFIRE BLAST

Rank 1 Incantation • Evocation, Focus, Offensive (Long)

As an action, you target each creature in a 15-foot cone originating from you. Each target must make a Dexterity saving throw. A creature takes 2d6 fire damage on a failed save, or half as much damage on a successful one.

*Waves of flame roll forth from your extended hand, blasting your foes.*

## HORRID WHISPERS

Rank 1 Incantation • Focus, Illusion, Offensive (Long)

As an action, choose any number of creatures in a 10-foot radius sphere centered on a point within 50 feet. Each target must succeed on an Intelligence saving throw or take 2d6 psychic damage and for 1 minute, the target is beset by whispers.

While beset, the target suffers a -1 penalty to attack rolls and its speed is reduced by 5 feet. A beset target can repeat the saving throw at the end of each of its turns. On a successful save, the effect ends and the target is knocked prone.

*Your enemies are seemingly beset by dreadful noises. Desperate to find the source, they are oblivious to the true threat posed by you and your allies.*

## HOST OF SHIELDS

Rank 1 Incantation • Abjuration, Stance (Long)

As a bonus action, you enter the Host of Shields stance. Until the stance ends, you gain a +1 bonus to AC, and Dexterity and Charisma saving throws.

*You produce a few small, glowing shields that orbit your body and ward off blows.*

## HOUND OF DARK OMEN

Rank 1 Incantation • Fear, Focus, Necromancy, Offensive (Short)

As an action, choose one creature you can see within 50 feet. The target must succeed on a Wisdom saving throw or take 2d10 psychic damage and be pushed up to 5 feet. The target takes an additional 1d4 psychic damage if it doesn't move before the end of its next turn.

*Shadows and mist swirl around the target, coalescing into the form of a snarling hound that emits a dreadful howl.*

## HOWLING TEMPEST

Rank 1 Incantation • Evocation, Focus, Offensive (Long)

As an action, you target each creature in a 10-foot radius sphere centered on a point within 50 feet. Each target must succeed on a Constitution saving throw or take 2d6 thunder damage and for 1 minute, the target is deafened. Also on a failed save, you can move the target up to 5 feet.

The sphere creates a zone of deafening wind that persists for 1 minute. Each creature that starts its turn within the zone takes 1d4 thunder damage. As a bonus action, you can move the zone up to 15 feet.

*You summon a howling storm on the battlefield. The tempest's thunder deafens your foes, and its winds scatter them.*

## ICE JAVELINS

Rank 1 Incantation • Evocation, Focus, Offensive (Long)

As an action, choose up to three creatures you can see within 50 feet of you. Each target must succeed on a Dexterity saving throw or take 2d10 cold damage and for 1 minute, the target is chilled. While chilled the target's speed is reduced by 5 feet and it takes 1d4 cold damage at the start of each of its turns. The target can make a Constitution saving throw at the end of each of its turns, ending the effect on itself on a success.

*A trio of javelins forms around you. One at a time, you send each spear shooting toward a different enemy.*

## ICE RAYS

Rank 1 Incantation • Evocation, Focus, Offensive (Short)

As an action, choose one or two creatures within 50 feet. Make a ranged spell attack against each target. On a hit, a target takes 2d6 cold damage and its speed becomes 0 until the end of your next turn.

*You fire two bolts of brilliant blue-white energy. A thin path of frost appears on the ground below each one before fading away.*

## ICE SHARD TRAPS

Rank 1 Incantation • Conjuration, Focus, Offensive (Short)

As an action, you conjure two ice shard traps in two different unoccupied spaces on the ground within 25 feet of you. The traps are invisible to your enemies and last until the end of your next turn.

When an enemy enters a trap's space, it must succeed on a Constitution saving throw or take 2d6 cold damage. Also on a failed save, until the end of your next turn, attack rolls against the target gain advantage and it suffers a 1d4 susceptibility to cold damage.

*You spread invisible patches of ice on the battlefield. When your enemies stumble into the traps, a hail of crystals erupts around them.*

## ICEBOUND SIGIL

Rank 1 Incantation • Utility (Long)

As a bonus action, you touch one weapon or focus within reach. For 1 minute, any attack, spell, or ability that uses the target as a weapon or a focus deals an extra 1d4 cold damage.

*By etching an arcane sigil upon a weapon or focus, you infuse it with icy cold, giving it the power to chill foes.*

## ICY TERRAIN

Rank 1 Incantation • Evocation, Focus, Offensive (Short)

As an action, you target each creature in a 10-foot radius sphere centered on a point within 50 feet. Each target must succeed on a Dexterity saving throw or take 2d6 cold damage and be knocked prone.

The sphere creates a zone that lasts until the end of your next turn or until you end it as a bonus action. The area of the zone is difficult terrain.

*With frosty breath, you utter a single arcane word that creates a treacherous patch of ice on the ground, hampering your foes.*

## ILLUSORY OBSTACLES

Rank 1 Incantation • Focus, Illusion, Offensive (Short)

As an action, you target each creature in a 10-foot radius sphere centered on a point within 50 feet. Each target must succeed on an Intelligence saving throw or become dazed and unable to dash or make charging attacks until the end of your next turn.

*The image of treacherous terrain appears in the minds of your enemies, which become disoriented.*

## IMPELLING FORCE

Rank 1 Incantation • Evocation, Offensive, Weapon (Short)

As an action, make a ranged spell attack against one creature within 50 feet. On a hit, the target takes 2d10 psychic damage, and you can move it up to 5 feet to a space within 5 feet of one of your allies.

*A bolt of force shoves your foe next to one of your allies.*

## INCENDIARY DETONATION

Rank 1 Incantation • Evocation, Focus, Offensive (Short)

As an action, you target each creature in a 10-foot radius sphere centered on a point within 50 feet. Each target must succeed on a Dexterity saving throw or take 2d6 fire damage and be knocked prone.

The sphere creates a zone of licking flames that lasts until the end of your next turn. Each enemy that enters the zone or starts its turn there takes 1d4 fire damage.

You can spend a hit die when you activate this incantation to increase the radius of the sphere to 15 feet, and it doesn't affect you or your allies.

*Gouts of flame pulse from your focus and explode amid your enemies, setting the area alight and roasting them as they attempt to escape.*

## INCENDIARY WEAPON

Rank 1 Incantation • Abjuration, Focus, Offensive, Weapon (Short)

As an action, you throw your weapon at a point within 25 feet. Each creature in a 10-foot radius sphere centered on that point must succeed on a Wisdom saving throw or take 2d6 fire damage and be subjected to a warding flame until the end of its next turn. While under this effect, the target takes 1d4 fire damage each time it makes an attack against a target other than you.

*Your weapon ignites with flames as you launch it toward your enemies. Upon striking the ground, it explodes and consumes the area in flames.*

## INSPIRE CONFIDENCE

Rank 1 Incantation • Enchantment, Utility (Short)

As a bonus action, choose any number of creatures you can see within 25 feet of you and one skill or tool proficiency. For 1 minute, each target gains a +2 bonus on their next ability check that uses that proficiency.

*Your magic channels the skill of ancient experts to help with the task at hand.*

## INSPIRING REFRAIN

Rank 1 Incantation • Enchantment, Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 damage, and each of your allies within 25 feet of you who can hear you gain a +2 bonus on the next attack roll they make before the end of your next turn.

*Your weapon hums with an arcane song that helps guide nearby allies to glory.*



## INVIGORATING INFUSION

Rank 1 Incantation • Abjuration, Utility (Long)

As a bonus action, you touch one empty vial within reach. You infuse the vial with an invigorating infusion for 8 hours.

A creature can drink the contents of the vial as a bonus action to gain 3d10 temporary hit points. Until these temporary hit points fade, the imbibing creature can use a bonus action to transfer any number of these temporary hit points to an ally within 25 feet of them.

*Your infusion invigorates a comrade. That ally can then redirect excess vitality to your other allies.*

## LASHING ASP

Rank 1 Incantation • Conjuration, Stance (Long)

As a bonus action, you enter the Lashing Asp stance. Until the stance ends, whenever you hit an enemy with a melee weapon attack, each enemy within 5 feet of the target takes 1d4 poison damage. Also, whenever you hit an enemy marked by you with a melee weapon attack, it takes 1d4 poison damage.

*A spectral asp winds itself around your weapon. With each successful strike you make, the asp lunges to attack nearby foes.*

## LEADEN TRANSFORMATION

Rank 1 Incantation • Focus, Offensive, Transmutation (Short)

As an action, choose one creature you can see within 50 feet. The target must succeed on a Strength saving throw or take 2d10 force damage.

Additionally, the target's speed is reduced by 10 feet and it can't disengage until the end of its next turn.

*You send a bolt of arcane energy at your foe, which deals damage and makes your foe's feet feel like blocks of lead.*

## LESSER DIMENSIONAL STEP

Rank 1 Incantation • Conjuration, Offensive, Weapon (Short)

When you hit a creature within 25 feet of you with an attack using a weapon, your attack deals an extra 1d10 damage, and you and one willing ally you can see within 25 feet of you can teleport to a space within 5 feet of the target.

*As your weapon strikes, you and one of your allies vanish from one spot and appear in another, confusing your opponent.*

## LESSER RINGING WEAPON

Rank 1 Incantation • Offensive, Transmutation, Weapon (Short)

When you hit a creature with an attack using a weapon, your attack deals an extra 1d10 thunder damage. Additionally, until the end of your next turn, all attack rolls against the target gain advantage and the target cannot benefit from being lightly obscured.

*You drive your weapon into an enemy and then channel magic through it, causing it to ring like a tuning fork and drawing the attention of others.*

## LIFE BIND

Rank 1 Incantation • Focus, Necromancy, Offensive (Short)

As an action, choose one creature you can see within 50 feet. The target must succeed on a Constitution saving throw or take 2d10 necrotic damage and until the end of your next turn, it cannot regain hit points or gain temporary hit points and suffers a -2 penalty to saving throws.

*You call upon arcane power to wither your foe's flesh and cut its connection to life*

## LIFE-TAPPING DARTS

Rank 1 Incantation • Focus, Necromancy, Offensive (Long)

As an action, make a ranged spell attack against one creature within 50 feet. On a hit, the target takes 2d10 necrotic damage, and one ally within 50 feet of you gains 2d4 temporary hit points.

*You launch magical darts at an ally and a foe. The dart that strikes the foe transfers vitality to your comrade in a golden flash.*

## LIFETAKER

Rank 1 Incantation • Necromancy, Utility (Long)

As a reaction, when a living creature with a CR or level above 0 dies within 25 feet of you, you allow yourself or one ally within 25 feet of you to gain 2d10 temporary hit points.

*You crook your finger and snatch a soul as it struggles free from its body. It screams as you draw forth its energy.*

## LIGHTNING CUTS

Rank 1 Incantation • Evocation, Offensive, Weapon (Short)

When you hit a creature with a melee attack using a dagger, your attack deals an extra 2d10 lightning damage.

*Your dagger is enveloped by electricity and you move with blinding speed, delivering a dozen shallow cuts to your opponent before it can even blink.*

## LIGHTNING BREATH

Rank 1 Incantation • Evocation, Focus, Offensive (Long)

As an action, you target each creature in a 15-foot cone originating from you. Each target must make a Dexterity saving throw. On a failed save a target takes 2d6 lightning damage or half as much damage on a successful.

Additionally, for 1 minute, whenever any enemy hits you with a melee attack, that enemy takes 1d4 lightning damage and is pushed up to 5 feet.

*You exhale a blast of lightning at your foes. The lightning then forms a ring around you, repelling nearby attackers.*

## LIGHTNING CLASH

Rank 1 Incantation • Evocation, Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 damage, and one creature you can see within 25 feet of the target must succeed on a Dexterity saving throw or take 1d10 lightning damage.

*As your weapon strikes home, a sizzling bolt of lightning leaps from your reeling foe to strike down its nearby ally.*

## LURE OF LOYALTY

Rank 1 Incantation • Charm, Enchantment, Focus, Offensive (Short)

As an action, choose one creature you can see within 50 feet. The target must make a Wisdom saving throw. On a failed save, the target is pulled up to 5 feet closer to you and charmed until the end of your next turn. While charmed, the first time an enemy attacks you before the end of your next turn, the charmed target must use its reaction, if available, to make a charging attack or a melee weapon attack against the attacking creature.

*You lay a wreath of shadowy confusion over your enemy, drawing it closer and commanding its temporary loyalty.*

## LURE OF MINAUROS

Rank 1 Incantation • Enchantment, Fear, Focus, Offensive (Short)

As an action, choose one creature you can see within 50 feet. The target must succeed on a Wisdom saving throw or take 1d10 psychic damage and must use its reaction, if available to make a melee weapon attack against itself or a creature within 5 feet of it (target's choice). Also on a failed save, until the end of your next turn, whenever an enemy attacks you, each other enemy within 5 feet of you must succeed on a Wisdom saving throw or take 2d6 psychic damage.

*You whisper dark promises on the wind, sending them forth to pollute your enemy's mind with overwhelming terror that compels them to lash out in a panic.*

## MAJESTIC WORD

Rank 1 Incantation • Utility (Short)

As a bonus action, choose yourself or one ally within 25 feet who can hear you. The target can spend a hit die to regain hit points. If they do so, the target regains an additional 1d10 hit points.

This incantation's additional healing increases when you reach 5th level (2d10), 11th level (4d10), and 17th level (7d10).

*You utter words laden with preternatural inspiration, restoring your ally's stamina and making wounds seem insignificant.*

## MALICIOUS SHADOW

Rank 1 Incantation • Conjuration, Focus, Offensive (Long)

As an action, choose one creature you can see within 25 feet. The target must succeed on a Dexterity saving throw or take 1d10 cold damage and 1d10 necrotic damage.

Additionally, you conjure a malicious shadow in an unoccupied space within 5 feet of the target. The shadow persists for 1 minute and you gain advantage on attack rolls against your enemies that are within 5 feet of the shadow.

While the shadow persists, you can use your reaction to lash out at any enemy that willingly leaves a space within 5 feet of the shadow on its turn. The target must succeed on a Dexterity saving throw or take 1d4 cold damage and 1d4 necrotic damage and its speed becomes 0 until the end of its turn.

*Your attack tears a shroud of shadow from your foe, wrapping it to hinder its movement.*

## MELTING POOL

Rank 1 Incantation • Evocation, Focus, Offensive (Short)

As an action, you target each creature in a 10-foot radius centered on a point on the ground within 50 feet. Each target must succeed on a Constitution saving throw or take 2d6 acid damage.

Additionally, any enemy that takes this acid damage has its speed reduced by 10 feet while within 15 feet of your familiar until the end of your next turn.

*You create an extradimensional pool of acid beneath your enemies' feet.*

## MISTS OF MADNESS

Rank 1 Incantation • Charm, Enchantment, Focus, Offensive (Long)

As an action, you target each creature within 5 feet of you. Each target must succeed on a Wisdom saving throw or take 2d6 psychic damage and must use their reaction, if available, to make a melee weapon attack against a creature of your choice.

If every target succeeds on the saving throw, this incantation is not expended.

*A thick mist rises around you. Within it, the intoxicating power of fey magic overwhelms your enemies' senses, driving those foes to lash out at each other in their madness.*

## MOMENT OF ESCAPE

Rank 1 Incantation • Enchantment, Utility (Long)

As a bonus action, choose one willing ally you can see within 50 feet. You move the target up to 10 feet.

*You distract your enemies with a quick refrain, giving your embattled ally a chance to get away.*

## MOONSTRIDE

Rank 1 Incantation • Transmutation, Utility (Short)

As a reaction, when an enemy enters a space within 5 feet of you, you become insubstantial until the end of your next turn. Then you disengage and move up to 10 feet to a space farther from the triggering enemy.

While insubstantial you gain the following benefits:

- Damage resistance to acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing damage from nonmagical weapons.
- Immunity to being grappled, paralyzed, petrified, and restrained.

*This trick of the Maiden of the Moon allows you to take a form of pure moonlight and to evade your enemies with ease.*

## MYSTICAL DEBRIS

Rank 1 Incantation • Conjuration, Utility (Turn)

As a bonus action, a 5-foot space you can see on the ground within 25 feet becomes difficult terrain for 1 minute. You can end this effect as a bonus action.

You cannot have more than 2 spaces under this effect at one time. If you create a 3rd space, you choose which of the other two disappears.

*You create a small amount of stone and rubble that clogs up the area.*

## OBEDIENT SERVANT

*Rank 1 Incantation • Conjuration, Focus, Summoning (Long)*

As a bonus action, you create a Medium obedient servant in an unoccupied space within 25 feet.

The servant is friendly to you and your companions. Roll initiative for the servant, which has its own turns. It obeys any mental commands that you issue to it (no action required). If you don't issue any commands to it, it defends itself from hostile creatures and uses its reactions to make opportunity attacks.

The servant's statistics are listed at the end of this supplement.

*You infuse a construct with an elemental animus and then throw it into the fray to aid your allies.*

## OTHERWIND STRIDE

*Rank 1 Incantation • Conjuration, Focus, Offensive (Short)*

As an action, you target each creature within the 5 feet of you. Each target must succeed on a Constitution saving throw or take 2d6 force damage and its speed becomes 0 until the end of your next turn.

Additionally, you teleport up to 10 feet.

*You call up an unseen maelstrom of fey power that lashes nearby creatures... and you step into the vortex and emerge somewhere a short distance away.*

## OUTBREAK

*Rank 1 Incantation • Focus, Necromancy, Offensive (Long)*

As an action, choose one creature you can see within 50 feet. The target must succeed on a Constitution saving throw or become plagued with disease for 1 minute.

While plagued, the target is poisoned and takes 2d4 poison damage at the start of each of its turns. The target must repeat the saving throw at the end of each of its turns. On a successful save, the target is no longer plagued. On a failed save, the plague spreads to each of your enemies within 10 feet of the target. Each of these secondary targets must succeed on a Constitution saving throw or become plagued with lesser disease for 1 minute.

While plagued with lesser disease, a secondary target takes 1d4 poison damage at the start of each of its turns. At the end of each of its turns, a secondary target can make a Constitution saving throw, ending the effect on itself on a success.

*With a word, lesions and angry boils rise on your foe's flesh. Its blood clouds with putrid juices and boils away through the air, snaking into the eyes and ears of your other enemies.*

## PANDORYM'S CRY

*Rank 1 Incantation • Enchantment, Focus, Offensive (Long)*

As an action, choose one creature within 25 feet who can hear you. The target must succeed on a Charisma saving throw or take 2d10 psychic damage and have its speed reduced by 10 feet and attack rolls against it gain advantage until the end of your next turn.

*From a distance too far to measure, you evoke an echo of Pandorym's birthing cry: a sound of madness incarnate.*

## PHANTOM CHASM

*Rank 1 Incantation • Focus, Illusion, Offensive (Long)*

As an action, choose any number of creatures in a 10-foot radius centered on a point on the ground within 50 feet. Each target must succeed on an Intelligence saving throw or take 2d6 psychic damage, be knocked prone, and have its speed become 0 until the end of its next turn.

The sphere creates a zone that lasts for 1 minute. Any enemy that enters the zone falls prone.

*Your enemies shriek in terror as, at least in their mind's eye, a bottomless pit opens beneath their feet.*

## PINIONING VORTEX

*Rank 1 Incantation • Evocation, Focus, Offensive (Short)*

As an action, choose one creature you can see within 50 feet. The target must succeed on a Strength saving throw or take 2d10 bludgeoning damage and you can move the target up to 5 feet vertically. The target remains aloft until the start of its next turn; while aloft, it is dazed, its speed becomes 0, and you and your allies gain advantage on attack rolls against it. At the start of its next turn, it lands on its feet in the space it formerly occupied or in the nearest unoccupied space of its choice.

*A miniature tornado roars forth to batter your enemy and lift it into the air.*

## PIPES OF WINTER

*Rank 1 Incantation • Conjuration, Focus, Offensive (Short)*

As an action, choose one creature that can hear you within 25 feet. The target must succeed on a Constitution saving throw or take 2d10 cold damage and until the end of your next turn, its speed becomes 0. Also on a failed save, each creature within 5 feet of the target must succeed on a Constitution saving throw or have its speed reduced by 10 feet until the end of your next turn.

*With a gesture, a set of glacial pipes appears at your lips. Blowing on it, you produce a horrid keening that chills your foes to the bone.*

## POISONOUS EXHALATION

*Rank 1 Incantation • Evocation, Focus, Offensive (Short)*

As an action, choose any number of creatures in a 15-foot cone originating from you. Each target must succeed on a Constitution saving throw or take 2d6 poison damage and until the end of your next turn, the target suffers a -2 penalty on Constitution saving throws.

*A cloud of poisonous vapor billows from your mouth to sap your enemies; endurance.*

## PROPHECY OF ZHUDUN

*Rank 1 Incantation • Enchantment, Fear, Focus, Offensive (Long)*

As an action, choose one creature you can see within 50 feet. The target must succeed on a Charisma saving throw or take 2d10 psychic damage and for 1 minute, the target is dazed. While dazed, the target treats all of its enemies as if they are lightly obscured. The target can repeat the saving throw at the end of each of its turns, ending the daze on a success.

*You whisper snatches of prophecy glimpsed in the blank face of dead Zhudun. A vision flashes into your foe's mind that is so horrifying that it loses track of its surroundings.*

## PROPHETIC ACTION

Rank 1 Incantation • Divination, Focus, Offensive (Short)

As an action, choose one creature you can see within 50 feet. The target must succeed on a Wisdom saving throw or take 2d10 psychic damage and until the end of your next turn, the first time the target misses you or one of your allies with an attack, one target of that attack can use its reaction to safely move up to 10 feet.

*You study your enemy and deduce its next move, letting an ally dodge its attack.*

## PROTECTION FROM MISSILES

Rank 1 Incantation • Abjuration, Utility (Long)

As a bonus action, you create a zone in a 10-foot radius sphere originating from you for 1 minute. While in the zone, you and your allies gain a +2 bonus to AC against ranged weapon attacks.

*A wave of your hand calls forth a protective wind to disperse arrows and other missiles headed your way.*

## PUNISHING EYE

Rank 1 Incantation • Conjuration, Focus, Offensive (Long)

As an action, you conjure an eye in a space within 25 feet. It persists for 1 minute. Enemies within 15 feet of the eye do not benefit from being obscured, and when an allied creature deals damage to an enemy within 15 feet of the eye, that enemy takes an extra 1d4 psychic damage. While the eye persists, you can use a bonus action to move the eye up to 15 feet.

*As arcane construct of an eye appears in the air, revealing your enemies and striking them when they show weakness.*

## PYRE OF PHLEGETHOS

Rank 1 Incantation • Evocation, Focus, Offensive (Long)

As an action, choose one creature you can see within 50 feet. The target must succeed on a Dexterity saving throw or take 3d10 fire damage and for 1 minute, the target burns.

While burning, target sheds bright light in a 10-foot radius and dim light for an additional 10 feet. At the end of each of its turns, the target must repeat the saving throw. It takes 1d4 fire damage on a failed save, and the incantation ends on a successful one. These magical flames cannot be extinguished by nonmagical means.

*Rivulets of clinging liquid fire appear and cascade over your target. Anything that is flammable ignites at once and burns long after the streams of magic fire fade away.*

## RADIANT PILLAR

Rank 1 Incantation • Evocation, Focus, Offensive (Short)

As an action, you create a mote of bright sunlight on a point within 50 feet. The mote sheds bright light in a 10-foot radius and dim light for an additional 10 feet. Creatures are blinded while in the bright light. If a creature susceptible to radiant damage starts its turn in the bright light, it takes damage equal to double its susceptibility.

*You conjure a burst of sunlight that illuminates the battlefield, searing the eyes of your foes.*

## RALLY OF THE SPECTRAL HOST

Rank 1 Incantation • Necromancy, Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 damage, and each of your allies within 10 feet of you gain a +2 bonus to attack rolls and a +1d4 bonus to damage rolls until the end of your next turn.

*An aggressive strike calls forth the spirits of fallen warriors to stand at your side.*

## RAY OF FATIGUE

Rank 1 Incantation • Focus, Necromancy, Offensive (Long)

As an action, make a ranged spell attack against one creature within 25 feet. On a hit, the target takes 2d10 necrotic damage, and must succeed on a Constitution saving throw or be weakened for 1 minute. While weakened, it deals only half damage with weapon attacks that use Strength. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

You gain advantage on the attack roll if the target is below half hit points.

*A pale gray beam leaps from your fingertip and drains strength from your foe.*

## RECITATION OF FOREKNOWLEDGE

Rank 1 Incantation • Enchantment, Focus, Offensive (Short)

As an action, choose one creature you can see within 50 feet. The target must succeed on a Wisdom saving throw or take 2d10 psychic damage and until the end of your next turn, one ally you can see within 50 feet of you gains advantage on attack rolls against the target.

Additionally, one ally you can see within 50 feet of you gains a +4 bonus to AC against opportunity attacks until the end of your next turn.

*You recount the tale of a great trickster-warrior, whose uncanny awareness flusters opponents and inspires allies.*

## RESISTIVE FORMULA

Rank 1 Incantation • Abjuration, Utility (Long)

As a bonus action, you touch one empty vial within reach and choose acid, cold, fire, force, lightning, necrotic, poison, radiant, or thunder damage. You infuse the vial with a shielding elixir for 1 hour.

A creature can drink the contents of the vial as a bonus action to gain resistance to the chosen damage type for 1 minute. The creature can end the bonus on their turn (no action required) to gain immunity to the chosen damage type until the end of their next turn.

*You carefully prepare a formula that inoculates the imbiber's body against damage of a certain type.*

## RHYME OF THE BLOOD-SEEKING BLADE

Rank 1 Incantation • Offensive, Transmutation, Weapon (Short)

As a reaction, when an ally misses with a melee attack, make a ranged attack using a weapon against the target of the triggering attack. On a hit, your attack deals an extra 1d10 damage, and the target suffers a -2 penalty to AC against the triggering ally's attack, possibly turning it into a hit.

*You swiftly loose a shot while chanting of sundered metal, and your foe's armor no longer withstands your friend's strike.*

### Rhyme of the Blood-Seeking Blade

*"The Blood seeking blade moves to slice,*

*A cut so deep, a cut so nice*

*To tear, to rend, to rip apart,*

*Until it all drains from the heart"*

*~Proselus the Kwisatz Caudarach*

## ROCK ARMOR

Rank 1 Incantation • Abjuration, Stance (Long)

As a bonus action, you enter the Rock Armor stance. Until the stance ends, your speed is reduced by 10 feet and you gain resistance to all damage except psychic damage.

*You shield yourself with armor shaped from rock, pebbles, and earth around you.*

## SAGA OF RIVALRY

Rank 1 Incantation • Enchantment, Offensive, Weapon (Long)

When you hit a creature with a ranged attack using a weapon, your attack deals an extra 1d10 damage, and choose an ally you can see within 50 feet of you to be the target's rival for 1 minute.

Until the effect ends, the target takes 1d4 psychic damage at the end of its turn if it is not within 5 feet of that ally. The target can make a Wisdom saving throw at the end of each of its turns, ending the rivalry on a success.

Additionally, the chosen ally gains a +1 bonus to attack rolls against the target for 1 minute.

*As you launch an arrow, you recite a tale of hatred and challenge, inciting one of your allies to fight that foe to the end.*

## SATIRE OF FORTUNE

Rank 1 Incantation • Divination, Focus, Offensive (Long)

As an action, choose one creature within 50 feet who can hear you. The target must succeed on a Wisdom saving throw or take 2d10 psychic damage.

Additionally, the next time an ally misses the target with an attack roll within the next minute, you roll a d20 and replace the ally's attack roll with yours.

*You mock your foe's luck, using your verse to make your insults come painfully true.*

## SCOURING WEAPON

Rank 1 Incantation • Evocation, Offensive, Weapon (Short)

When you hit a creature with an attack using a weapon, your attack deals an extra 1d10 acid damage and until the end of your next turn, the target suffers a -2 penalty to AC.

*You infuse your weapon with acid, momentarily corroding your opponent's defenses.*

## SEEK WEAKNESS

Rank 1 Incantation • Transmutation, Utility (Short)

As a bonus action, you touch one weapon within reach. Until the end of your next turn, weapon attacks made with the weapon gain advantage on attack rolls and gain a +1d4 bonus to damage rolls.

*The weapon you enchant quivers under your fingertips as though eager to strike.*

## SHIELD OF FLAMES

Rank 1 Incantation • Evocation, Utility (Short)

As a bonus action, you gain a 5-foot aura that lasts until the end of your next turn. You are lightly obscured against enemies in the aura, and any creature that makes a melee attack against you or ends its turn in the aura takes 1d4 fire damage. A creature can take this damage only once per turn.

*You conjure a sphere of blazing hot flames, obscuring your form and damaging enemies who tarry too close.*

## SHOCKING MAGNETISM

Rank 1 Incantation • Focus, Offensive, Transmutation (Long)

As an action, choose one or two creatures you can see within 50 feet. Each target must succeed on a Dexterity saving throw or take 2d6 lightning damage and be pulled up to 5 feet toward you.

Additionally, for 1 minute, each creature that starts its turn within 5 feet of you takes 1d4 lightning damage. You can dismiss this effect at any time (no action required).

*You become a conduit for lightning. The pulsing energy accumulates within your body, enabling you to shock those who come near.*

## SHADE TWIN

Rank 1 Incantation • Illusion, Utility (Long)

As a bonus action, choose one creature you can see within 50 feet. You adopt the target's appearance for 1 hour. Creatures that observe you using this incantation are aware that you have done so. You gain advantage on Charisma (Deception) checks related to mimicking the target. Whenever you take damage while you have adopted the target's appearance, the target takes psychic damage equal to half the damage you take. Whenever the target takes damage from this incantation, roll a d20. On a 10 or higher, the incantation ends.

*Darkness swirls around you. When it passes, you have taken on the guise of creature.*

## SHADOW BLEND

Rank 1 Incantation • Illusion, Utility (Turn)

As a reaction, when you end your turn within 10 feet of a space with dim light or darkness, you become lightly obscured until the start of your next turn.

*You draw forth shadow from the nearby darkness to conceal you from your foes.*

## SHADOW SNAKE LUNGE

Rank 1 Incantation • Necromancy, Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 damage, and until the end of your next turn, the target takes 1d4 poison damage for each 5 feet it moves.

*Like the shadow snake, your strike bites with deadly venom. With each movement, your foe suffers from the poison you inflict.*

## SHADOW TENTACLES

Rank 1 Incantation • Conjuration, Focus, Offensive (Short)

As an action, tentacles erupt in a 5 foot radius from a point you can see within 50 feet. Each creature in the area must succeed on a Dexterity saving throw or take 2d6 cold damage and have its speed reduced by 10 feet until the end of your next turn.

The ground in the area freezes, creating difficult terrain until the end of your next turn.

*Darkness flares to produce a sphere of writhing tendrils that crush you foes in their icy grip.*

## SHIELDING CUBE

Rank 1 Incantation • Abjuration, Focus, Offensive (Short)

As an action, choose one creature you can see within 50 feet. The target must succeed on a Dexterity saving throw or take 2d10 force damage.

Additionally, until the end of your next turn, your allies gain a +2 bonus to AC while within 5 feet of the target.

*You direct a minute cube covered in runes into the fray. Although small, the cube contains a force that bashes foes and shields allies.*

## SHIELDING ELIXIR

Rank 1 Incantation • Abjuration, Utility (Long)

As a bonus action, you touch one empty vial within reach. You infuse the vial with a resistive formula for 1 hour.

A creature can drink the contents of the vial as a bonus action to gain a +1 bonus to AC for 1 minute. The creature can end the bonus on their turn (no action required) to gain 2d10 temporary hit points.

This incantation's temporary hit points increase when you reach 5th level (3d10), 11th level (5d10), and 17th level (8d10).

*The infusion channels energy into your target's armor, providing lasting protection.*

## SHOCK BEETLE SWARM

Rank 1 Incantation • Conjuration, Focus, Offensive (Short)

As an action, you target each creature in a 10-foot radius sphere centered on a point within 50 feet. Each target must succeed on a Constitution saving throw or take 2d6 lightning damage and you conjure a shock beetle in the target's space. Each beetle lasts until the end of your next turn. Each enemy that starts its turn within 5 feet of at least one shock beetle takes 1d4 lightning damage.

*A sudden mass of insects limned with lightning crawls over your foes. Energy arcs between your enemies as the swarm feasts on their flesh.*

## SHOCK SPHERE

Rank 1 Incantation • Evocation, Focus, Offensive (Short)

As an action, you target each creature in a 10-foot radius sphere centered on a point within 50 feet. Each target must make a Dexterity saving throw. A target takes 2d6 lightning damage on a failed save, or half as much damage on a successful one.

*You hurl a crackling orb of lighting that explodes at a point you designate, engulfing all nearby creatures in its electric embrace.*

## SHOCKING FEEDBACK

Rank 1 Incantation • Abjuration, Offensive, Weapon (Short)

As a reaction, when an enemy hits one of your allies with an attack, you can make a ranged attack using a weapon against the triggering enemy. On a hit, your attack deals an extra 1d10 lightning damage, and until the end of your next turn, the triggering ally gains resistance to all damage (including the damage from the triggering attack).

*You quickly fire an enchanted shot at an attacking enemy, then cause the magic from the enchantment to leap onto your ally as a protective ward.*

## SHOUT OF TRIUMPH

Rank 1 Incantation • Enchantment, Focus, Offensive (Short)

As an action, each enemy within a 15-foot cone originating from you must succeed on a Constitution saving throw or take 2d6 thunder damage and be pushed up to 5 feet.

Additionally, each willing ally in the cone can use their reaction to move up to 10 feet.

*You unleash a mighty call of battle, scattering your enemies while urging your allies forward.*

## SHROUD OF AGATHYS

Rank 1 Incantation • Evocation, Utility (Long)

As an action, you gain 2d10 temporary hit points, and for 1 minute, any enemy that starts its turn within 5 feet of you takes 1d4 cold damage.

*You surround yourself with a sheath of black ice from a dark and doleful realm. It protects you from attack and radiates fierce cold.*

## SIMPLE ANIMATION

Rank 1 Incantation • Conjuration, Utility (Short)

As a bonus action, choose one Medium or smaller object that is not fastened in place, held, or worn by a creature within 50 feet. The target animates for 1 minute, and you can move it up to 25 feet. While the target is animated by this incantation, you can move it up to 25 feet by using a bonus action.

*As your command, an ordinary object springs to life and moves where you bid.*

## SINISTER EXTRACTION

Rank 1 Incantation • Focus, Necromancy, Offensive (Short)

As an action, make a ranged spell attack against one creature within 25 feet. On a hit, the target takes 2d10 psychic damage, and the next one of your allies who hits the target with a melee attack before the end of your next turn gains 1d10 temporary hit points.

*Your enemy falters as you tear at its soul. One of your allies, seeing the foe's defiance vanish, can use the opportunity to deliver an invigorating attack.*

## SKEWERING SPIKES

Rank 1 Incantation • Conjuration, Focus, Offensive (Short)

As an action, choose up to three creature within 25 feet. Make a ranged spell attack against each target. On a hit, a target takes 2d6 magical piercing damage, or 2d10 magical piercing damage if you targeted only one creature.

*You call forth floating spikes of metal and stone that rapidly streak toward your foes.*

## SLAYER'S SONG

Rank 1 Incantation • Enchantment, Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 damage, and you and your allies gain advantage on attack rolls against the target for 1 minute. The target can make a Constitution saving throw at the end of each of its turns, ending the effect on a success.

Additionally, for 1 minute, whenever you hit an enemy, you and your allies gain advantage on attack rolls against that enemy until the end of your next turn.

*You sing a tune of war that diminishes your foes' defenses with each blow you strike.*

## SLIMY TRANSMUTATION

Rank 1 Incantation • Focus, Polymorph, Transmutation, Utility (Long)

As an action, choose one creature you can see within 50 feet. The target must succeed on a Constitution saving throw or be turned into a tiny toad for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

As a toad, the target's statistics do not change, and the only thing the target can do on its turn is move or disengage, but not both. All of the target's equipment transforms with it. If it takes damage from any source, this effect ends.

*A billowing cloud of greenish fog surrounds your foe. When the fog dissipates, your enemy is gone, and an ugly toad stands in its place.*

## SONG OF COURAGE

Rank 1 Incantation • Enchantment, Utility (Long)

As a bonus action, for 1 minute, your allies gain a +1 bonus to attack rolls if they are within 25 feet of you and can hear you.

*Your magic creates shouts of encouragement, making it seem as though an entire army were cheering on your allies.*

## SONG OF DEFENSE

Rank 1 Incantation • Enchantment, Utility (Long)

As a bonus action, for 1 minute, your allies gain a +1 bonus to AC if they are within 25 feet of you and can hear you.

*You intone a few notes from a battle hymn, and your magic bolsters your allies' ability to parry attacks.*

## SONG OF THE NEW DAWN

Rank 1 Incantation • Evocation, Focus, Offensive (Short)

As an action, choose one creature you can see within 50 feet. The target must succeed on a Dexterity saving throw or take 2d6 radiant damage and your allies within 5 feet of the target can make a saving throw with advantage against one effect that a save can end.

*You call upon the sun's light to sear your foe and shine hope on your allies.*

## SORCEROUS SIROCCO

Rank 1 Incantation • Transmutation, Utility (Short)

As an action, choose yourself and one ally you can see within 50 feet. Each target can safely fly up to their speed. If a target does not land by the end of the movement, they fall.

*You exhale a magic-enhanced breath that briefly sends you and an ally flying through the air.*

## SPATIAL TRIP

Rank 1 Incantation • Conjuration, Utility (Short)

As a bonus action, can teleport up to 15 feet.

*You spin around, releasing a blaze of golden energy. As you finish your revolution, you disappear and reappear a short distance away.*

## SPECTRAL FADE

Rank 1 Incantation • Illusion, Utility (Short)

As a bonus action, you become invisible until the end of your next turn.

*You become misty and transparent, fading from your enemies' view for a moment.*

## SPELLBINDER'S GIFT

Rank 1 Incantation • Evocation, Utility (Long)

As a bonus action, choose one weapon wielded by you or an ally within 25 feet, and choose fire, cold, lightning, or force. The targeted weapon deals an additional 1d4 damage of the chosen type for 1 minute.

*A ring of magical energy washes out from you, clinging to an allied weapon.*

## SPIDER SCUTTLE

Rank 1 Incantation • Transmutation, Utility (Short)

As a bonus action, until the end of your next turn, you gain a climb speed equal to your walking speed and crawling does not cost you extra movement.

*Shadowy spider legs sprout from your body, allowing you to scuttle across the ground and easily scale a nearby surface.*

## SPIKE WIRE

*Rank 1 Incantation • Conjunction, Focus, Offensive (Short)*

As an action, choose one creature you can see within 50 feet. The target must succeed on a Constitution saving throw or take 2d10 force damage and until the end of your next turn, the target suffers a 1d4 susceptibility to all damage.

*You throw a bundle of barbed wire that bites into your enemy's flesh, digging deeper and deeper.*

## SPIRIT GUIDANCE

*Rank 1 Incantation • Familiar, Transmutation, Utility (Short)*

As a bonus action, you gain a +2 bonus to attack rolls against any creature within 5 feet of your active familiar until the end of your next turn.

*You allow your magic to flow toward your familiar so that your next attack is more accurate.*

## SPIRIT WAR CALL

*Rank 1 Incantation • Conjunction, Focus, Offensive (Short)*

As an action, choose one creature you can see within 25 feet. The target must succeed on a Dexterity saving throw or take 2d10 magical piercing damage and until the end of your next turn, its speed is reduced by 10 feet and you gain advantage on attack rolls against it.

*An army of sprites flickers into existence, loosening a barrage of miniature arrows that stings your enemy and induce lethargy into it.*

## SPRIGHTLY RHYTHM

*Rank 1 Incantation • Enchantment, Focus, Offensive (Long)*

As an action, each creature within 10 feet of you who can hear you must succeed on a Wisdom saving throw or take 2d6 psychic damage and be pushed up to 5 feet.

Additionally, each ally within 10 feet of you who can hear you can use their reaction to move up to 10 feet.

*With precision timing, you tap out a beat that forces enemies away and allows allies to reorient themselves.*

## STAR SHACKLES

*Rank 1 Incantation • Evocation, Focus, Offensive (Long)*

As an action, choose any number of creatures you can see within 10 feet of you. Each target must succeed on a Strength saving throw or take 2d6 magical bludgeoning damage and for 1 minute, the target is grappled. A creature grappled by this incantation is also restrained. A grappled creature can use an action on its turn to repeat the saving throw, ending the effect on itself on a success.

Until this incantation ends, you can use an action to deal 1d4 magical bludgeoning damage to each creature currently grappled by this incantation. If you take this action, you can then use a bonus action and choose one creature you can see within 10 feet of a target this incantation has grappled. The target must succeed on a Strength saving throw or become grappled by this incantation.

The incantation ends if it has no targets grappled.

*Invisible force lifts your foes from the ground and squeezes the life from them.*

## STIRRING SHOUT

*Rank 1 Incantation • Enchantment, Focus, Offensive (Long)*

As an action, choose one creature you can see within 50 feet. The target must succeed on a Wisdom saving throw or take 2d10 psychic damage.

Additionally, for 1 minute, whenever one of your allies hits the target, that ally regains 1d4 hit points.

*Your shout of wrath stabs into your foe's mind. Each time your allies hit that foe, they draw strength from its weakness.*

## STORMY EMOTIONS

*Rank 1 Incantation • Enchantment, Focus, Offensive (Short)*

As an action, choose any number of creature within 10 feet of you. Each target must succeed on a Dexterity saving throw or take 1d6 cold damage, 1d6 lightning damage, be pushed up to 5 feet, and knocked prone.

*Weaving raw emotion into your incantation, you unleash a brutal attack against those around you.*

## SUMMON DRETCH

*Rank 1 Incantation • Conjunction, Focus, Summoning (Long)*

As a bonus action, you summon a Small dretch in an unoccupied space within 50 feet.

Roll initiative for the dretch, which has its own turns. You can use a bonus action on your turn to issue mental commands to it, which it must obey. The dretch persists for 1 minute or until you dismiss it as a bonus action.

You are connected to life force of the dretch. While the summoned dretch is present, each creature you hit with an attack roll takes 1d4 necrotic damage the first time it makes an attack roll before the end of its next turn.

If you didn't issue any commands to the dretch by the end of your turn, on its turn, it attacks or makes a charging attack against the nearest creature. If there are no targets within range of an attack or charging attack, it dashes and moves toward the nearest creature. Additionally, you take 1d4 psychic damage each time you use an action, bonus action, or reaction before the end of your next turn.

The DM has the creature's statistics.

*A nauseating stench and puff of brimstone herald the arrival of a loathsome, drooling dretch.*

## SUMMON DUST DEVIL

*Rank 1 Incantation • Conjunction, Focus, Summoning (Long)*

As a bonus action, you summon a Small dust devil in an unoccupied space within 50 feet.

Roll initiative for the dust devil, which has its own turns. You can use a bonus action on your turn to issue mental commands to it, which it must obey. The dust devil persists for 1 minute or until you dismiss it as a bonus action.

You are connected to the forces that hold the dust devil together. While the summoned dust devil is present, your speed increases by 5 feet and you gain a +2 bonus to AC against opportunity attacks.

If you didn't issue any commands to the dust devil by the end of your turn, on its turn, it uses its whirlwind action on any creatures within its range. If it can't do that, it flies toward the nearest creature. In addition, you fall prone.

The creature's statistics are listed at the end of this supplement.

*Loose objects skitter about as the air whips around, coalescing into a whirling elemental.*



## SUMMON FIRE WARRIOR

Rank 1 Incantation • Conjuraton. Focus, Summoning (Long)

As a bonus action, you summon a Medium fire warrior in an unoccupied space within 50 feet.

The fire warrior is friendly to you and your companions. Roll initiative for the fire warrior, which has its own turns. It obeys any mental commands that you issue to it (no action required). The fire warrior persists for 1 minute or until you dismiss it as a bonus action. If you don't issue any commands to it, it defends itself from hostile creatures and uses its reactions to make opportunity attacks.

The creature's statistics are listed at the end of this supplement.

*A soldier of flame strides through a planar veil. It lifts a shimmering axe above its head as it moves to attack.*

## SWEEPING FROSTBLADE

Rank 1 Incantation • Evocation, Offensive, Weapon (Long)

As an action, make a melee attack with a weapon against any number of creatures you can see within 5 feet of you, with a separate attack roll for each target. On a hit, your attack deals an extra 1d6 cold damage, and the target's speed becomes 0 for 1 minute. The target can make a Strength saving throw at the end of each of its turns, ending the effect on itself on a success.

*You swing your weapon in a wide circle, unleashing a freezing wave that numbs nearby foes.*

## SWORD OF SIGILS

Rank 1 Incantation • Abjuration, Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 damage, and the target is marked until the end of your next turn. Until this mark ends, whenever the target makes an attack roll against a creature other than you, it takes 1d4 force damage after the attack is resolved.

*As you sweep your weapon in a wide arc, it glows red and leaves arcane runes burning in the air above your foes.*

## TEARING CLAWS

Rank 1 Incantation • Conjuraton, Focus, Offensive (Short)

As an action, choose any number of creatures you can see within 5 feet of you. Each target must succeed on a Dexterity saving throw or take 2d6 magical slashing damage and be pushed up to 5 feet.

If the target is below half hit points after taking damage from this incantation, you push it up to 10 feet instead of 5.

*Spectral claws strike out from your body, slashing at your foes and shoving them backward.*

## TELEPORTING STRIKE

Rank 1 Incantation • Conjuraton, Offensive, Weapon (Short)

When you hit a creature with a melee attack using a dagger, you teleport to a different space within 5 feet of the target and make one melee weapon attack using the dagger with advantage. On a hit, your attack deals an extra 1d10 damage, and until the end of your next turn, the target's speed is reduced by 5 feet and it deals only half damage with weapon attacks that use Strength.

*You stab your enemy, then teleport around it and stab it again to hamper its actions.*

## TEMPEST BREATH

Rank 1 Incantation • Evocation, Focus, Offensive (Short)

As an action, you target each creature in a 15-foot cone originating from you. Each target must succeed on a Dexterity saving throw or take 2d6 acid damage and until the end of your next turn, the target can't gain advantage on any attack rolls.

Additionally, you are lightly obscured until the end of your next turn.

*You exhale mist that burns and disorients your foes, and a lingering fog obscures you.*

## THE LASH'S BITE

Rank 1 Incantation • Focus, Necromancy, Offensive (Long)

As an action, make a ranged spell attack against one creature within 50 feet. On a hit, the target takes 2d10 necrotic damage and for 1 minute, the target loses all damage immunities and resistances. The target can make a Constitution saving throw at the end of each of its turns, ending the effect on a success. The target has disadvantage against the first save against the effect.

If you miss with the attack, you can choose to take 2d4 psychic damage to not expend this incantation and gain a +2 bonus to the next attack roll with this incantation against the same target before the end of your next turn. You cannot reduce the damage you take in any way.

*By focusing your will, you rip vital energy from one creature within range and cause it to ache deeply at the resulting loss.*

## THUNDER SLAM

Rank 1 Incantation • Evocation, Focus, Offensive (Short)

As an action, choose one creature you can see within 50 feet. The target must succeed on a Constitution saving throw or take 2d10 thunder damage and be pushed up to 5 feet.

*A shockwave of sound slams into the enemy.*

## THUNDER'S CALLING

Rank 1 Incantation • Evocation, Focus, Offensive (Short)

As an action, choose one creature you can see within 25 feet. The target must succeed on a Constitution saving throw or take 1d10 thunder damage and you can move the target up to 5 feet. If no creatures are within 5 feet of the target at the end of this movement, one ally of your choice within 50 feet of you can use their reaction to make a ranged weapon attack against the target.

*You chant a verse of storm and thunder, sending your foe tumbling and leaving it open for a deadly shot.*

## THUNDERING GUST

Rank 1 Incantation • Evocation, Focus, Offensive (Short)

As an action, choose any number of creatures in a 15-foot cone originating from you. Each target must succeed on a Constitution saving throw or take 2d6 thunder damage and you can move the target up to 5 feet.

If you choose not to move any targets, until the end of your next turn, you gain a 15-foot fly speed, and you can hover.

*You call forth the force of the raging storm and shrieking gales. Wind howls about your foes, buffeting them and moving them.*

## THUNDERING ROAR

Rank 1 Incantation • Fear, Focus, Offensive (Short)

As an action, you target each creature in a 15-foot cone originating from you. Each target must succeed on a Constitution saving throw or take 2d6 thunder damage and until the end of your next turn, suffer a -2 penalty to attack rolls.

*You emit the thundering roar of a hunting lion, deafening creatures near you.*

## TOUCH OF HADAR

Rank 1 Incantation • Focus, Offensive, Transmutation (Short)

As an action, you target each creature within 10 feet of you. Each target must succeed on a Dexterity saving throw or take 2d6 magical bludgeoning damage and be pushed up to 5 feet.

*You call upon Hadar, the Ebon Hunger. Black tendrils erupt from your body and batter nearby creatures, pushing them from you.*

## TWILIGHT FALLS

Rank 1 Incantation • Focus, Necromancy, Offensive (Short)

As an action, you target each creature in a 10-foot radius sphere centered on a point within 50 feet. Each target must succeed on a Wisdom saving throw or take 2d6 psychic damage and if the target is within 5 feet of the center of the sphere, it is also dazed until the end of your next turn.

The sphere creates a zone that lasts until the end of your next turn. Creatures within the zone are lightly obscured.

*You weave draining shadow energy into an oppressive gloom that dims your enemies' senses.*

## TYRANNY OF FLAME

Rank 1 Incantation • Evocation, Focus, Offensive (Long)

As an action, choose one creature you can see within 50 feet. The target falls prone, then must succeed on a Charisma saving throw or take 2d10 fire damage and be knocked prone. Also on a failed save, the target cannot stand up from prone for 1 minute. The target can repeat this saving throw at the end of each of its turns, ending the effect on a success.

*Burned by the fires of the Nine Hells, your enemy grovels, begging for mercy.*

## UNICORN'S CHARGE

Rank 1 Incantation • Enchantment, Focus, Offensive (Short)

As an action, choose one ally you can see within 50 feet. The target can use their reaction to make a charging attack. If the ally hits, your other allies within 5 feet of that ally can regain 1d10 hit points or teleport up to 5 feet (no action required).

*Your song describes the nobility and magic of a Feywild unicorn, inspiring your ally to come to the rescue.*

## UNSEELIE SPRITES

Rank 1 Incantation • Conjuration, Focus, Offensive (Short)

As an action, choose any number of creatures you can see within 10 feet of you. Each target must succeed on a Dexterity saving throw or take 2d6 magical piercing damage and be poisoned until the end of your next turn.

*You call forth a group of tiny, shadow-winged sprites that swarm around your enemies and lash out at them with poisoned-tipped spears.*

## UNSEEN AID

Rank 1 Incantation • Conjuration, Utility (Short)

As a bonus action, you gain a +2 bonus on ability checks you make this turn.

*Invisible forces aid you in mysterious ways.*

## UPSETTING ONSLAUGHT

Rank 1 Incantation • Enchantment, Focus, Offensive (Short)

As an action, choose one creature you can see within 50 feet. The target must succeed on a Constitution or Wisdom saving throw (your choice) or take 2d10 psychic damage and be dazed until the end of its next turn. At the beginning of its next turn, the target can negate being dazed by taking an additional 2d10 psychic damage.

*Your incantation leaves your enemy reeling, unable to get its bearings without harming itself further.*

## USE MAGIC ITEM

Rank 1 Incantation • Divination, Utility (Long)

As a bonus action, you can activate a magic item. If that activation would cost charges, it instead costs no charges.

*Your knowledge unlocks the power in a magic item with your energy instead of the items.*

## VAMPIRIC EMBRACE

Rank 1 Incantation • Focus, Necromancy, Offensive (Short)

As an action, make a ranged spell attack against one creature within 25 feet. On a hit, the target takes 2d10 necrotic damage and you gain temporary hit points equal to half of the damage dealt.

*A ribbon of twisting darkness streams from your hand to your target's heart, feeding on its vital force as you grow stronger.*

## VANISHING BLADE

Rank 1 Incantation • Illusion, Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 damage, and you can teleport up to 10 feet and become invisible until the end of your next turn.

Additionally, for 1 minute, whenever you hit an enemy with a melee weapon attack, you can teleport up to 5 feet (no action required).

*Your sudden departure after striking your foe leaving the enemy casting about to anticipate your next attack.*

## VERSE OF TRIUMPH

Rank 1 Incantation • Enchantment, Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 1d10 damage, and for 1 minute, you and your allies within 25 feet of you who can hear you gain a +1 bonus to saving throws and a +1d4 bonus to damage rolls. In addition, whenever you or one of your allies reduces an enemy to 0 hit points with an attack, you and your allies within 25 feet of the enemy who can hear you can use their reaction to safely move up to 10 feet.

*Your voice crescendos as you sing of victory. Your inspirational words drive allies forward to attack.*

## VILE BRAND

Rank 1 Incantation • Fear, Focus, Necromancy, Offensive (Long)

As an action, choose one creature you can see within 100 feet. The target must succeed on a Wisdom saving throw or take 2d10 psychic damage and the target and any of your enemies within 5 feet of it have disadvantage on attack rolls against you.

If the target succeeds on the save, you can choose to take 1d4 psychic damage. If you do, you do not expend this incantation, and if you use the incantation before the end of your next turn, the target suffers a -2 penalty on the saving throw. You cannot reduce the damage you take in any way.

*With only a word, you cause a distant enemy's hide to blacken and form a brand that decreases your foe's ability to strike against you.*

## VOID BLAST

Rank 1 Incantation • Focus, Necromancy, Offensive (Short)

As an action, you target each creature in a 15-foot cone originating from you must succeed on a Wisdom saving throw or take 2d6 psychic damage.

The incantation creates a zone of starry darkness that lasts until the end of your next turn. The zone blocks line of sight, and any creature other than you that starts its turn in the zone takes 1d6 psychic damage.

*A mote of darkness appears before you, then explodes to envelope your foes in a field of shadows and madness.*

## WARD OF BRILLIANCE

Rank 1 Incantation • Abjuration, Utility (Long)

As a reaction, when an enemy marked by you hits you with a melee attack, you gain a +2 bonus to AC and Dexterity saving throws until the end of your next turn, including against the triggering attack. If the triggering enemy's attack hits you despite the bonus, the triggering enemy is blinded until the end of your next turn.

*A brilliant flash of light shields you and blinds your foe.*

## WARDING FLOURISH

Rank 1 Incantation • Abjuration, Offensive, Weapon (Long)

As an action, you can make a melee attack using a weapon against one or two creatures within reach, with a separate attack roll for each target. On a hit, your attack deals an extra 1d6 force damage, and you can move the target up to 5 feet.

Additionally, until the end of your next turn, the target cannot enter a space within 5 feet of any of your allies. Until then, if an ally moves within 5 feet of the target and hits it with an attack, the ally can push the target up to 5 feet.

*Fancy bladework creates a magical buffer between your foes and your friends.*

## WAVE OF LIGHT

Rank 1 Incantation • Evocation, Focus, Offensive (Short)

As an action, you target each creature in a 15-foot cone originating from you. Each target must succeed on a Dexterity saving throw or take 2d6 radiant damage and until the end of your next turn, the target suffers a -2 penalty to AC.

You can choose your active familiar as the origin of the cone instead of yourself.

*A wave of multicolored light washes over your enemies highlighting their weak points.*

## WEB OF SHADOWS

Rank 1 Incantation • Conjuration, Focus, Offensive (Long)

As an action, a web of shadows fills a 10-foot radius centered on a point within 50 feet. Each enemy in the area must succeed on a Dexterity saving throw or take 2d6 necrotic damage and for 1 minute, the target's speed becomes 0. A target can make a Strength saving throw at the end of each of its turns, ending the effect on itself on a success.

The area persists for 1 minute. Any creature that enters the area has its speed become 0 until the end of their its turn.

*Strands of darkness shroud the battlefield around your foes, forming a dense web of black tendrils that can hold any creature fast.*

## WHIRLING BLADE

Rank 1 Incantation • Offensive, Transmutation, Weapon (Long)

When you take the attack action on your turn, you can forgo one of your attacks to throw your melee weapon at one creature within 25 feet. Make a melee spell attack against the target. On a hit, the target takes 2d10 damage of the same type as your weapon, and your weapon returns to your hand.

If you miss, repeat the attack against a second target within 25 feet of the first. If you miss, repeat the attack against a third target within 25 feet of the second. If you miss again, repeat the attack against a fourth target within 25 feet of the third. Your weapon then returns to your hand.

*You spin and suddenly hurl your sword. Your weapon spins in the air, seeking an enemy to slash with mortal determination.*

## WHIRLWIND

Rank 1 Incantation • Evocation, Focus, Offensive (Short)

As an action, you target each creature in a 10-foot radius sphere centered on a point within 50 feet. Each target must succeed on a Strength saving throw or take 2d6 bludgeoning damage and be knocked prone.

You can choose to not target a creature in the origin space of the sphere.

*You create a small whirlwind that buffets creatures and knocks them off their feet.*

## WIND BLADE

Rank 1 Incantation • Conjuration, Focus, Offensive, Transmutation (Long)

As an action, you conjure a blade of solid wind in an unoccupied space within 25 feet. The blade persists for 1 minute. Attack rolls against your enemies within 5 feet of the blade gain advantage. You can use a bonus action to move the blade to a different unoccupied space within 25 feet of you. When the blade appears, you can make a melee spell attack against one creature within 5 feet of the blade. On a hit, the target takes 2d10 force damage and you can move the target up to 5 feet.

*The moaning wind becomes a shrill whistle as you turn it into a blade perfect for slashing through your foes.*

## WITCHFIRE

Rank 1 Incantation • Evocation, Focus, Offensive (Short)

As an action, choose one creature you can see within 50 feet. The target must succeed on a Wisdom saving throw or take 2d10 fire damage and until the end of your next turn, the target suffers a -2 penalty to attack rolls.

*From the mystic energies of the Feywild you summon a brilliant white flame and set it in your enemy's mind and body. Rivulets of argent fire stream up into the air from its eyes, its mouth, and its hands; agony disrupts its very thoughts.*

## WORDS OF PROTECTIVE FATE

Rank 1 Incantation • Abjuration, Utility (Long)

As a bonus action, choose any number of creatures within 50 feet of you who can hear you. For 1 minute, whenever a critical hit is scored on the target, you roll a d20. If you roll a 10 or higher, the attack hits, but it is not a critical hit.

*Your voice shields your allies against misfortune, turning otherwise deadly blows into less damaging strikes.*

## WORMS

Rank 1 Incantation • Conjuration, Focus, Offensive (Short)

As an action, choose one creature you can see within 25 feet. The target must succeed on a Constitution saving throw or take 2d10 acid damage and you regain 1d10 hit points.

*For a moment, your foe is covered in biting, swarming, and crushing maggots that make up the infinite extradimensional body of the Worm That Walks.*

## WRATHFUL ASPECT

Rank 1 Incantation • Evocation, Fear, Utility (Short)

As a bonus action, until the end of your next turn, you gain advantage on Charisma (Intimidation) checks, and any creature that hits you with a melee attack takes 2d6 fire damage.

*Your eyes glow with power, and a cloak of red fire swirls around you as you channel the wrath and fury of your arcana.*

## YAN-C-BIN'S BREATH

Rank 1 Incantation • Evocation, Focus, Offensive (Long)

As an action, you target each creature in a 15-foot cone originating from you. Each target must succeed on a Constitution saving throw or take 2d6 acid damage and for 1 minute, the target takes 1d4 acid damage at the start of each of its turns. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

The incantation creates a zone for 1 minute. The zone is difficult terrain for creatures other than you, and each creature other than you that ends its turn in the zone takes 1d4 acid damage.

At the beginning of each of your turns, roll a d6. On an odd result, reduce the zone's size by 5 feet in each direction. On an even result, increase the zone's size by 5 feet. If the zone occupies 0 spaces, the incantation ends.

*You exhale a cloud of roiling green vapor that melts anything it touches.*

## YOUR DELICIOUS WEAKNESS

Rank 1 Incantation • Divination, Focus, Offensive (Short)

As an action, make a ranged spell attack against one creature within 50 feet. On a hit, the target takes 2d10 psychic damage. If the target is susceptible or vulnerable to any damage types, your attack instead deals damage of that type. If the target has more than one susceptibility or vulnerability, you choose which damage type to deal.

*The voices whisper of the cold between stars, between lives. You smile, and the spell that surges out against your enemy bites with the teeth of glaciers down into boiling blood.*

## YOUR GLORIOUS SACRIFICE

Rank 1 Incantation • Focus, Necromancy, Offensive (Long)

As an action, make a ranged spell attack against one creature within 50 feet, you can deal 1d4 force damage to one of your allies within 5 feet of you to gain a +2 bonus on your attack roll. On a hit, the target takes 2d10 force damage, and if you dealt damage to your ally as part of this incantation, the target is also poisoned for 1 minute.

While poisoned, the target must make a Constitution saving throw at the end of each of its turns. On a failed save, the target takes 2d4 poison damage. On a success, the target is no longer poisoned and the effect ends.

*Your true friends understand the sacrifices they need to make for your power.*

## RANK 2 INCANTATIONS

### ABLE COMPANION

*Rank 2 Incantation • Conjuraton, Utility (Long)*

As a bonus action, you conjure a Medium able companion in an unoccupied space within 50 feet for 1 minute. When an ally starts its turn within 5 feet of the companion, that ally can stand up or safely move up to 5 feet (no movement required). You can move the companion up to 30 feet as a bonus action.

*You conjure a creature of many hands and feet that aids your allies.*

### ACID MIRE

*Rank 2 Incantation • Evocation, Focus, Offensive (Long)*

As an action, you target each creature in a 10-foot radius centered on a point on the ground within 50 feet. Each target must succeed on a Constitution saving throw or take 4d6 acid damage.

The sphere creates a zone of caustic slime for 1 minute. The zone is difficult terrain. Each creature that enters the zone or starts its turn there takes 1d6 acid damage. Whenever a creature falls prone within the zone, it takes an additional 1d6 acid damage.

*You transform the ground beneath your enemies' feet to hellish slime that eats away at flesh and bone.*

### ACIDIC IMPLANTATION

*Rank 2 Incantation • Evocation, Focus, Offensive (Long)*

As a bonus action, choose one creature you can see within 50 feet. The target must succeed on a Constitution saving throw or take 4d6 acid damage and you can move the target up to 10 feet.

Additionally, after the target succeeds or fails on its saving throw, each creature within 5 feet of the target must succeed on a Dexterity saving throw or take 4d6 acid damage.

*You implant a bubble acid in a foe and hurl the foe into its allies. The bubble then explodes.*

### ACRID DECAY

*Rank 2 Incantation • Evocation, Focus, Offensive (Short)*

As an action, choose one or two creatures within 50 feet of you. Make a range spell attack against each target. On a hit, a target takes 2d6 acid damage and 2d6 necrotic damage.

*You extend your hand, and two sickly green bolts spiral out from your fingers, burning and devouring your enemy.*

### ALL THE SAND, ALL THE STARS

*Rank 2 Incantation • Charm, Divination, Focus, Offensive (Short)*

As an action, you target each creature in a 15-foot cone originating from you must succeed on a Wisdom saving throw or take 4d6 psychic damage and be dazed until the end of your next turn.

*You make your foe see all the grains of sand in the desert and all the stars in the heavens, and it reels in shock, unable to grasp infinity.*

### ALLEGRO

*Rank 2 Incantation • Enchantment, Utility (Long)*

As a bonus action, you can move yourself and each of your willing allies within 50 feet of you up to 15 feet.

*You drum out a hasty rhythm that infuses you and your comrades with magical speed.*

### ALTER FATE

*Rank 2 Incantation • Divination, Focus, Offensive (Short)*

As a reaction, when one of your allies hits a creature with an attack roll, the triggering attack deals an extra 2d10 damage.

*You curl your hand in a twisting motion, and a strike that might have been a glancing blow becomes a grievous hit.*

### ARC INFUSION

*Rank 2 Incantation • Evocation, Offensive, Weapon (Short)*

When you hit a creature with an attack using a weapon, your attack deals an extra 2d10 lightning damage, and one of your allies within 25 feet of the target can make a saving throw with a +3 bonus against one effect that a save can end. If the ally successfully saves, the target takes 1d6 extra lightning damage and is dazed until the end of your next turn.

*Lightning from your attack leaps to a nearby ally, infusing them with arcane energy, before streaking back and disorienting your foe.*

### ARMATHOR'S STEP

*Rank 2 Incantation • Conjuraton, Utility (Short)*

As a bonus action, you can teleport up to 15 feet. If you end this teleportation within 5 feet of an enemy, you gain a +3 bonus on your next attack roll and a +1d6 bonus on your next damage roll against that enemy before the end of your next turn.

*Arcane power speeds you into battle.*

### ARMOR OF DARKNESS

*Rank 2 Incantation • Focus, Necromancy, Offensive (Short)*

As a reaction, when an enemy within 5 feet of you hits or misses you with an attack, the triggering enemy must succeed on a Constitution saving throw or take 1d10 cold damage and 1d10 necrotic damage.

In addition, you and your allies within 5 feet of you gain 1d6 temporary hit points.

*Your armor is imbued with a tenebrous and chaotic shadow, with lashes out in defense, sapping your foes' life force to bolster your own.*

### ARROW OF ILL OMEN

*Rank 2 Incantation • Divination, Offensive, Weapon (Long)*

When you hit a creature with a ranged attack using a weapon, choose one ally you can see within 50 feet of you. For 1 minute, when that ally hits the target but does not score a critical hit, you roll a d20. If you roll a 15 or higher, that attack becomes a critical hit, and this effect ends.

*The arrow you fire is a harbinger of your foe's doom. Where it strikes, death follows.*

## ASTRAL EYES

Rank 2 Incantation • Transmutation, Utility (Short)

As a bonus action, until the end of your next turn, you gain darkvision out to 60 feet or if you already had darkvision, it increases by 30 feet. You also gain advantage on Wisdom (Insight) and Wisdom (Perception) checks.

*Your eyes exude the light that bathes the Astral Sea, sharpening your sight and allowing you to perceive subtle details with ease.*

## AT YOUR EXPENSE

Rank 2 Incantation • Enchantment, Focus, Offensive (Short)

As a reaction, when an enemy within 50 feet of you who can hear you misses with an attack, the triggering enemy suffers a -3 penalty to attack rolls until the end of your next turn.

Additionally, each of your enemies within 10 feet of the triggering creature who can hear you must succeed on a Wisdom saving throw or grant advantage on attack rolls against themselves until the end of their next turn.

For each secondary target that fails the Wisdom saving throw, the triggering enemy takes 1d6 psychic damage (to a maximum of 5d6).

*A well-timed quip in response to an enemy's misfortune causes its companions to erupt in demoralizing laughter.*

## AVERNIAN ERUPTION

Rank 2 Incantation • Evocation, Focus, Offensive (Long)

As an action, you target each creature in a 10-foot radius centered on a point on the ground within 50 feet. Each target must succeed on a Dexterity saving throw or take 3d8 fire damage and for 1 minute, the target burns. A burning target sheds bright light in a 15-foot radius and dim light for an additional 15 feet. At the end of each of its turns, the target must repeat the saving throw. It takes 2d6 fire damage on a failed save, and the incantation ends on a successful one. These magical flames can't be extinguished by nonmagical means.

*Acrid orange fumes hiss up from beneath the ground, and then suddenly ignite in a thundering detonation. Any creature in the area is burned by the searing flames.*

## BIGBY'S ICY GRASP

Rank 2 Incantation • Conjuration, Focus, Offensive (Long)

As an action, you conjure a Medium hand of ice in an unoccupied space within 50 feet. The hand persists for 1 minute. When the hand appears, you can make a melee spell attack against one creature within 5 feet of the hand. On a hit, the target takes 3d10 cold damage, and the target must succeed on a Strength saving throw or become grappled by the hand with an escape DC equal to your incantation save DC.

If the hand does not have a creature grappled, you can use an action to make the melee spell attack again, or use a bonus action to move it up to 30 feet.

As a bonus action, a creature grabbed by the hand takes 1d6 cold damage.

*You conjure a giant floating hand made of chiseled ice that clutches a foe and freezes it.*

## BLAZING BOLTS

Rank 2 Incantation • Evocation, Focus, Offensive (Short)

As an action, make a ranged spell attack against one or two creatures within 100 feet with a separate attack roll for each target. On a hit, a target takes 4d6 lightning damage, and each creature within 5 feet of the target takes 1d6 fire damage.

*Two bolts of violet lightning erupt from your hands, causing a shower of white-hot, flaming sparks where they hit.*

## BLINDING BLADE

Rank 2 Incantation • Offensive, Transmutation, Weapon (Long)

When you hit a creature with a melee attack using a dagger, your attack deals an extra 2d10 damage, and the target is blinded for 1 minute. The target can make a Constitution saving throw at the end of each of its turns, ending the effect on a success.

*Light flashes brightly from your blade, burning your opponent's eyes even as you lunge into another attack.*

## BLISTERING TORRENT

Rank 2 Incantation • Focus, Offensive, Transmutation (Long)

As an action, you target each creature within a 15-foot cone originating from you. Each target must succeed on a Constitution saving throw or take 4d6 necrotic damage and for 1 minute, the target is deafened.

*As you utter blistering words, each creature in range feels a dull ache that crescendos into a sharp pain that leaves them unable to hear for a time.*

## CHAOS ARMOR

Rank 2 Incantation • Abjuration, Utility (Long)

As a bonus action, choose acid, cold, fire, lightning, or thunder. For 1 minute, you gain resistance to the chosen damage type. In addition, whenever a creature within 25 feet of you hits you with an attack during your turn, the attacker takes 1d6 damage of the chosen type.

*Power flows around you, girding you against the elements and lashing your enemies.*

## CHAOTIC DEFENSE

Rank 2 Incantation • Abjuration, Utility (Long)

As a bonus action, roll a d4 to determine the incantation's effect.

- **1:** You gain 3d10 temporary hit points.
- **2:** You gain a +1 bonus to AC and saving throws for 1 minute.
- **3:** For 1 minute, each creature that attacks you takes 2d6 force damage after the attack is resolved.
- **4:** You gain all three of the benefits described above.

*You create a din of chaotic sounds, from a wolf's forlorn howl to a dead sailor's dirge. In the cacophony, you find temporary aid.*

## CHARM OF THE DEFENDER

Rank 2 Incantation • Charm, Enchantment, Focus, Offensive (Short)

As an action, choose one enemy you can see within 50 feet. The target must make a Wisdom saving throw. On a failed save, you can move the target up to 10 feet and its speed becomes 0 until the end of your next turn. Also until the end of your next turn, when one of your enemies starts its turn within 5 feet of the target, the target must use its reaction, if available, to make a melee weapon attack against that enemy. The target gains a +3 bonus on the attack roll and a +2d10 bonus on the damage roll.

*You weave a skein of deceitful magic, tricking your foe to becoming a hero to its enemies.*

## CHILLSONG STROKE

Rank 2 Incantation • Evocation, Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 2d10 cold damage, and the target's speed is reduced by 10 feet until the end of your next turn. Additionally, an ally within 15 feet of you can use their reaction to safely move up to 15 feet.

*Your rhythm of winter draws vigor from your foe and infuses it into your ally, who leaps forward.*

## CHORD OF RESILIENCE

Rank 2 Incantation • Abjuration, Utility (Short)

As a reaction, when one of your allies is dealt damage, you can reduce the damage dealt by 3d10.

*With notes of steel and stone, you preserve your ally from harm.*

## COMPULSION

Rank 2 Incantation • Charm, Enchantment, Focus, Offensive (Long)

As an action, choose one creature within 50 feet who can hear you. The target must make a Wisdom saving throw. On a failed save, the target takes 3d10 psychic damage, or half as much damage on a successful save.

Additionally, for 1 minute, the target cannot willingly move during its turn. Instead, you can move the target up to 10 feet at the start of each of its turns. The target can make a Wisdom saving throw at the end of each of its turns, ending the effect on a success.

*You croon a beguiling melody, inducing your foe to wander wherever you direct it.*

## CONCUSSIVE ECHO

Rank 2 Incantation • Evocation, Focus, Offensive (Short)

As an action, choose one creature you can see within 50 feet. The target must succeed on a Wisdom saving throw or take 3d10 thunder damage. Also on a failed save, the first time the target makes an attack roll before the end of your next turn, it deals 1d6 thunder damage to itself and to each of your enemies within 15 feet of it.

*A focused blast of thunder slams into your foe, and the energy of the blast is stored in your enemy's body. When it next attacks, that energy is released in an concussive burst.*

## CONFOUNDING LAUGHTER

Rank 2 Incantation • Enchantment, Focus, Offensive (Short)

As an action, you move one creature you can see within 50 feet up to 10 feet. Then, the target must succeed on a Wisdom saving throw, or take 2d10 psychic damage and must use its reaction, if available, to make a melee weapon attack against one creature of your choice within its reach. If this attack misses, the original target takes an additional 1d10 psychic damage.

*You create haunting, maddening laughter about an enemy. The noise drives it mad with frustration, causing it to lash at anyone nearby.*

## CONJURE FORTIFICATION

Rank 2 Incantation • Conjunction, Utility (Long)

As an action, you conjure a 5-foot thick, 25-foot long wall of stone within 50 feet. The wall can be up to 5 feet high, and at least 10 feet of it must rest on a solid surface. The wall persists for 1 minute, and is blocking terrain. You decide the DC to climb the wall, as easy as 0, as hard as your incantation save DC, or any number in between.

*A low stone wall rises from the ground, offering cover against attack or passage over an obstacle.*

## CORROSIVE MIST

Rank 2 Incantation • Evocation, Focus, Offensive (Short)

As an action, you target each creature in a 10-foot radius sphere centered on a point within 100 feet. Each target must succeed on a Constitution saving throw or take 4d6 acid damage, or 3d10 acid damage if there is only one target.

The sphere creates a zone of floating droplets of acid until the end of your next turn. Each creature that enters the zone or starts its turn in the zone takes 1d6 acid damage.

*A mist of suspended acid droplets consumes your chosen foes.*

## CORROSIVE SIGIL

Rank 2 Incantation • Evocation, Utility (Long)

As a bonus action, you touch one weapon within reach. For 1 minute, any attack made with the target weapon that hits, covers its target in acid for 1 minute. While covered in acid, the target takes 1d6 acid damage at the start of each of its turns. The target can make a Constitution saving throw at the end of each of its turns, ending the effect on itself on a success.

*Your sigil imbues a weapon with arcane acid.*

## CORRUPTION ORB

Rank 2 Incantation • Focus, Necromancy, Offensive (Long)

As an action, make a ranged spell attack against one creature within 50 feet. On a hit, the target takes 3d10 poison damage.

Additionally, the target is poisoned for 1 minute. While poisoned, the target takes 1d6 acid damage at the start of each of its turns. The target can make a Constitution saving throw at the end of each of its turns, ending the effect on a success.

*You fling a disgusting orb of green and ochre slime that drenches your enemy with a debilitating, acidic poison.*

## CRACKLING FIRE

Rank 2 Incantation • Evocation, Focus, Offensive (Long)

As an action, you target each creature in a 15-foot cone originating from you. Each target must succeed on a Dexterity saving throw or take 2d6 fire damage and 2d6 lightning damage and for 1 minute, the target suffers a 1d6 susceptibility to fire damage and lightning damage. The target can repeat the saving throw at the end of each of its turns, ending both susceptibilities on a success.

*An eldritch storm of fire and lightning erupts from you to scour each creature in range, leaving them susceptible to future attacks.*

## CRUSHING SPHERE

Rank 2 Incantation • Evocation, Focus, Offensive (Short)

As an action, you target each creature in a 10-foot radius sphere centered on a point within 50 feet. Each target must succeed on a Dexterity saving throw or take 4d6 magical bludgeoning damage and until the end of your next turn, the target suffers a -3 penalty to attack rolls.

*A field of force contracts around your enemies, crushing them.*

## CURSE OF THE BLOODY FANGS

Rank 2 Incantation • Conjuration, Focus, Offensive (Long)

As an action, you conjure phantasmal beasts from the Feywild in the space of one creature within 50 feet. Make a melee spell attack against the target. On a hit, the target takes 2d10 magical slashing damage and for 1 minute, the target is cursed. Until the curse ends, you can use a bonus action to deal 2d6 magical slashing damage to the target and each of your enemies within 5 feet of it. At the end of each of its turns, the target can make a Constitution saving throw, ending this incantation on a success.

*You call up a pack of ferocious, phantasmal beasts from the darkest and most savage depths of the Feywild. Only their slavering fangs appear in this world, snapping and rending in a mad frenzy at the foe you have cursed.*

## CYST OF DARKNESS

Rank 2 Incantation • Focus, Necromancy, Offensive (Short)

As an action, choose one creature you can see within 50 feet. The target must succeed on a Constitution saving throw or take 2d8 cold damage and 2d8 necrotic damage and at the start of your next turn, you can move the target up to 10 feet. The target and each creature in 5 feet of it at the end of this movement take an additional 1d6 cold damage and 1d6 necrotic damage.

*With a whispered incantation, you plant a seed of chilling darkness within your enemy.*

## DANCING WEAPON

Rank 2 Incantation • Conjuration, Offensive, Summoning, Weapon (Long)

As a bonus action, you throw one melee weapon you are holding into an unoccupied space within 25 feet. The weapon uses the statistics for a flying sword except it uses your melee spell attack to hit and deals 2d10 damage of its type + your spellcasting modifier instead of the damage listed in its longsword attack.

The dancing weapon is friendly to you and your companions. Roll initiative for the dancing weapon, which has its own turns. It obeys any mental commands that you issue to it (no action required). If you don't issue any commands to it, it defends itself from hostile creatures. The dancing weapon persists for 1 minute or until you dismiss it as a bonus action.

When the dancing weapon is reduced to 0 hit points, it is not destroyed. Instead, the weapon returns to your hand.

Your DM has the statistics for this creature.

*Your weapon flies from your hand and harries one of your enemies.*

## DARKLIGHT

Rank 2 Incantation • Evocation, Utility (Short)

As a bonus action, you gain a 10-foot aura for 10 minutes. You and your allies have 60 feet of darkvision while in the aura.

*Purple flame appears over your head, though only you and your companions can see it. By its guidance, you can find your way.*

## DAZING REBUKE

Rank 2 Incantation • Evocation, Focus, Offensive (Short)

As a reaction, when an enemy you can see within 25 feet hits or misses one of your allies with an attack roll, that enemy must succeed on a Wisdom saving throw or take 3d10 force damage and be dazed until the end of your next turn.

*You swing your focus, unleashing a barrage of nettling darts of force that punish a foe for attacking one of your allies.*

## DEATHBOON

Rank 2 Incantation • Focus, Necromancy, Offensive (Short)

As an action, choose one creature you can see within 50 feet. The target must succeed on a Dexterity saving throw or take 3d10 necrotic damage. If the target is below half hit points after this attack, you gain a +1d6 bonus to damage rolls until the end of your next turn.

*At your bidding, a thread of the Shadowfell extends through the target's lifeline. If the line snaps, some of the power returns to you, the rest goes to the Raven Queen.*



## DEATH'S COMMANDS

Rank 2 Incantation • Charm, Focus, Necromancy, Offensive (Short)

As an action, choose one creature you can see within 50 feet who can hear you. The target must succeed on a Wisdom saving throw or take 3d10 necrotic damage and until the end of its next turn, the target is dazed.

If the target is undead, it also cannot move closer to you on its next turn.

*To a living foe, your dark speech foreshadows your enemy's own death rattle. To the undead, your words sound like commands.*

## DEATHLY CONDUIT

Rank 2 Incantation • Focus, Necromancy, Offensive (Long)

As an action, a cloud appears in a 5-foot radius sphere centered on a point you can see 50 feet. Each creature in the area must succeed on a Constitution saving throw or take 4d6 necrotic damage and for 1 minute, the target is blinded. A blinded creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Additionally, each creature within 5 feet of you takes 2d6 necrotic damage and you can teleport to an unoccupied space within the cloud.

*Noxious black clouds roil around your foes both close and far, your power drawing you from one cloud to the other in the blink of an eye.*

## DEBILITATING INTERCESSION

Rank 2 Incantation • Offensive, Weapon (Short)

As a reaction, when an enemy hits and deals damage to one of your allies with an attack, you can make a ranged attack using a weapon against the triggering enemy. On a hit, the target suffers the attack's normal effects, and until the end of your next turn, your enemies suffer a -3 penalty to attack rolls while within 5 feet of the triggering ally.

*You fire a snap shot at an attacking enemy in retribution for an attack, then transfer the energy from your attack to create a weakening ward around your ally.*

## DEEP FREEZE

Rank 2 Incantation • Offensive, Transmutation, Weapon (Long)

When you hit a creature with a melee attack using a weapon, the target radiates cold for 1 minute. While under this effect, your enemies takes 1d6 cold damage the first time they enter a space or end their turn within 5 feet of the target. A creature can only take this damage once per turn.

*Driving your weapon home, you hiss a word of power, and white bone-chilling mist begins to seep from your foe's body.*

## DEFLECT ATTENTION

Rank 2 Incantation • Focus, Illusion, Offensive (Short)

As an action, choose one creature you can see within 50 feet. The target must succeed on a Wisdom saving throw or take 3d10 psychic damage and until the end of your next turn, one allied creature you can see within 50 feet of you becomes invisible to the target.

*You focus a foe's violent determination elsewhere, making you or an ally invisible to it for a moment.*

## DIMENSIONAL BOND

Rank 2 Incantation • Conjuration, Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, you create an arcane bond with the target. Until this bond ends, you can use a bonus action to teleport up to 50 feet to a space within 5 feet of the target.

*Your weapon connects with your foe and creates a dimensional bond that allows you to teleport to its location.*

## DIMENSIONAL WARDING

Rank 2 Incantation • Abjuration, Stance (Long)

As a bonus action, you enter the Dimensional Warding stance. Until the stance ends, you project a zone in a 10-foot radius around you. Enemies within the zone cannot teleport and enemies outside the zone cannot teleport into it.

*Your warding warps the flow of magic around you, preventing enemies from sneaky escapes or attacks.*

## DISTRACTING SHOUT

Rank 2 Incantation • Enchantment, Focus, Offensive (Short)

As an action, choose one creature within 50 feet who can hear you. The target must succeed on a Wisdom saving throw or take 3d10 thunder damage and until the end of your next turn, the target suffers a -3 penalty on opportunity attack rolls.

*Your shout draws the enemy's attention so that your allies can maneuver around the foe, letting them get in close or get away.*

## DRAMATIC SHIFT

Rank 2 Incantation • Enchantment, Utility (Short)

As a bonus action, until the end of your next turn, you and your allies within 25 feet of you who can hear you can use a bonus action to safely move up to 15 feet.

*You recite your allies' glorious tale, helping to set them in position for triumph.*

## DRUMS OF THE WILD HUNT

Rank 2 Incantation • Conjuration, Focus, Offensive (Short)

As an action, choose up to three creatures within 5 feet of you who can hear you. Each target must succeed on a Constitution saving throw or take 4d6 psychic damage. Additionally, you can teleport one of your allies within 50 feet of you who can hear you to a space within 5 feet of one of the targets. If you do, that ally gains a +3 bonus on their next attack roll against the target before the end of your next turn.

*You mimic the pounding beat that drives the fury of the Wild Hunt, imparting its savagery to your allies.*

## DWEOMER DAGGER

Rank 2 Incantation • Offensive, Transmutation, Weapon (Short)

When you hit a creature with a melee attack using a dagger, the target suffers a -3 penalty to AC and saving throws until the end of your next turn.

*Your dagger pierces more than the target's flesh, opening its aura to your magic.*

## ECHOING STEPS

Rank 2 Incantation • Conjunction, Utility (Long)

As a bonus action, choose an allied creature you can see within 50 feet. The target can teleport up to 15 feet (no action required) and for 1 minute, the target can also teleport 5 feet as a bonus action.

*Your incantation pulls its subject into the Feywild long enough to move freely. Arcane reverberations enable shorter return trips.*

## ELDER CONSTELLATION

Rank 2 Incantation • Conjunction, Focus, Offensive (Short)

As an action, choose one or two creatures you can see within 50 feet. Each target must succeed on a Dexterity saving throw or take 4d6 cold damage and until the end of your next turn, attack rolls against the target gain advantage.

If both targets fail their saving throws, you can teleport them, swapping their positions.

*A maddening patter appears in the air, revealing a few flickering stars that preside over the end of everything. Space wavers, and your foes are caught up in the instability.*

## ELDRITCH QUAGMIRE

Rank 2 Incantation • Transmutation, Utility (Long)

As a bonus action, you gain a 10-foot aura that lasts for 1 minute or until you end it as a bonus action. The ground in the aura is difficult terrain for your enemies.

When you deactivate the aura, one creature of your choice within the aura has its speed become 0 until the end of your next turn.

*Your incantation turns the ground beneath your enemies' feet into gooey mud, which grasps and slows their movement.*

## ELECTRIFIED LASH

Rank 2 Incantation • Evocation, Focus, Offensive (Short)

As an action, choose any number of creatures within 5 feet of you. Each target must succeed on a Constitution saving throw or take 5d6 lightning damage.

*You point your focus into the air, and cruel talons of white lightning reach out toward your foes.*

## ELEMENTAL FOIBLE

Rank 2 Incantation • Offensive, Transmutation, Weapon (Long)

When you hit a creature with a melee attack using a weapon, the target suffers a 1d6 susceptibility to a damage type of your choice: acid, cold, fire, lightning, or thunder. The susceptibility lasts for 1 minute.

*You weave a deadly symbol in your foe's flesh. This hateful glyph leaves your enemy's body fragile to the elements.*

## EMERALD EYE

Rank 2 Incantation • Divination, Utility (Short)

As a bonus action, choose one creature you can see within 50 feet. Until the end of your next turn, you gain a +3 bonus on Wisdom (Insight) checks against the target and the target suffers a -3 penalty on Wisdom and Charisma saving throws.

*A mote of green energy appears above you. A glaring, alien eye peers from it, giving you insight into your foe's true nature.*

## EMERALD SHIELD

Rank 2 Incantation • Conjunction, Focus, Offensive (Long)

As a bonus action, for 1 minute, you gain a +1 bonus to AC and when a creature within 5 feet of you attacks you, you can use a reaction to deal 2d8 radiant damage to the attacker.

*Your magic brings forth a floating shield that is a mixture of green quartz and scintillating energy.*

## ENERGETIC FLIGHT

Rank 2 Incantation • Transmutation, Utility (Long)

As a bonus action, until the end of your next turn, you gain a fly speed equal to your walking speed, and you can hover.

*You hurtle forward on wings shaped from streamers of dancing energy.*

## ENERGY CONVERSION

Rank 2 Incantation • Abjuration, Utility (Short)

As a reaction, when an ally takes damage from an attack, the triggering ally gains resistance to all damage from the triggering attack. After the attack is resolved, the triggering ally gains 3d10 temporary hit points. These temporary hit points fade after 1 hour.

*Your spell absorbs the energy of your enemy's attacks, turning it into a protective ward for your ally.*

## ENERGY THEFT

Rank 2 Incantation • Offensive, Transmutation, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 2d10 damage, the target suffers a 1d6 susceptibility to a damage type of your choice: acid, cold, fire, force, lightning, necrotic, poison, psychic, radiant, or thunder. The susceptibility lasts for 1 minute. The target can make a Constitution saving throw at the end of each of its turns, ending the effect on a success.

Additionally, each ally within 25 feet of you gains resistance to the chosen damage type.

*You draw on your enemy's natural resilience to protect your allies from harm.*

## EVANESCE

Rank 2 Incantation • Conjunction, Utility (Long)

As a reaction, when you are damaged by an enemy, you are removed from play until the start of your next turn. The space you vacate becomes a zone that is heavily obscured and lasts for 1 minute. At the start of your next turn, you reappear in an unoccupied space of your choice within 25 feet of the zone.

*The instant you feel your enemy's attack, you vanish in a puff of black smoke.*

## EVERYWHERE AND NOWHERE

Rank 2 Incantation • Focus, Illusion, Offensive (Long)

As an action, choose one creature you can see within 50 feet. The target must make a Wisdom saving throw. On a failed save, the target takes 3d10 psychic damage, and for 1 minute, the target treats you as invisible. On a successful save, the target takes half as much damage, and until the end of your next turn, the target treats you as invisible. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

For 1 minute, once per turn when the target makes an attack roll while you are invisible to it, it takes 1d6 psychic damage and you can teleport up to 15 feet (no action required).

*You burn your presence from the enemy's mind so that when it tries to find you, you are gone, always one step out of reach.*

## EVOKER'S SUMMONING

Rank 2 Incantation • Conjunction, Focus, Offensive (Short)

As an action, choose one creature you can see within 15 feet. The target must succeed on a Wisdom saving throw or take 3d10 force damage and be teleported to a space within 5 feet of you.

*You summon a foe to your side, lashing out against it.*

## FAMILIAR'S CALL

Rank 2 Incantation • Conjunction, Familiar, Utility (Short)

As a bonus action, while you have an active familiar, you teleport up to 100 feet to the space occupied by your familiar and your familiar is dismissed to its pocket dimension.

*You teleport yourself to where your familiar is.*

## FAR REALM PHANTASM

Rank 2 Incantation • Fear, Focus, Illusion, Offensive (Short)

As an action, choose one creature you can see within 50 feet. The target must succeed on a Wisdom saving throw or take 3d10 psychic damage and the target must spend an action on its next turn attacking empty air.

*You give brief life to the image of the creature you periodically see in visions hungrily whispering your name. Though your breath comes quicker, your target is caught unprepared for the mind-wrenching vision.*

## FATE'S CHAOS

Rank 2 Incantation • Divination, Utility (Long)

As a reaction, when you spend an inspiration to gain advantage on an attack roll and miss, roll one additional d20 and choose which of the three to use.

*You tweak the course of fate, turning ill luck into good fortune.*

## FEY SWITCH

Rank 2 Incantation • Conjunction, Utility (Short)

As a bonus action, you and one willing ally you can see within 50 feet teleport, swapping positions.

*You briefly slide the veil of the Feywild over yourself and an ally and then snap back into place. When the veil stabilizes, you and your friend have switched places.*

## FIRE MANTLE

Rank 2 Incantation • Evocation, Focus, Offensive (Long)

As an action, choose yourself or one ally you can see within 50 feet. The target gains a 5-foot aura for 1 minute or until the target dismisses it as a bonus action. When any of the target's enemies enters the aura or ends its turn there, that enemy takes 1d6 fire damage. A creature can take this damage only once per turn.

Additionally, until the aura ends, the target sheds bright light in a 15-foot radius and dim light for an additional 15 feet, is lightly obscured, and gains resistance to fire damage.

*You wreath yourself or an ally in protective fire, which punishes nearby foes.*

## FIRE SEA TRAVEL

Rank 2 Incantation • Conjunction, Focus, Offensive (Short)

As an action, you target each creature within 5 feet of you. Each target must succeed on a Dexterity saving throw or take 4d6 fire damage and be unable to see anything farther than 15 feet from it until the end of your next turn.

Additionally, you teleport up to 15 feet.

*After your fiery attack, you open a window into the Fire Sea and skip through it to a nearby location.*

## FIRE STRIDE

Rank 2 Incantation • Conjunction, Utility (Turn)

As a bonus action, choose a fire of campfire size or larger within 5 feet of you. You teleport up to 50 feet to a space within 5 feet of a different fire of campfire size or larger.

*You step into a blazing fire and instantly teleport to another nearby fire without harm.*

## FIREBOMB

Rank 2 Incantation • Evocation, Focus, Offensive (Long)

As an action, you target each creature in a 15-foot radius sphere centered on a point within 100 feet. Each target must succeed on a Dexterity saving throw or take 5d6 fire damage.

*A globe of orange flame coalesces in your hand. You hurl it at your enemies, and it explodes on impact.*

## FLAME SHIELD

Rank 2 Incantation • Evocation, Utility (Long)

As a bonus action, you gain resistance to cold and fire damage for 1 minute. While the shield persists, whenever a creature makes a melee attack roll against you, it takes 2d6 fire damage. No creature can take this damage more than once per turn.

*You are swathed in rippling flames that turn away both fire and chill but scorch anyone who strikes you.*

## FLAMEHEART DEFENDER

Rank 2 Incantation • Conjuraton, Focus, Offensive, Summoning (Long)

As a bonus action, you create a Small flameheart defender in an unoccupied space within 25 feet.

The flameheart defender is friendly to you and your companions. Roll initiative for the defender, which has its own turns. It obeys any mental commands that you issue to it (no action required). If you don't issue any commands to it, it defends itself from hostile creatures and uses its reaction to make opportunity attacks. The defender persists for 1 minute or until you dismiss it as a bonus action.

The creature's statistics are listed at the end of this supplement.

*You infuse a small construct with a volatile heart of elemental fire.*

## FLAMES OF THE SMOKING CROWN

Rank 2 Incantation • Evocation, Fear, Focus, Offensive (Long)

As an action, choose one creature you can see within 25 feet. The target takes 2d10 fire damage, and must then succeed on a Dexterity saving throw or become affected by the Flames of the Smoking Crown for 1 minute. Until the flames end, the target must repeat the saving throw at the end of each of its turns. On a failed save, you can move the target up to 10 feet and the target and each of your enemies within 5 feet of it take 2d6 fire damage. On a successful save, the incantation ends.

*Hungry flames consume your enemy and send the creature into a panic that ignites your other foes.*

## FORCE LADDER

Rank 2 Incantation • Conjuraton, Utility (Short)

As an action, you conjure a ladder of arcane force in an unoccupied space within 50 feet. The ladder can be up to 40 feet tall and persists for 1 minute. The ladder stands firmly, does not need to be attached to anything, and cannot be moved unless you permit it.

*You create a shimmering ladder to aid your ascent.*

## FORCEFUL ASSAULT

Rank 2 Incantation • Evocation, Focus, Offensive (Long)

As an action, make a ranged spell attack against one creature within 50 feet. On a hit, the target takes 3d10 force damage, and is dazed for 1 minute. At the end of each of its turns the target can make a Constitution saving throw, ending the effect on a success.

*You wound your unwary foe with the sheer force of your nature, and on the heels of that assault you deliver a debilitating bolt of energy.*

## GALE-FORCE INFUSION

Rank 2 Incantation • Abjuration, Offensive, Weapon (Short)

As an action, choose one ally within 50 feet of you. Each enemy within 10 feet of the ally must succeed on a Dexterity saving throw or take 4d6 bludgeoning damage and be moved up to 10 feet.

Additionally, the target ally gains a +3 bonus to AC until the end of your next turn.

*You infuse an ally's armor with the power of a violent windstorm.*

## GHOUL STRIKE

Rank 2 Incantation • Focus, Necromancy, Offensive (Short)

As an action, make a melee spell attack against one creature within 25 feet. On a hit, the target takes 3d10 necrotic damage, and its speed becomes 0 until the end of your next turn. The attack creates a zone in a 10-foot radius centered on the target until the end of your next turn. Any creature other than you that ends its turn in the zone takes 1d6 necrotic damage, and grants advantage on attack rolls against it while in the zone.

*You make a slashing motion against an enemy, causing darkness to bind it and filling the air around it a charnel stench.*

## GLACIAL ARMOR

Rank 2 Incantation • Evocation, Focus, Offensive (Long)

As an action, you target each creature within 5 feet of you. Each target must make a Constitution saving throw. A target takes 4d6 cold damage on a failed save, or half as much damage on a successful one.

Additionally, for 1 minute, you gain a +1 bonus to AC and Constitution saving throws, and each creature that hits you with a melee attack takes 1d6 cold damage.

*The air around you turns deathly cold, and frost coalesces on your body, creating a protective shell of ice.*

## GLIMPSE THE FUTURE

Rank 2 Incantation • Divination, Utility (Long)

As a bonus action, roll a d20 three times and keep the highest roll. Once within the next 10 minutes, you can use this roll to replace a single d20 roll of an ally within 50 feet of you.

*Just as you upload the examples of the past, so too do you draw on the future to inspire your companions.*

## GLITTERDUST

Rank 2 Incantation • Focus, Illusion, Offensive (Long)

As an action, you target each creature in a 10-foot radius sphere centered on a point within 100 feet. Each target must make a Dexterity saving throw. On a failed save, a target takes 4d6 radiant damage, is blinded until the end of your next turn, and is covered in dust for 1 minute. On a successful save, a target is covered in dust for 1 minute but suffers no other effects.

While covered in dust, a target gains no benefits from being invisible nor can it become hidden. At the end of each of its turns, a target can repeat the saving throw, shaking off the dust on a success.

*You call forth a flash of brilliant light that leaves golden dust on all nearby creatures. The dust sparkles with a supernatural luster.*

## GLOWING WRATH

Rank 2 Incantation • Enchantment, Fear, Utility (Short)

As a bonus action, until the end of your next turn, you gain a +3 bonus on Charisma (Intimidation) checks and can increase the distance of any forced movement you cause by up to 10 feet.

*Your voice thunders above the din of the battlefield, casting fear and doubt into your foes.*

## GRASP OF THE GRAVE

Rank 2 Incantation • Focus, Necromancy, Offensive (Long)

As an action, you target each creature in a 10-foot radius sphere centered on a point within 100 feet. Each target must succeed on a Dexterity saving throw or take 4d6 necrotic damage and be dazed until the end of your next turn.

The sphere creates a zone for 1 minute. Each of your enemies that enters the zone or starts its turn there takes 1d6 necrotic damage.

*Skeletal hands burst from the earth and ghostly claws swirl from the air to snatch at your foes.*

## HALO OF MADNESS

Rank 2 Incantation • Charm, Enchantment, Focus, Offensive (Long)

As an action, choose one creature you can see within 50 feet. The target must succeed on a Charisma saving throw or take 2d10 psychic damage and for 1 minute, the target is subjected to madness.

Until the madness ends, you can use a bonus action to force the target to use its reaction, if available, to make a melee attack against one creature of your choice within its reach. At the end of each of its turns, the target can repeat the saving throw against the madness, ending the effect on a success.

*You cause an illusory, twisted halo to appear above the target's head. Under its psychic assault, your enemy loses the ability to distinguish friend from foe.*

## HAUNTING TUNE

Rank 2 Incantation • Enchantment, Stance (Long)

As a bonus action, you enter the Haunting Tune stance. Until the stance ends, enemies that end their turn within 15 feet of you and can hear you take 1d6 psychic damage. This damage cannot reduce an enemy below 1 hit point. If the damage would normally reduce an enemy below 1 hit point, that enemy must use its reaction, if available, to move up to its speed, ending the move as far away from you as possible.

*You chant a haunting dirge that seems to reach right into your enemies' psyches, leaving them shaken.*

## HEALING RESERVE

Rank 2 Incantation • Evocation, Utility (Long)

As a reaction, when an ally you can see within 50 feet spends one or two hit dice to regain hit points, the target does not spend the hit dice but still gains their benefits. The target also regains an additional 1d6 hit points.

*You channel arcane energy to assist an ally's healing.*

## HELLSWORN BLESSING

Rank 2 Incantation • Focus, Offensive, Polymorph, Transmutation (Long)

As an action, one willing creature you touch assumes the form of a hellsworn for 1 minute or until you dismiss the effect as a bonus action. While in this form, the target gains darkvision out to 60 feet, a +1 bonus to attack rolls, it deals an extra 1d6 fire damage with melee weapon attacks, and it gains resistance to fire damage.

*The words you whisper in an ally's ear transform your companion into a more useful servant.*

## HERO'S ARROW

Rank 2 Incantation • Conjuration, Focus, Offensive (Short)

As an action, make a ranged spell attack against one creature within 50 feet. On a hit, the target takes 2d10 magical piercing damage, and one of your allies within 5 feet of the target regains 1d10 hit points.

*You conjure a magic arrow and send it speeding toward an enemy. A hero's arrow that hits its mark both hurts a foe and aids an ally.*

## HOWL OF DOOM

Rank 2 Incantation • Enchantment, Fear, Focus, Offensive (Short)

As an action, you target each creature in a 15-foot cone originating from you. Each target must succeed on a Constitution saving throw or take 4d6 thunder damage and be pushed 10 feet.

*You unleash a devastating shout that cracks stone and pulps flesh. Supernatural terror goes with your mighty blast, and your foes are driven back in fright.*

## ICY WEAPONS

Rank 2 Incantation • Evocation, Offensive, Weapon (Short)

When you hit a creature with an attack using a weapon, your attack deals an extra 2d10 cold damage, and until the end of your next turn, its speed is reduced by 10 feet.

Additionally, until the end of your next turn, you and your allies within 5 feet of the target deal an extra 1d6 cold damage with attacks using weapons or any effect that deals cold damage.

*An icy wind imbues your weapon with frost.*

## INFERNAL MOON CURSE

Rank 2 Incantation • Evocation, Focus, Offensive (Short)

As an action, choose one creature you can see within 50 feet. The target must succeed on a Strength saving throw or take 3d10 poison damage and be restrained 5 feet off the ground until the end of your next turn.

*The shimmer of pale, ghostly silver envelops your foe and lifts it up into the air. Its sinister radiance seeps into your foes' body, a strange and deadly poison.*

## IRON ASPECT OF DISPATER

Rank 2 Incantation • Transmutation, Utility (Short)

As a bonus action, until the end of your next turn, you gain resistance to nonmagical bludgeoning, piercing, and slashing damage, and can ignore forced movement.

*Your skin becomes as hard as iron, making you immovable against your foes' attacks.*

## LASH OF THE LONG NIGHT

Rank 2 Incantation • Evocation, Focus, Offensive (Short)

As an action, make a ranged spell attack against one creature within 50 feet. On a hit, the target takes 3d10 cold damage, and must succeed on a Constitution saving throw or be pushed up to 10 feet and until the end of your next turn, the target's speed is reduced by 10 feet.

*You lash out with a frigid wind to hold your foe at bay.*

## LIFE SIPHON

Rank 2 Incantation • Necromancy, Utility (Short)

As a reaction, when an ally within 50 feet takes damage, you gain a +3 bonus on one attack roll before the end of your next turn. You also regain 1d10 hit points and gain 2d10 temporary hit points.

*It's not pretty, it's not kind, but sometimes you need to draw power from an ally's pain.*

## LIGHTNING SHIFT

Rank 2 Incantation • Transmutation, Utility (Short)

As a bonus action, you can safely move up to your speed. You ignore difficult terrain during this movement.

*With a flourish of snapping sparks, your single step speeds you, lightning-quick, across the battlefield.*

## LINGERING LIGHTNING

Rank 2 Incantation • Evocation, Focus, Offensive (Long)

As an action, choose up to three creature you can see within 25 feet. Each target must succeed on a Dexterity saving throw or take 4d6 lightning damage and for 1 minute, the target is electrified.

While electrified, the target takes 1d6 lightning damage at the start of each of its turns. The target can make a Constitution saving throw at the end of each of its turns, ending the effect on itself on a success.

*Tendrils of bluish white lightning course over your focus to electrocute your enemies.*

## LURE OF GIBBETH

Rank 2 Incantation • Charm, Enchantment, Focus, Offensive (Long)

As an action, choose one creature you can see within 50 feet. The target must succeed on a Charisma saving throw or take 3d10 psychic damage and for 1 minute, the target's mind is seized.

While seized, you can pull the target up to 10 feet as a bonus action on each of your turns.

*A fleeting thought of Gibbeth the Endless, an unknowable entity slain at the birth of the world but poised to return at the world's ending, seizes your enemy's mind and draws your foe toward you like a moth to flame.*

## MAGGOT CONDUIT

Rank 2 Incantation • Conjuration, Focus, Offensive (Short)

As an action, a writhing 5-foot radius pit of maggots appears, centered on a point on the ground within 50 feet. Each creature in the area must succeed on a Constitution saving throw or take 4d6 acid damage.

The pit persist until the end of your next turn. Any creature that enters the area for the first time on a turn or starts its turn there must succeed on a Constitution saving throw or take 4d6 acid damage.

*Holes devoured through space-time crawl with the green-white maggots of the Worm. You invoke a conduit which manifests as a writhing pit of maggots beneath your foes.*

## MERCURIAL FORM

Rank 2 Incantation • Polymorph, Transmutation, Utility (Long)

As a bonus action, for 1 minute, you cannot be marked, you are considered tiny for the purposes of squeezing, and you can automatically succeed at escaping from grapples (no action required).

*Your form flows and shimmers, allowing you to slip through cracks, escape an enemy's claws, and evade even the most persistent hunter.*

## MIRE THE MIND

Rank 2 Incantation • Focus, Illusion, Offensive (Short)

As an action, choose one creature you can see within 50 feet. The target must succeed on a Intelligence saving throw or take 3d10 psychic damage and you and all of your allies within 50 feet of the target are invisible to it until the end of your next turn.

*You assail your foe's mind with unreal images until it can see nothing else.*

## MIRROR DARKLY

Rank 2 Incantation • Conjuration, Utility (Short)

As a bonus action, you conjure a Medium shade in an unoccupied space you can see within 15 feet. The shade occupies its space and lasts until the end of your next turn. The shade can be attacked. It uses your defenses and saving throws, and it is destroyed if it takes any damage. While the shade persists, you are insubstantial allowing you to move through other creature's spaces and solid walls. If you end your movement inside of a creature or object, you take 1d10 force damage and are pushed to the nearest unoccupied space.

Additionally, you can use the shade's space as the origin for any of your abilities, attacks, or spells, though you must use your own senses.

After the shade disappears, you can teleport to the space the shade occupied (no action required).

*Your shadowy double appears at a distance, letting you split your seensence between two points on the battlefield.*

## MOON AND THE STARS

Rank 2 Incantation • Evocation, Focus, Offensive (Long)

As an action, choose up to two creatures you can see within 50 feet of you. Each target must make a Dexterity saving throw. On a failed save, a target takes 4d6 cold damage or radiant damage (your choice), or half as much damage on a successful one.

The damage type you chose determines the incantations additional effect on a failed save.

- **Cold:** For 1 minute, the target's speed is reduced by 10 feet and it cannot disengage. The target can make a Constitution saving throw at the end of each of its turns, ending the effect on itself on a success.
- **Radiant:** You can spend a hit die to regain hit points for each target that failed the saving throw.

*A chill winter moon appears overhead, and around it swims a myriad of radiant stars. You can unleash the power of either on a foe.*

## MORDANT RAINS OF DIS

Rank 2 Incantation • Conjunction, Focus, Offensive (Short)

As an action, choose one creature you can see within 50 feet. The target must succeed on a Dexterity saving throw or take 4d6 acid damage and until the end of your next turn, the target is blinded.

Additionally, each creature in 5 feet of the target must succeed on a Dexterity saving throw or take 2d6 acid damage.

*You open a portal to Dis above your foe's head, releasing caustic rain upon them.*

## MURDEROUS TWIN

Rank 2 Incantation • Conjunction, Focus, Offensive (Short)

As an action, choose one creature you can see within 50 feet. The target must succeed on a Charisma saving throw or take 3d10 psychic damage.

Additionally, you conjure a murderous twin of the target in an unoccupied space within 5 feet of the target. The twin is the same size as the target and remains until the end of your next turn. The target takes a -3 penalty to attack rolls while within 5 feet of its twin. Until the twin vanishes, you can use your reaction when the target leaves a space within 5 feet of the twin or when it makes an attack. The twin vanishes and reappears in an unoccupied space within 5 feet of the target and you make a melee spell attack against the target. On a hit, the target takes 1d6 psychic damage, and the target is dazed until the end of its next turn.

*You create a shadowy twin of your enemy, a murderous vestige that wreaks havoc on itself and its allies.*

## NIGHTSHADE DREAMS

Rank 2 Incantation • Focus, Necromancy, Offensive (Long)

As an action, make a melee spell attack against one creature within reach. On a hit, the target takes 3d10 poison damage and for 1 minute, the target is poisoned.

While poisoned, the target is also dazed and must make a Constitution saving throw at the end of each of its turns. The target takes 1d6 poison damage on a failed save, and is no longer poisoned on a success.

*Your hand turns black as you reach forward to deliver a dose of nightshade poison to your foe.*

## NIMBUS OF SHIELDING

Rank 2 Incantation • Abjuration, Stance (Long)

As a bonus action, you enter the Nimbus of Shielding stance. Until the stance ends, your allies gain a +1 bonus to AC and saving throws while within 5 feet of you.

*You extend a magical ward around nearby allies.*

## PALEST FLAMES

Rank 2 Incantation • Evocation, Focus, Offensive (Long)

As an action, choose one creature you can see within 50 feet. The target must make a Dexterity saving throw. On a failed save, the target takes 3d10 fire damage, and suffers a 2d6 susceptibility to cold damage for 1 minute. On a successful save, the target takes half as much damage, and suffers a 1d6 susceptibility to cold damage until the end of your next turn.

While susceptible to cold damage, the target is on fire and sheds bright light in a 15-foot radius and dim light for an additional 15 feet. The target can make a Dexterity saving throw at the end of each of its turns, putting the magical flames out and ending the effect on a success.

*The blue flames that engulf your foe make it more susceptible to the ravages of cold.*

## PHANTOM FOES

Rank 2 Incantation • Fear, Illusion, Offensive (Short)

As an action, you target each creature in a 10-foot radius sphere centered on a point within 50 feet. Each target's speed is reduced by 10 feet until the end of your next turn. Also until the end of your next turn, the first time the target makes an attack roll, it must make an Intelligence saving throw. On a failed save, you can change the target of its attack to a different creature within range of that attack. If the target hits one of its allies with that attack, that ally takes 1d6 extra damage.

*Spectral Warriors swirl around your enemies, causing them to lash out in a blind panic.*

## PHANTOM STRUCTURE

Rank 2 Incantation • Conjunction, Utility (Long)

As an action, you conjure a 5-foot wide phantasmal bridge between two spaces within 100 feet. The bridge persists for 1 minute. It connects the two spaces by the shortest path, has no height, and a creature can pass through a space containing the bridge as though it were normal terrain, even if it normally contains no terrain or difficult terrain.

*By arranging small objects in your hand, you create an ephemeral structure made of magical force.*

## PRESCIENT WARNING

Rank 2 Incantation • Divination, Focus, Offensive (Short)

As a reaction, when an ally within 50 feet of you who is hit by an attack, the triggering ally can use their reaction to make a weapon attack against the attacking creature, dealing an extra 2d10 damage on a hit.

*You utter words of warning that fly downstream through the river of time, warning your ally of danger.*

### **PUCKISH SPRITE**

*Rank 2 Incantation • Conjuraton, Focus, Offensive (Short)*

As an action, choose one creature you can see within 50 feet. The target must succeed on a Wisdom saving throw or take 3d10 radiant damage. Also on a failed save, you can move the target up to 10 feet and it must use its reaction, if available, to make a weapon attack against a creature of your choice.

In addition, you conjure a puckish sprite in an unoccupied space within 5 feet of the target. The sprite lasts until the end of your next turn. Any enemy of yours within 5 feet of the sprite suffers a -3 penalty to attack rolls.

*You call forth a mischievous fey creature, aglow with fairy light and as meddlesome as a satyr.*

### **PURIFYING WOUND**

*Rank 2 Incantation • Evocation, Offensive, Weapon (Long)*

When you hit a creature with a melee attack using a weapon, your attack deals an extra 2d10 damage, and the target is set on fire for 1 minute.

While on fire, the target sheds bright light in a 15-foot radius and dim light for an additional 15 feet. The target can make a Dexterity saving throw at the end of each of its turns against the effect. On a failed save, the target and each of your enemies within 5 feet of it take 1d6 fire damage. On a successful save, the effect ends. These magical flames cannot be extinguished by nonmagical means.

*Your attack inflicts a grievous wound and unleashes a gout of flame that consumes your enemy.*

### **QUICKENING STRIDE**

*Rank 2 Incantation • Transmutation, Utility (Short)*

As a bonus action, can move up to 60 feet.

*You move through the battlefield in a blur.*

### **REGENERATION INFUSION**

*Rank 2 Incantation • Transmutation, Utility (Long)*

As a bonus action, choose one creature within 50 feet who is below half hit points. For 1 minute, the target regains 1d6 hit points at the start of each of its turns as long as it is above 0 hit points. The target can use a bonus action and end the effect to spend up to two hit dice to regain hit points.

*You imbue an ally's equipment with a steady flow of arcane energy, which stores your friend's vigor.*

### **REJUVENATING STRIKE**

*Rank 2 Incantation • Evocation, Transmutation, Weapon (Short)*

When you hit a creature with a melee attack using a weapon, your attack deals an extra 2d10 damage, and you can spend up to two hit dice to regain hit points. If you do so, you regain an additional 1d6 hit points.

*Your attack draws life from your foe's injury and instills you with renewed energy.*

### **RENDING FEAR OF KHIRAD**

*Rank 2 Incantation • Charm, Enchantment, Fear, Focus, Utility (Long)*

As an action, choose one restrained creature within reach with an Intelligence of at least 3. You demand that the target answer one question. If you share a language, your helpless target provides the answer to the best of its knowledge, without distortion. Each round, you can ask a new question until the target is no longer restrained, or you have asked 3 total questions.

*A pale blue flame springs up from your brow as you incant the apocalypses over which Khirad has burned, thus hoping to frighten your foe into an admission.*

### **REPELLING SPHERE**

*Rank 2 Incantation • Evocation, Focus, Offensive (Short)*

As an action, choose any number of creatures in a 15-foot radius sphere centered on you. Each target must succeed on a Constitution saving throw or take 4d6 force damage and be pushed to a space outside of the radius.

You can center the sphere on your active familiar instead of yourself.

*You repulse your enemies with an expanding sphere of force.*

### **REVITALIZING CHARM**

*Rank 2 Incantation • Abjuration, Utility (Long)*

As a bonus action, choose yourself or one ally you can see within 25 feet. You remove one effect from the target that a save can end.

*You crumble enchanted herbs between your finders and command your flagging companion to steel themselves for battle.*

### **REVITALIZING INCANTATION**

*Rank 2 Incantation • Transmutation, Utility (Short)*

As a bonus action, choose one allied creature you can see within 25 feet. The target can spend a up to two hit dice to regain hit points. If they do so, they also gain a number of temporary hit points equal to the total hit points regained from this incantation.

*You whisper a few phrases in a secret language, urging your ally's body to mend itself.*

### **REWRITE THE FUTURE**

*Rank 2 Incantation • Dvination, Offensive, Weapon (Short)*

When you hit a creature with a ranged attack using a weapon, your attack deals an extra 2d10 damage, and roll a d20. Until the end of your next turn, you can replace an ally's attack roll against the target with your d20 roll or replace one of the target's attack rolls with your d20 roll.

*With a wave of the hand, this shot's arcane energy can change an enemy's future.*



## RHYME OF FIRE

Rank 2 Incantation • Evocation, Focus, Offensive (Long)

As an action, choose one creature within 50 feet who can hear you. The target must succeed on a Constitution saving throw or take 3d10 fire damage.

Additionally, for 1 minute, whenever an ally deals damage to the target, the target takes an extra 1d6 fire damage.

*You whisper of the unquenchable fire that burns at the heart of the world, causing flames to erupt deep within your enemy.*

## RIMESTORM

Rank 2 Incantation • Evocation, Focus, Offensive (Short)

As an action, you target each creature in a 15-foot cone originating from you. Each target must succeed on a Constitution saving throw or take 4d6 cold damage, be knocked prone, and until the end of your next turn, the target suffers a -3 penalty on Constitution saving throws.

*A wintry blast drives your enemies to their knees.*

## ROARING STORM OF CANIA

Rank 2 Incantation • Evocation, Focus, Offensive (Long)

As an action, you target each creature in a 25-foot cone originating from you. Each target is pushed up to 10 feet and must succeed on a Constitution saving throw or take 4d6 cold damage and be knocked prone.

*A gale of frigid wind rips through your foes, hurling them to the ground and pelting them with razor-sharp blades of ice.*

## RUNIC RESISTANCE

Rank 2 Incantation • Conjuration, Offensive, Weapon (Short)

As an action, choose acid, cold, fire, or lightning damage. Each enemy in a 10-foot sphere centered on a point within 50 feet must succeed on a Dexterity saving throw or take 4d6 damage of the chosen type.

Additionally, choose acid, cold, fire, or lightning damage. Your allies in the sphere gain resistance to that type until the end of your next turn.

You can choose a different type for each part of this incantation.

*Using your implement, you hurl a sigil-scribed sphere that blasts your foes and shields your allies.*

## SAND SHAPE

Rank 2 Incantation • Polymorph, Transmutation, Utility (Long)

As a bonus action, for 1 hour, you gain resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons. You gain immunity to necrotic damage and poison damage, and are immune to being grappled, paralyzed, petrified, poisoned, prone, and restrained.

You gain vulnerability to water, for every 5 feet you move while touching water, or for every gallon splashed on you, you take 1d4 cold damage. If you are completely immersed in water, you take 4d4 cold damage.

You can pass through any opening large enough to accommodate a single grain of sand. You cannot attack, pick up anything, manipulate objects, or cast spells.

You can end this incantation early as a bonus action.

*You transform your body into sand, allowing you to resist attacks and pass through near solid barriers.*

## SATIRE OF BRAVERY

Rank 2 Incantation • Enchantment, Focus, Offensive (Long)

As an action, choose any number of creatures in a 15-foot cone originating from you who can hear you. Each target must succeed on a Wisdom saving throw or take 4d6 psychic damage and for 1 minute, the target is affected by your Satire of Bravery.

While the target is under this effect, if it ends its turn closer to you than where it started its turn, the target takes 2d6 psychic damage and is dazed until the end of its next turn.

Additionally, you can push each target up to 10 feet.

*Your verse mocks your foes' courage, forcing them to become the cowards you describe.*

## SAVAGE TRANSFORMATION

Rank 2 Incantation • Focus, Offensive, Polymorph, Transmutation (Long)

As an action, choose one creature you can see within 50 feet. The target must make a Constitution saving throw. On a failed save, the target takes 3d10 force damage and for 1 minute, you partially transform the target's mind and body into that of a savage monster. On a successful saving throw, the target takes half as much damage and until the end of your next turn, it must make an opportunity attack against any creature that willingly leaves its reach.

Until the transformation ends, the target must make an opportunity attack against any creature that willingly leaves its reach, and if any creature ends its turn within 5 feet of the target, the target must use its reaction, if available, to make a melee weapon attack against the creature with a +1d6 bonus on the damage roll. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

*You warp your enemy's form, changing it into a monster covered with coarse fur or scales, the flames of savagery burning in its eyes.*

## SERPENTINE BLAST

Rank 2 Incantation • Evocation, Focus, Offensive (Long)

As an action, make a ranged spell attack against one creature within 50 feet. The attack ignores half and three-quarters cover. On a hit, the target takes 4d10 lightning damage.

*A bolt of lightning leaps from your fingers to strike at your foe, twisting past obstacles.*

## SHADOW INVESTITURE

Rank 2 Incantation • Transmutation, Utility (Long)

As a bonus action, you and each ally within 5 feet of you gain 60 feet of darkvision and resistance to necrotic damage for 1 minute.

*You draw energy from the shadow staining your soul to help other navigate the darkness.*

## SHADOW RIDE

Rank 2 Incantation • Transmutation, Utility (Short)

As a bonus action, you can safely move up to 15 feet and can enter any creature's space during this movement. You can end this movement in a creature's space. If you do so, whenever the target moves before the end of your next turn, you safely move with it (no action required), remaining in its space. At the start of your next turn, you appear in an unoccupied space within 5 feet of the target.

*Your body flows as liquid darkness, pooling around another creature like a second shadow.*

## SHADOW STRANGLER

Rank 2 Incantation • Conjuration, Focus, Offensive (Short)

As an action, choose one creature you can see within 50 feet. The target must succeed on a Strength saving throw or take 3d10 necrotic damage and cannot breathe until the end of your next turn.

While unable to breathe, the target has disadvantage on attack rolls and takes an additional 1d6 necrotic damage each time it makes an attack roll.

*A wraithlike creature appears behind your enemy and attempts to strangle it. With each of your foe's attacks, the specter's grip tightens.*

## SHADOWSLIP

Rank 2 Incantation • Conjuration, Utility (Short)

As a reaction, when an enemy misses you with an attack, you teleport up to 15 feet.

*They wanted blood. You give them shadow.*

## SHARD OF DARKNESS

Rank 2 Incantation • Evocation, Focus, Offensive (Long)

As an action, make a ranged spell attack against one creature within 50 feet. On a hit, the target takes 3d10 cold damage and for 1 minute, its speed is reduced by 5 feet. The target can make a Constitution saving throw at the end of each of its turns, ending the effect on a success.

On a miss, this incantation is not expended.

*A frozen blade of raw shadowstuff appears in your hand, then cripples with cold when it strikes.*

## SHATTERBLADE

Rank 2 Incantation • Evocation, Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 2d10 damage, and each creature other than you that is within 5 feet of the target must succeed on a Dexterity saving throw or take 4d6 force damage.

*In the blink of an eye, your weapon appears to shatter into thousands of pieces that cut your foe with shards of force.*

## SPHERE OF REALITY

Rank 2 Incantation • Conjuration, Focus, Offensive (Short)

As an action, make a ranged spell attack against one creature within 50 feet. On a hit, the target takes 3d10 thunder damage, and choose a space within 5 feet of the target. Until the end of your next turn, you can treat that space as the point of origin of your attacks, spells, and effects.

*You hurl a glass orb that warps reality when it cracks open, blasting your enemy and opening a rift through which you can attack.*

## SHROUD OF BLACK STEEL

Rank 2 Incantation • Transmutation, Utility (Long)

As a bonus action, for 1 minute, you gain a +1 bonus to AC and Constitution saving throws, but suffer a -10 foot penalty to your speed.

You can end this incantation early as a bonus action.

*Invoking the power of your dark arcana, you transform your skin into living steel, blackened and hard yet still supple enough to move. Your quickness suffers a bit, but you are much tougher and more resilient.*

## SILVERSTEEL VEIL

Rank 2 Incantation • Abjuration, Utility (Short)

As a bonus action, you and each ally within 5 feet gain a +3 bonus to AC and Dexterity saving throws until the end of your next turn.

*You raise a magical ward of thin, wispy silver mist. It seems no more tangible than warm breath on a frosty morning, but it gathers under enemy blows and turns them aside.*

## SLAAD'S GAMBIT

Rank 2 Incantation • Conjuration, Focus, Offensive (Long)

As a reaction, when an enemy you can see within 25 feet of you targets you with an attack roll, you can immediately teleport up to 15 feet before the attack. If you do so, make a ranged spell attack against the triggering enemy. On a hit, the target takes 3d10 psychic damage.

*You tap into chaos just as a foe is about to hit you. A greenish hue flickers across your skin as you teleport away, then make your own attack.*

## SMOKEPOWDER BLAST

Rank 2 Incantation • Conjuration, Focus, Offensive (Long)

As an action, choose one creature you can see within 50 feet. The target must succeed on a Dexterity saving throw or take 3d10 fire damage and for 1 minute, smolder. While smoldering, the target takes 1d6 fire damage at the start of each of its turns. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Additionally, one of your allies within 5 feet of the target can use their reaction to make one melee weapon attack against the target. If the target failed its saving throw, the ally gains a +3 bonus on their attack roll.

*You hurl a vial of black powder at your enemy's feet, creating a fiery explosion. One of your allies takes advantage of the confusion and strikes while your opponent's guard is down.*

## SONG OF CONQUEST

Rank 2 Incantation • Enchantment, Utility (Short)

As a bonus action, until the end of your next turn, any ally within 25 feet of you who can hear you that hits an enemy with an attack gains 2d6 temporary hit points.

*Your arcane song bolsters your allies, so they fight your foes with renewed vigor.*

## SONG OF DISCORD

Rank 2 Incantation • Charm, Enchantment, Focus, Offensive (Long)

As an action, choose one creature you can see within 50 feet. The target must succeed on a Wisdom saving throw or be dominated until the end of your next turn.

Additionally, the target must use its reaction, if available, to make a melee weapon attack against a creature of your choice.

*You foster distrust in one of your foes, causing it to strike out at its allies.*

## SONG OF DUPLICITOUS ALLURE

Rank 2 Incantation • Charm, Enchantment, Offensive, Weapon (Short)

When you hit a creature who can hear you with a ranged attack using a weapon, your attack deals an extra 2d10 damage, and the target must succeed on a Wisdom saving throw or be pulled up to 10 feet. Also on a failed save, until the end of your next turn, each time the target is hit by a ranged attack, you can pull it up to an additional 10 feet.

*The soft tones of your voice draw your foe closer.*

## SONG OF SPEED

Rank 2 Incantation • Transmutation, Utility (Short)

As a bonus action, choose one creature you can see within 50 feet. Until the end of your next turn, the target gains a +15-foot bonus to speed and whenever the target safely moves, they can move an additional 5 feet.

*With a rousing refrain, you imbue an ally or yourself with superior speed and agility.*

## SORCERER-KING'S DECREE

Rank 2 Incantation • Evocation, Focus, Offensive (Long)

As an action, choose one creature you can see within 25 feet. The target must succeed on a Dexterity saving throw or take 3d10 lightning damage.

Additionally, the target and each creature within 5 feet of it must succeed on a Constitution saving throw or be pushed up to 10 feet.

*Crackling lightning scorches your enemy with such ferocity that it sends nearby foes staggering back.*

## SPARK FORM

Rank 2 Incantation • Focus, Offensive, Transmutation (Short)

As an action, you can safely move up to your speed plus 10 feet. During this movement, you can move through enemies' spaces. When you leave any creature's space, it must succeed on a Dexterity saving throw or take 4d6 lightning damage. A creature can only take this damage once per turn.

*Your body briefly becomes a shower of dancing sparks that zips among foes, shocking them as you go.*

## SPECTRAL HOUND

Rank 2 Incantation • Illusion, Utility (Long)

As an action, you create the illusion of a Medium spectral hound, which appears in an unoccupied space within 50 feet. The spectral hound does not occupy that space but does count as an ally for the purpose of having a conscious ally within 5 feet of a target. Additionally, as long as the hound remains within 50 feet of you, you gain a +1 bonus to AC and saving throws, along with a +1 bonus on Wisdom (Perception) checks, since the spectral hound warns you of approaching danger.

The hound persists for 10 minutes. Each round you can mentally command the hound to move up to 25 feet as a bonus action; the spectral hound ignores difficult terrain but the hound disappears if it leaves your line of sight.

*You summon the ghostly image of a powerful mastiff that follows you protectively.*

## SPECTRAL RAM

Rank 2 Incantation • Evocation, Focus, Offensive (Short)

As an action, make a ranged spell attack against one creature or object within 50 feet. On a hit, the target takes 3d10 force damage and you push the target up to 10 feet and knock it prone.

If the target is an object and the attack hits, it is automatically a critical hit.

*You seize your foe with unseen magical force and bash them against the ceiling and walls before dropping them to the ground and hurling them back.*

## SPIKES OF AGONY

Rank 2 Incantation • Evocation, Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 2d10 damage, and the target takes an additional 2d10 force damage if it moves before the end of your next turn.

*Your strike leaves shards of pure force piercing your enemy's flesh, rending it if it moves.*

## STRICTURES OF FORTUNE

Rank 2 Incantation • Enchantment, Focus, Offensive (Long)

As an action, choose one creature within 50 feet who can hear you. The target must succeed on a Wisdom saving throw or take 3d10 psychic damage.

Additionally, for 1 minute, the next time the target rolls to recharge an ability, the ability automatically does not recharge, and one allied creature within 50 feet of you who can hear you regains the use of one ability that recovers on a short rest.

Once you prevent the target from recharging an ability once, this effect ends.

*Your song of fortune assists your allies and impedes your enemies.*

## STRIDE OF THE GALLANT

Rank 2 Incantation • Conjuration, Stance (Long)

As a bonus action, you enter the Stride of the Gallant stance. Until the stance ends, you gain "teleport 15 ft." as an additional movement mode, but you must end such teleports within 5 feet of an enemy.

*With the rush of wind, you blink to your enemy's side, darting around the battlefield in a swirl of weapon and spell.*

## SUBTLETY OF THE GREEN WYRM

Rank 2 Incantation • Divination, Utility (Long)

As a bonus action, you gain a +3 bonus on Wisdom (Insight) checks and Charisma (Diplomacy and Intimidate) checks for 10 minutes.

*You listen for the faint whisper of your own blood. In its flow, you find ancient wisdom and unrivaled charm.*

## SUDDEN SCALES

Rank 2 Incantation • Transmutation, Utility (Short)

As a reaction, when you are hit by an attack roll, you immediately gain a +6 bonus to AC against the triggering attack.

*Dragon scales cover your form in reaction to an assault, as arcane power shields your mind and body from harm.*

## SUMMON ABYSSAL MAW

Rank 2 Incantation • Conjuration, Focus, Summoning (Long)

As a bonus action, you summon a Medium abyssal maw in an unoccupied space within 50 feet.

The abyssal maw is friendly to you and your companions. Roll initiative for the maw, which has its own turns. It obeys any mental commands that you issue to it (no action required). The maw persists for 1 minute or until you dismiss it as a bonus action. If you don't issue any commands to it, it defends itself and makes opportunity attacks against your enemies.

The creature's statistics are listed at the end of this supplement.

*The air is filled with the sound of gnashing teeth as a voracious creature of the Elemental Chaos appears and chews into anything it can reach.*

## SUMMON IMP

Rank 2 Incantation • Conjuration, Focus, Summoning (Long)

As a bonus action, you summon a Small imp in an unoccupied space within 50 feet.

Roll initiative for the imp, which has its own turns. You can use a bonus action on your turn to issue mental commands to it, which it must obey. The imp persists for 1 minute or until you dismiss it as a bonus action.

You are connected to life force of the imp. While the summoned imp is present, you deal an extra 1d6 poison damage when you hit with attack rolls that gain advantage.

If you didn't issue any commands to the imp by the end of your turn, on its turn, it attacks the nearest creature it has advantage on attack rolls against. If it can't do that, it turns invisible and moves up to its speed to a space within 5 feet of one of your enemies. In addition, attack rolls against you gain advantage until the end of your next turn.

The DM has the creature's statistics.

*With a crack and a flash of blood-red light, a tiny winged devil appears, scorpion-like tail held ready.*

## SUMMON IRON COHORT

Rank 2 Incantation • Conjuration, Focus, Summoning (Long)

As a bonus action, you summon a Medium iron cohort in an unoccupied space within 50 feet.

The iron cohort is friendly to you and your companions. Roll initiative for the cohort, which has its own turns. It obeys any mental commands that you issue to it (no action required). The cohort persists for 1 minute or until you dismiss it as a bonus action. If you don't issue any commands to it, on its turn if it is not within 5 feet of you, it moves as close as it can to within 5 feet of you and uses its action to dodge.

The creature's statistics are listed at the end of this supplement.

*A dwarf-sized humanoid creature of earth and iron ore appears near you. When you come under attack, it steps in to absorb the force of the blow.*

## SUMMON MAGMA BEAST

Rank 2 Incantation • Conjuration, Focus, Summoning (Long)

As a bonus action, you summon a Medium magma beast in an unoccupied space within 50 feet.

Roll initiative for the magma beast, which has its own turns. You can use a bonus action on your turn to issue mental commands to it, which it must obey. The magma beast persists for 1 minute or until you dismiss it as a bonus action.

You are connected to life force of the magma beast. While the summoned magma beast is present, you can disengage as a bonus action. Additionally, whenever you deal damage to a creature, that target cannot disengage until the end of its next turn.

If you didn't issue any commands to the magma beast by the end of your turn, on its turn, it attacks or makes a charging attack against the nearest creature. If there are no targets within range of an attack or charging attack, it dashes and moves toward the nearest creature. Otherwise, it moves up to its speed toward the nearest creature. Additionally, your speed is reduced by 15 feet until the end of your next turn.

The creature's statistics are listed at the end of this supplement.

*Erupting into being with a blast of searing heat comes a magma beast, eager to incinerate your foes.*

## SUN'S ILLUMINATION

Rank 2 Incantation • Evocation, Focus, Offensive (Long)

As an action, you target each creature in a 10-foot radius sphere centered on a point within 50 feet. Each target must succeed on a Dexterity saving throw or take 4d6 radiant damage from pure sunlight.

The sphere creates a zone of bright sunlight that persists for 1 minute. The sphere sheds bright light in a 15-foot radius and dim light for an additional 15 feet. You gain a +1 bonus on Wisdom (Insight and Perception) checks against creatures within the zone. Attack rolls against your enemies within the zone gain advantage. You can use a bonus action to move the zone up to 15 feet.

*Radiance pours down on an area, burning creatures within the light and revealing them to you in both body and mind.*

## **SWORDMAGE'S DECREE**

*Rank 2 Incantation • Abjuration, Utility (Short)*

As a bonus action, choose any number of creatures in a 15-foot cone originating from you. Each target is marked by you for 1 minute. If you mark only one target with this incantation, it is not expended, but you cannot use it again for 1 minute.

*Speaking ancient words of aegis binding, you lower a mantle of magic over your enemies that marks them as your foes.*

## **SYNCHRONICITY**

*Rank 2 Incantation • Enchantment, Utility (Long)*

When you roll for initiative and are not surprised, you and each ally within 50 feet of you who can hear you gain a +3 bonus on initiative checks for 10 minutes.

*A single chord is all it takes to spur your allies forward.*

## **TENTACLES OF CRYONAX**

*Rank 2 Incantation • Conjuration, Focus, Offensive (Long)*

As an action, you conjure two icy tentacles, each in an unoccupied space you can see within 50 feet. The tentacles persist for 1 minute. Each creature other than you that starts its turn within 5 feet of a tentacle takes 2d6 cold damage and has its speed reduced by 15 feet until the end of its next turn.

Until the incantation ends, at the start of each of your turns, roll 1d6. On a 1, remove one tentacle. On a 6, add one tentacle to an unoccupied space you can see within 50 feet of you. If there are no tentacles left, this incantation ends.

*The temperature plummets as two ghastly, white tentacles emerge from out of nowhere to grab your enemies.*

## **THEFT OF LIFE**

*Rank 2 Incantation • Focus, Necromancy, Offensive (Short)*

As an action, choose one creature you can see within 50 feet. The target must succeed on a Wisdom saving throw or take 3d10 necrotic damage.

Additionally, one ally you can see within 5 feet of the target can spend up to two hit dice to regain hit points and also gain 1d6 temporary hit points.

*As you shout a word of power, health and vitality drain from your foe and refresh a nearby ally.*

## **THUNDER CAGE**

*Rank 2 Incantation • Evocation, Focus, Offensive (Short)*

As an action, choose one creature you can see within 50 feet. The target must succeed on a Constitution saving throw or take 3d10 thunder damage. If the target leaves the space it currently occupies before the start of your next turn, it takes an additional 2d10 thunder damage.

*Your foe rocked by thunderous noise, and an ominous rumble begins at your enemy's slightest move.*

## **THUNDER LEAP**

*Rank 2 Incantation • Evocation, Focus, Offensive (Long)*

As an action, you target each creature within 5 feet of you. Each target must succeed on a Constitution saving throw or take 4d6 thunder damage.

You can then safely leap up to 15 feet and each creature within 5 feet of where you land must succeed on a Constitution saving throw or take 4d6 thunder damage and be pushed up to 5 feet. A creature can only take damage from this incantation once per use.

*A thunderclap propels you into the air, and you land with a deafening crack, pushing your foes away.*

## **THUNDER BOMB**

*Rank 2 Incantation • Evocation, Focus, Offensive (Short)*

As an action, you target each creature in a 10-foot radius sphere centered on a point within 50 feet. Each target must succeed on a Constitution saving throw or take 4d6 thunder damage and until the end of your next turn, the target's speed is reduced by 10 feet.

*You open your palm, revealing a sphere of arcane energy that speeds across the battlefield and detonates, leaving your foes thunderstruck.*

## **THUNDER WYRM'S JAWS**

*Rank 2 Incantation • Enchantment, Focus, Offensive (Short)*

As an action, choose one creature you can see within 50 feet. The target must succeed on a Dexterity saving throw or take 3d10 thunder damage and you gain temporary hit points equal to the damage dealt.

*You emit a draconic roar. An echo of the call bursts over your foe's head, buffeting your enemy as the sound bolsters you.*

## **THUNDERCLAP ARMOR**

*Rank 2 Incantation • Transmutation, Utility (Long)*

As a bonus action, touch yourself or one ally within reach to infuse the target's armor with an elemental thunder spirit. For 1 minute, the target gains resistance to thunder damage, and any enemy that ends its turn within 5 feet of the target takes 1d6 thunder damage.

Until the incantation ends, once per round if the target is within 25 feet of you, you can use an action to resonate the armor. If you do so, one creature within 10 feet of the target must succeed on a Constitution saving throw or take 3d10 thunder damage and be pushed up to 10 feet.

*You conjure a minor thunder elemental, binding it to your ally's armor while retaining control of its arcane power.*

## **THUNDERCLAP STRIKE**

*Rank 2 Incantation • Evocation, Focus, Offensive (Short)*

As an action, you target each creature within 5 feet of you. Each target must succeed on a Constitution saving throw or take 4d6 thunder damage and be knocked prone.

*Raising your focus, you send out a clap of thunder that sends your foes sprawling as noise cascades over them.*

## THUNDERSTAFF

Rank 2 Incantation • Evocation, Focus, Offensive (Long)

As a reaction, when an enemy enters a space within 10 feet of you, the triggering enemy must succeed on a Constitution saving throw or take 3d10 thunder damage, be deafened, and be dazed until the end of your next turn.

Additionally, you push the target up to 10 feet.

*As your enemy comes too close, you slam your hand against the ground, sending a shockwave that knocks it away from you.*

## TIMELESS TREK OF MITHRENDAIN

Rank 2 Incantation • Conjuraton, Focus, Offensive (Long)

As an action, choose one creature you can see within 25 feet. The target must succeed on a Wisdom saving throw or take 3d10 psychic damage.

Additionally, the target is banished for the Feywild for 1 minute. While banished, the target is removed from play and cannot take an actions. The target can make a Wisdom saving throw at the end of each of its turns, ending the effect on a success.

When the effect ends, the target reappears in the space it last occupied or in the nearest unoccupied space of its choice.

*You tear your foe away from the world and send it on a journey like that of Dourlion, who spent untold days in the timeless Autumn City of the eladrin.*

## TOUCH OF COMMAND

Rank 2 Incantation • Charm, Enchantment, Focus, Offensive (Short)

As a reaction, when an enemy within 5 feet attacks you, the triggering enemy must succeed on a Charisma saving throw or take 3d10 psychic damage and until the end of its next turn, the target is dominated by you.

*You touch the one who would dare to strike you, bringing them under your command.*

## TOMBOUND OOZE

Rank 2 Incantation • Conjuraton, Focus, Offensive (Short)

As an action, you conjure an ooze that fills the space of one creature you can see within 50 feet. The ooze persists until the end of your next turn. If the target moves, the ooze moves with it while it remains within 50 feet.

The target must succeed on a Dexterity saving throw or take 3d10 acid damage and until the end of your next turn, whenever the target makes an attack roll, it takes 1d6 acid damage.

When the target first makes an attack roll before the end of your next turn, you can choose to have the ooze explode. The explosion deals 1d6 acid damage to all enemies within 10 feet of the target, and the effect ends.

*Your foe is engulfed by an acidic, jellylike mass that continues to eat at it when that foe tries to attack.*

## TUNE OF ICE AND WIND

Rank 2 Incantation • Evocation, Focus, Offensive (Long)

As an action, choose any number of creatures in a 10-foot radius sphere centered on a point within 50 feet. Each target must succeed on a Constitution saving throw or take 4d6 cold damage and for 1 minute, the target's speed is reduced by 10 feet. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Additionally, you can move each willing ally in the area up to 15 feet.

*You hum a discordant tune, slowing your enemies with ice and moving your allies with wind.*

## TWILIGHT OF THE SOUL

Rank 2 Incantation • Focus, Necromancy, Offensive (Long)

As an action, choose one creature you can see within 50 feet. The target must succeed on a Wisdom saving throw or take 3d10 necrotic damage and for 1 minute, the target withers.

While withering, the target takes 2d6 necrotic damage as the start of each of its turns. At the end of each of its turns, the target can repeat the saving throw, ending the effect on a success. The target has disadvantage on saving throws against the withering effect.

*A gray aura withers your foe, quelling not only light but the will to live.*

## TWIST OF SPACE

Rank 2 Incantation • Conjuraton, Focus, Offensive (Short)

As an action, you target each creature in a 10-foot radius sphere centered on a point within 50 feet. Each target must succeed on a Wisdom saving throw or take 4d6 force damage, be teleported up to 10 feet, and until the end of your next turn, the target's speed is reduced by 10 feet.

*You bend and fold the fabric of space, scattering your enemies across the battlefield.*

## TYRANNICAL THREAT

Rank 2 Incantation • Abjuration, Fear, Focus, Hex, Offensive (Long)

As an action, choose any number of creatures in a 15-foot cone originating from you. Each target who can hear you must succeed on a Wisdom saving throw or take 4d6 psychic damage and receive a *lesser hex*.

For 1 minute, whenever a creature *hexed* by you attacks you, it takes 1d6 psychic damage.

*You speak, and each syllable is a deadly insinuation; each utterance, a dangerous threat; each sentence, a dire curse.*

## UNICORN'S TOUCH

Rank 2 Incantation • Evocation, Focus, Utility (Long)

As a bonus action, choose yourself or one ally within 5 feet. The target can choose to either make a saving throw against an effect that a save can end, or regain 3d10 hit points.

*Your focus briefly adopts the appearance of a unicorn horn, sending out a focused pulse of curative energy.*

## UNSPEAKABLE BOND

Rank 2 Incantation • Transmutation, Utility (Short)

As a reaction, when you take damage, one willing ally within 25 feet of you takes the triggering damage instead of you. You still take any other effects from the effect that damaged you. The ally gains a +1 bonus to attack rolls and a +1d6 bonus to damage rolls until the end of your next turn.

*The injury you sustain vanishes and reappears on a nearby ally within range, and with it comes a cold anger that makes your ally a more dangerous combatant.*

## VAMPIRIC WEAPONS

Rank 2 Incantation • Necromancy, Offensive, Weapon (Short)

When you hit a creature with an attack using a weapon, your attack deals an extra 2d10 necrotic damage. Additionally, each ally within 25 feet of you who deals damage with a weapon attack before the end of your next turn regains 2d6 hit points. An ally can only regain hit points once for each use of this incantation.

*You imbue your weapon with the power to drain life from your enemies and transfer it to the weapons of your allies.*

## VENOMOUS WEBS

Rank 2 Incantation • Conjunction, Focus, Offensive (Long)

As an action, choose one creature you can see within 50 feet. The target must succeed on a Constitution saving throw or take 4d4 acid damage and for 1 minute, the target is covered in acid webs. While covered, you and your allies gain advantage on attack rolls against the target. The target can repeat the saving throw at the end of each of its turns, shedding the acid webs on a success.

Additionally, if the target willingly moves before the end of its next turn, it becomes poisoned for 1 minute. While poisoned, the target takes 1d6 poison damage at the start of each of its turns. The target can make a Constitution saving throw at the end of each of its turns, ending the effect on a success.

*Sticky webs slick with acid burn your foe, poisoning its flesh with each step it takes.*

## VIGOROUS CADENCE

Rank 2 Incantation • Enchantment, Focus, Offensive (Long)

As an action, choose one creature you can see within 50 feet. The target must succeed on a Constitution saving throw or take 3d10 necrotic damage.

Additionally, for 1 minute, the first time the target makes an attack roll during each of its turns, your ally nearest to it regains 1d6 hit points. If two allies are equal distance, you choose which one regains the hit points.

*Your chant inspires health and valor. With each of your enemy's attacks, an ally's wounds are mended.*

## VILE VERMIN

Rank 2 Incantation • Conjunction, Focus, Offensive (Short)

As an action, choose one creature you can see within 50 feet who is touching the ground. The target must succeed on a Dexterity saving throw or take 3d10 poison damage.

Additionally, until the end of your next turn, any of your enemies that end their turn within 5 feet of the target takes 1d6 poison damage.

*The ground seems to burst upward as a surge of centipedes, beetles, rats, and snakes work their way to the surface around your foe.*

## VISIONS OF AVERICE

Rank 2 Incantation • Focus, Illusion, Utility (Long)

As an action, choose any number of creatures in a 25-foot radius sphere centered on a point within 50 feet. Each target must succeed on an Intelligence saving throw or be pulled up to 10 feet toward the center of the sphere and for 1 minute, the target's speed becomes 0. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success and becoming immune to this incantation for 24 hours.

The sphere creates a zone for 1 minute. As a bonus action, you can repeat the incantation against each enemy within the zone.

*The illusion of fabulous treasure appears out of thin air. Your enemies throw aside caution to seize it.*

## VORACITY OF HADAR

Rank 2 Incantation • Conjunction, Focus, Offensive (Long)

As an action, an area of magical darkness fills a 10-foot radius sphere centered on a point within 50 feet for 1 minute. Nonmagical light can't illuminate this darkness, and spells of 3rd level or higher only suppresses the darkness.

Creatures that enter or start their turn within the darkness take 4d6 necrotic damage. A creature can only take this damage once per turn.

Until the incantation ends, you can use an action on your turn to pulse the darkness. When you do, each creature within the sphere must succeed on a Constitution saving throw or take 4d6 necrotic damage.

*You create a zone of complete, impermeable darkness filled with flying, fluttering, fanged shadows. The shadows rend at the very life force of creatures caught within.*

## WALK THROUGH DARKNESS

Rank 2 Incantation • Transmutation, Utility (Long)

As a bonus action, you can safely move up to your speed. You are incorporeal during this movement.

While incorporeal, you can move through creatures and objects, but take 1d10 force damage if you end this movement inside an object or creature. You gain resistance to acid, fire, lightning, thunder; bludgeoning, piercing, and slashing damage from nonmagical weapons. You are immune to cold, necrotic, and poison damage. You are immune to being grappled, paralyzed, petrified, poisoned, prone, and restrained.

*As you move, your body becomes shadow, slipping through foes and barriers with equal ease.*

## WALL OF FOG

Rank 2 Incantation • Conjunction, Utility (Long)

As an action, you conjure a zone of arcane fog that persists for 1 minute. The zone consists of eight contiguous 5-foot cubes within 50 feet of you. The zone can be up to 40 feet long and up to 20 feet high. The zone's area is heavily obscured.

*You create a billowing wall of gray fog that obscures vision.*

## WATER TO ICE

Rank 2 Incantation • Evocation, Utility (Short)

As an action, you cause nonliving water in a 15-foot radius centered on a point within 50 feet to freeze to a depth of 6 inches. Mud or swamp freezes, becoming normal terrain. Wet floors change to slick ice, becoming difficult terrain. Ice covers bodies of water in the area, which can now be walked on (although ice is difficult terrain). A creature that enters a space of this ice or starts its turn there must succeed on a DC 11 Dexterity (Acrobatics) check or fall prone.

The transformed ice remains frozen until it melts naturally.

*Using cold to directly harm your enemies is one thing. You can also turn it to your advantage by using cold against water, freezing the area around you.*

## WELL OF DEATH

Rank 2 Incantation • Focus, Necromancy, Offensive (Long)

As an action, choose one creature you can see within 50 feet. The target must succeed on a Wisdom saving throw or take 3d10 necrotic damage and one of your allies within 25 feet of you can choose to spend a hit die to allow you to deal an additional 2d10 necrotic damage.

*You show your foes their doom, channeling dark power from your allies' very souls*

## WELL OF SHADOWS

Rank 2 Incantation • Conjunction, Focus, Offensive (Long)

As an action, a pool of darkness fills a 10-foot radius centered on a point within 50 feet. Each creature in the area must succeed on a Dexterity saving throw or take 3d10 necrotic damage and for 1 minute, its speed is reduced by 5 feet.

The pool persists for 1 minute. When one of your enemies enters the area for the first time on a turn or ends its turn there, it must succeed on a Dexterity saving throw or take 1d6 necrotic damage and for 1 minute, its speed is reduced by 5 feet. If the target's speed is already reduced, it is also restrained and takes 1d6 necrotic damage at the start of each of its turns.

Any creature whose speed is reduced or is restrained by this incantation can make a Strength saving throw at the end of each of its turns, ending the effect on itself on a success.

*A pool of darkness forms beneath your foes, clinging to them like something alive as they struggle to escape.*

## WIND RIDER

Rank 2 Incantation • Evocation, Utility (Short)

As a bonus action, you gain a 15-foot fly speed for 1 minute. You have a maximum altitude of 20 feet and attack rolls against you gain advantage while aloft.

*Powerful winds bear you aloft by pushing against the ground beneath you.*

## WINTER'S WRATH

Rank 2 Incantation • Evocation, Focus, Offensive (Short)

As an action, you target each creature in a 10-foot radius sphere centered on a point within 50 feet. Each target must succeed on a Constitution saving throw or take 4d6 cold damage.

The sphere creates a zone that lasts until the end of your next turn or until you dismiss it as a bonus action. The zone is lightly obscured, and any creature that starts its turn in the zone takes 1d6 cold damage. A creature can take this damage only once per turn.

*You raise your hand, and an icy blizzard rains down mercilessly upon an area you designate.*

## WORD OF MYSTIC WARNING

Rank 2 Incantation • Enchantment, Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 2d10 psychic damage, and you can choose one ally you can see within 25 feet of you. For 1 minute, if the target moves closer to that ally during the target's turn, the target takes 1d6 psychic damage. The target can make a Charisma saving throw at the end of each of its turns, ending the effect on a success.

*A word of power assaults your foe's mind, establishing a ward that harms it further if it draws closer to the ally you name.*

## WORMS OF MINAUROS

Rank 2 Incantation • Conjunction, Focus, Offensive (Short)

As an action, choose one creature you can see within 50 feet. You conjure a Medium mass of worms in the target's space until the end of your next turn. The target must succeed on a Constitution saving throw or take 3d10 acid damage and if the target ends its turn within 10 feet of the worms, it takes an additional 2d6 acid damage.

*You drop a mass of writhing maggots onto your enemy. The horrors feast on its flesh, dissolving it with acidic drool.*

## WRATH OF WOLFSTONE

Rank 2 Incantation • Conjunction, Offensive, Weapon (Short)

When you hit a creature with an attack using a weapon, your attack deals an extra 2d10 cold damage.

Additionally, you conjure the spirit of a Wolfstone berserker in an unoccupied space within 5 feet of the target. The conjuration lasts until the end of your next turn or until you dismiss it (no action required). Any of your enemies that end their turn within 5 feet of the berserker take 1d6 cold damage, and you can move that enemy up to 10 feet.

*You conjure the spirit of a Wolfstone berserker and use arcane magic to focus its wild fury against your foes.*

## ZEPHYR OF THE BARREN SANDS

Rank 2 Incantation • Transmutation, Utility (Short)

As a bonus action, you fly up to 20 feet.

*You channel the power of the desert winds to briefly lift you into the air.*



## RANK 3 INCANTATIONS

### ACCURSED SOULS

Rank 3 Incantation • Necromancy, Utility (Long)

As a bonus action, for 1 minute, whenever a creature you have *hexed* is reduced to 0 hit points, each of your enemies within 5 feet of that creature must succeed on a Dexterity saving throw or take 2d8 necrotic damage.

*The souls of those who fall while bearing your malice explode from their bodies to slay more of your foes.*

### ADAMANTINE ECHO

Rank 3 Incantation • Focus, Offensive, Transmutation (Long)

As an action, you target each creature in a 15-foot cone originating from you. Each target must succeed on a Constitution saving throw or take 6d6 thunder damage and for 1 minute, the target takes 1d8 thunder damage at the start of each of its turns. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Additionally, you gain a +2 bonus to AC for 1 minute.

*You unleash a thunderous roar to batter your enemies, and scales like those of an adamantine dragon cover your skin.*

### AMBASSADOR IMP

Rank 3 Incantation • Conjuration, Utility (Long)

As an action, you whisper a message into the air, and an imp-like presence appears next to the creature you wish to speak to and delivers your message as long as the target is within 100 miles. If the creature has a reply, the imp appears within 5 feet of you at the end of your next turn to utter it. If the target has no reply or is not within range, the imp appears within 5 feet of you at the end of your next turn to tell you so. The imp then disappears.

*You conjure forth an imp-like presence from the netherworld and give it a message to deliver to a far-off creature.*

### ANTHEM OF AGGRESSION

Rank 3 Incantation • Enchantment, Stance (Long)

As a bonus action, you enter the Anthem of Aggression stance. Until the stance ends, the first time each turn one of your allies within 15 feet of you who can hear you misses with a weapon attack, that ally deals 1d8 psychic damage to the missed target.

*You sing a song that gets the hearts of your allies racing, sending them into battle with fervor.*

### ARCANE AWARENESS

Rank 3 Incantation • Abjuration, Utility (Short)

As a bonus action, until the end of your next turn, creatures cannot gain advantage on attack rolls against you.

*Arcane power guides your defensive posture, guarding you even from attacks you can't see coming.*

### ARMOR OF ASSAULT

Rank 3 Incantation • Abjuration, Stance (Long)

As a bonus action, you enter the Armor of Assault stance. Until the stance ends, when you hit with a melee weapon attack, you gain a +2 bonus to AC and Dexterity saving throws until the start of your next turn.

*The magic of your vicious attacks temporarily protects you from harm.*

### BE GONE

Rank 3 Incantation • Conjuration, Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 3d10 damage and the target must make a Wisdom saving throw. On a failed save, you can teleport the target up to 15 feet.

*Your backhanded strike sends your enemy elsewhere.*

### BEACON BLADE

Rank 3 Incantation • Evocation, Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 3d10 damage, and the target must succeed on a Constitution saving throw or be blinded for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the blindness on a success.

In addition, the target is illuminated for 1 minute. While illuminated, the target sheds bright light in a 20-foot radius and dim light for an additional 20 feet. It cannot gain any benefits from invisibility and can be seen in magical darkness.

*As you slash at your foe, your weapon glows with a blinding light, banishing the gloom around you.*

### BLADE BOLT

Rank 3 Incantation • Offensive, Weapon (Long)

As an action, you throw your weapon at one creature within 25 feet. The target must succeed on a Constitution saving throw or take 5d10 lightning damage and for 1 minute, its speed is reduced by 10 feet. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

After the initial saving throw, your weapon returns to your hand.

*Throwing your weapon, you transform it into a bolt of lightning that cripples your foe.*

### BREAK ENCHANTMENT

Rank 3 Incantation • Abjuration, Focus, Utility (Long)

As a bonus action, choose any number of creatures in a 10-foot radius sphere centered on a point within 50 feet who can hear you. Each target can roll a saving throw against one effect that a save can end. If the saving throw is against a charm, fear, or illusion effect, the target gains a +4 bonus on the saving throw.

*Your arcane poem frees your allies' minds.*

## BOND OF BROTHERHOOD

Rank 3 Incantation • Transmutation, Utility (Long)

As a reaction, when an ally within 50 feet regains hit points, you also regain hit points equal to the amount the triggering ally regains.

*An ancient enclave of eladrin shared in each other's triumphs and pain; you borrow their magic to benefit from your ally's healing.*

## BRIDGE OF SHADES

Rank 3 Incantation • Conjuraton, Utility (Short)

As an action, choose two spaces you can see within 25 feet of you. Until the end of your next turn, the two spaces are considered to be within 5 feet of each other for the purpose of movement or making melee attacks. Moving from one space to the other is teleportation, although a creature doesn't need to be able to see the destination space.

*Twin pools of darkness shimmer to life at your command, creating a shadowy bridge between them.*

## BRIMSTONE CARESS

Rank 3 Incantation • Conjuraton, Utility (Short)

As a bonus action, choose one willing ally you can see within 50 feet. The target takes 1d8 fire damage and you teleport them up to 40 feet to an unoccupied space you can see within range. They becomes lightly obscured by lingering smoke until the start of your next turn.

*With a single swift word, you cause an ally to erupt in hellish flames and reappear.*

## BRITTLE-SKIN MISSILE

Rank 3 Incantation • Offensive, Transmutation, Weapon (Long)

When you hit a creature with a ranged attack using a weapon, your attack deals an extra 3d10 damage, and the target's speed is reduced by 10 feet and it suffers a 1d8 susceptibility to damage from weapon attacks for 1 minute. The target can make a Constitution saving throw at the end of each of its turns, ending the effects on a success.

*Your rune-scribed projectile calcifies flesh and causes your foe to falter.*

## BROOD OF HADAR

Rank 3 Incantation • Conjuraton, Focus, Offensive (Long)

As an action, choose one creature you can see within 25 feet. The target must succeed on a Constitution saving throw or take 6d6 necrotic damage.

If this damage is enough to reduce the target to 0 hit points, one creature you can see within 15 feet of the target must succeed on a Constitution saving throw or also take 6d6 necrotic damage.

*You call upon Hadar the Ebon Hunger. Your foe screams, clutches its head, and falls. Flying, fluttering, fanged shadows pour from your foe's open eyes, mouth, and ears, and descend upon one of your foe's allies.*

## CHANT OF ACCURACY

Rank 3 Incantation • Enchantment, Utility (Long)

As a bonus action, you and your allies within 50 feet of you who can hear you gain a +4 bonus to attack rolls until the end of your next turn.

*You recite the legend of the arrow that found the single gap in a foe's armor, inspiring your companion to strike true.*

## CIRCLE OF DEATH

Rank 3 Incantation • Focus, Necromancy, Offensive (Long)

As an action, you target each creature in a 10-foot radius sphere centered on a point within 50 feet. Each target must succeed on a Constitution saving throw or take 1d8 necrotic damage. Also on a failed save, for 1 minute, the target is dazed, it deals only half damage with weapon attacks that use Strength, and its speed is reduced by 5 feet. A target can repeat the saving throw at the end of each of its turns, ending all three effects on a success.

*You wave your hand and snuff out the lives of your enemies.*

## COMMAND INSANITY

Rank 3 Incantation • Charm, Enchantment, Focus, Offensive (Long)

As an action, choose one creature you can see within 50 feet. The target must make a Charisma saving throw. On a failed save, the target is dominated for 1 minute. On a successful save, the target is dazed for 1 minute. A creature dominated or dazed by this incantation can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Aberrations have disadvantage on saving throws against this incantation.

*Your eyes reflect the madness of the Far Realm, crushing your enemy's will with the overwhelming weight of insanity.*

## CONTAGIOUS CURSE

Rank 3 Incantation • Evocation, Focus, Offensive (Long)

As an action, choose one creature you can see within 50 feet. The target must succeed on a Constitution saving throw or take 6d6 poison damage.

Additionally, you can move the target up to 15 feet. The target is poisonous to your enemies for 1 minute. While poisonous, any of your enemies that start their turn within 5 feet of the target take 3d6 poison damage. The target can make a Wisdom saving throw at the end of each of its turns ending the effect on a success.

*A cloud of poison gas coils around your foe, warding off help.*

## COUNTERPOINT

Rank 3 Incantation • Enchantment, Focus, Offensive (Long)

As an action, choose one creature within 50 feet who can hear you. The target must succeed on a Wisdom saving throw or take 5d10 psychic damage.

Additionally, for 1 minute, whenever the target misses with an attack, it provokes opportunity attacks from you and your allies who can hear you. The target can make a Wisdom saving throw at the end of each of its turns, ending the effect on a success.

*Your song mimics the beat of your foe's attacks, so that your allies match them strike for strike.*

## CURSE OF THE BLACK FROST

Rank 3 Incantation • Conjunction, Focus, Offensive (Long)

As an action, make a ranged spell attack against one creature within 50 feet. On a hit, the target takes 5d10 cold damage, and it is surrounded by floating frost-needles for 1 minute. While surrounded, the first time the target moves for any reason on a turn, it takes 4d6 cold damage. At the end of each of its turns, the target can make a Dexterity saving throw. On a failed save, the target takes 4d6 cold damage. On a successful save, the target evades the needles and the incantation ends.

*You create a fence of sharp frost-needles around your foe. They slowly freeze it and if it moves or touches the spikes, the ice grows longer and sharper.*

## DANCING SHIELD

Rank 3 Incantation • Conjunction, Utility (Long)

As a bonus action, choose one creature you can see within 25 feet. For 1 minute, you conjure a shield of metal and magic to protect the target. The target gains a +2 bonus to AC and Dexterity saving throws until the incantation ends or until you move the shield. As a bonus action, you can move the shield to a new target within 25 feet of you. That ally then gains the bonus.

*A small metal sheaf unfolds into a medium-sized shield that floats near an ally and blocks incoming attacks.*

## DARKEST MIRROR

Rank 3 Incantation • Focus, Offensive, Transmutation (Short)

As a bonus action, you can see invisible creatures as if they were not invisible for 1 hour. All other creatures, including your allies, are invisible to you for 1 hour. You can end this incantation early as a bonus action.

*A dark membrane snaps shut over your eyes. They reflect another world now, filled with shadows and spectral foes.*

## DEATH SMOKE

Rank 3 Incantation • Focus, Necromancy, Offensive (Long)

As an action, you target each creature in a 10-foot radius sphere centered on a point within 50 feet. Each target must succeed on a Constitution saving throw or take 3d6 necrotic damage and 3d6 poison damage.

The sphere creates a zone that persists for 1 minute. Spaces within the zone are lightly obscured. Any creature that enters the zone or starts its turn there takes 1d4 necrotic damage and 1d4 poison damage. A creature can take this damage only once per turn. You can use a bonus action to move the zone up to 15 feet.

At the end of each of your turns, the zone moves 1d4 x 5 feet in a random direction.

*Great billowing clouds of noxious smoke spread death and decay to your enemies.*

## DEATH'S FOND CARESS

Rank 3 Incantation • Focus, Necromancy, Offensive (Long)

As an action, choose one creature you can see within 50 feet. The target must succeed on a Dexterity saving throw or take 5d10 necrotic damage that ignores resistance to necrotic damage.

*This lazy tendril of corpse-yellow energy seems almost gentle as it caresses your foe, because all beings secretly yearn for death.*

## DIMENSIONAL ECHOES

Rank 3 Incantation • Conjunction, Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 3d10 force damage, and the target is bonded to you for 1 minute. Until the bond ends, you can use a bonus action to teleport up to 15 feet closer to the target or teleport the target up to 10 feet closer to you.

*As you strike, you create an arcane bond between yourself and your foe, allowing you to slip either of you between narrow gaps between the worlds.*

## DRAGON'S RESOLVE

Rank 3 Incantation • Transmutation, Utility (Long)

As a bonus action, for 1 minute, while you are below half hit points, you gain a +2 bonus to attack rolls and saving throws.

*Your blood boils with the wrath of a dragon, giving you greater fury and power when the situation seems most dire.*

## EARTH PASSAGE

Rank 3 Incantation • Transmutation, Utility (Short)

As a bonus action, you move up to 20 feet through stone, rock, sand, or earth, and you gain 5 feet of tremorsense until the end of your turn. If you end this movement inside solid earth, you immediately move to an unoccupied space nearest your entry point.

*You stride through earth or stone as if it isn't there.*

## EARTHEN GRASP

Rank 3 Incantation • Conjunction, Focus, Offensive (Long)

As a bonus action, you conjure a Large earthen fist in an unoccupied space on the ground within 100 feet. The fist persists for 1 minute and counts as an ally to you and your allies for the purposes of having a conscious ally within 5 feet of a target.

While the fist persists, you can use an action to force each creature within a 10-foot cube originating from the fist to succeed on a Dexterity saving throw or take 6d6 bludgeoning damage and be knocked prone.

*A great fist rises from the ground to smash your enemies flat.*

## ENERGY DEVOURER

Rank 3 Incantation • Abjuration, Utility (Long)

As a reaction, when an enemy deals damage to you that isn't bludgeoning, piercing, or slashing, you take only half damage from the triggering effect. Until the end of your next turn, you gain a +1d8 bonus to damage rolls of attacks and abilities that share the damage type of the triggering effect.

*As you shrug off an enemy's attack, you capture that attack's power for your own use.*

## ETHEREAL SIDESTEP

Rank 3 Incantation • Conjunction, Utility (Turn)

As a bonus action, you teleport up to 5 feet.

*You slip through a rift in reality and appear a few feet away.*

## EXPOSURE OF WEAKNESS

Rank 3 Incantation • Enchantment, Stance (Long)

As a bonus action, you enter the Exposure of Weakness stance. Until the stance ends, enemies within 15 feet of you who can hear you suffer a 1d8 susceptibility to all damage dealt by your allies.

*You tell a tale that reveals the gaps in your enemies' armor, exposing them for your allies to see.*

## FAMILIAR SHAPE

Rank 3 Incantation • Familiar, Polymorph, Transmutation, Utility (Long)

As a bonus action, you assume a form identical to your familiar for 1 minute, and for the same duration, can change back and forth between this and your natural form as a bonus action. In this form, you gain the movement modes, speeds, and special senses of your familiar, and are limited to the normal actions your familiar can take.

*You assume the shape of a creature that resembles your familiar.*

## FEAST OF SOULS

Rank 3 Incantation • Focus, Necromancy, Offensive (Long)

As an action, you create a 10-foot radius sphere of hungry spirits centered on a point within 50 feet. Each creature in the area must succeed on a Wisdom saving throw or take 6d6 psychic damage and for 1 minute, the target is dazed. A dazed creature can repeat the saving throw at the end of each of their turns, ending the effect on itself on a success.

The area of hungry spirits persists for 1 minute, and you can use a bonus action to move the area up to 15 feet. The area is difficult terrain, and each creature that enters the area of starts its turn there must succeed on a Wisdom saving throw or take 6d6 cold damage.

*Souls trapped in the Nine Hells are hungry for life. Opening a temporary rift, you give them a taste of your foes' vitality.*

## FEY DUELIST'S DANCE

Rank 3 Incantation • Conjunction, Utility (Long)

As a bonus action, you enter the Fey Duelist's Dance stance for 1 minute. Until the stance ends, when an enemy hits or misses you with an attack, you can use your reaction to teleport up to 10 feet.

*You slip the planar firmament with ease, dancing away from your enemies' attacks in much the same manner as the rakes and bravos that inhabit the Feywild's strange cities.*

## FEY TRANSCENDENCE

Rank 3 Incantation • Utility (Long)

As a bonus action, you gain a +10 foot bonus to speed and a +2 bonus to saving throws for 1 minute.

*For a moment, your mind and body are in harmony, and you achieve the pinnacle of grace and speed.*

## FEYWILD GRACE

Rank 3 Incantation • Stance, Transmutation (Long)

As a bonus action, you enter the Feywild Grace stance. Until the stance ends, your speed increases by 10 feet, you ignore difficult terrain, you gain a +4 bonus on Strength (Athletics) checks, Dexterity (Acrobatics) checks, and Dexterity (Stealth) checks.

*You move with otherworldly grace through even the most difficult environments.*

## FIRESCYTHE

Rank 3 Incantation • Conjunction, Focus, Offensive (Long)

As an action, you target each creature in a 10-foot radius centered on a point within 50 feet. Each allied target can fall prone (no action required). Each nonprone target must make a Dexterity saving throw. On a failed save, a target takes 6d6 fire damage, or half as much damage on a successful save.

*Your allies have the split second warning necessary to duck beneath the enormous, flaming scythe summoned by your magic.*

## FLOWING EVASION

Rank 3 Incantation • Transmutation, Utility (Short)

As a bonus action, you or one ally you can see within 25 feet can safely move up to 20 feet (no action required). The target can move through other creatures' spaces.

*Assuming a watery form lets your target slither through the enemy ranks to get into better position to make an attack or to escape.*

## FOOL'S CHARM

Rank 3 Incantation • Charm, Enchantment, Focus, Offensive (Long)

As an action, choose one creature you can see within 100 feet. The target must succeed on a Wisdom saving throw or take 5d10 psychic damage and you can move the target up to 15 feet. Also on a failed save, target takes 1d8 psychic damage at the start of each of its turns for 1 minute. It can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Each time the target fails a saving throw against the ongoing psychic damage, you can move it up to 5 feet.

*You turn your focus round and round, invoking the words to the charm that will rob your enemy of all tactical sense.*

## FORCE DAGGERS

Rank 3 Incantation • Conjunction, Offensive, Weapon (Long)

As an action, while you are wielding a dagger, choose any number of creatures you can see within a 15-foot cone originating from you. Make a melee spell attack against each target. On a hit, a target takes 8d6 force damage. If you targeted only one creature, it takes 7d10 force damage on a hit instead of 8d6.

*You sheathe your dagger in a field of force, which then duplicates into a dozen floating replicas of force all over the battlefield, mimicking your moves.*

## FORCEFUL DISMISSAL

Rank 3 Incantation • Evocation, Focus, Offensive (Long)

As an action, you target each creature in a 15-foot cone originating from you. Each target must succeed on a Strength saving throw or take 6d6 force damage, be pushed up to 15 feet, and knocked prone.

*Bored with your foes, you give them a dismissive wave with your hand that sends them tumbling to the ground.*

## GALE WALL

Rank 3 Incantation • Conjunction, Utility (Long)

As a bonus action, you conjure a zone of wind within 50 feet of you that persists for 1 minute. The zone consists of eight contiguous 5-foot cubes and can be up to 20 feet high. Any creature that starts its turn in the zone or within 5 feet of it is pushed 1d4 x 5 feet away from it. Moving through a space of the zone costs twice as much movement as normal. In addition, a creature has three quarters cover against any ranged weapon attack that passes through the zone.

*A wall of gusting wind slows movement and deflects missiles.*

## HEALER'S MOMENTUM

Rank 3 Incantation • Offensive, Transmutation, Weapon (Long)

As a reaction, when a creature deals damage to one of your allies you can see within 25 feet of you, you can make a ranged attack using a weapon against the triggering enemy. On a hit, the target suffers the attack's normal effects plus an extra 1d10 damage.

Additionally, the ally hit by the triggering attack can spend up to three hit dice to regain hit points, and two other allies within 25 feet of the triggering creature gain temporary hit points equal to the HP your ally regained.

*You draw upon the force of your enemy's attacks, transforming them into a curative infusion on the fly.*

## HEX OF MADNESS

Rank 3 Incantation • Enchantment, Focus, Offensive (Long)

As an action, you target each creature in a 10-foot radius sphere centered on a point within 50 feet. Each target must succeed on a Dexterity saving throw or take 6d6 psychic damage.

The sphere creates a zone that persists for 1 minute. Each enemy that ends its turn in the zone takes 1d8 psychic damage.

*You incite a mob of your enemies, turning them into a frenzy of raving madness.*

## HORRIFYING HATCHING

Rank 3 Incantation • Conjunction, Focus, Offensive (Long)

As an action, choose one creature you can see within 50 feet. The target must succeed on a Constitution saving throw or take 3d8 poison damage and for 1 minute, the target is infested with spider eggs. While infested, the target is poisoned and takes 2d8 poison damage at the start of each of its turns. The target can repeat the saving throw at the end of each of its turns, ending the infestation on a success.

As a bonus action, you can end the infestation and immediately deal 3d8 poison damage to the target.

*Spider eggs hatch inside your enemy's flesh, unleashing a deadly poison and causing the creature to thrash in panic.*

## HYMN OF THE DARING RESCUE

Rank 3 Incantation • Conjunction, Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 3d10 damage, and you can choose one of your allies within 25 feet of you. For 1 minute, that ally can teleport to a space within 5 feet of you as a bonus action.

*Your attack resonates in an arcane song that allows an ally to teleport to your side.*

## ILLUMINATING STARS

Rank 3 Incantation • Divination, Utility (Long)

As a bonus action, you and your allies within 25 feet of you gain a +4 bonus on Wisdom (Insight) and (Perception) checks for 1 minute.

*You invoke the light of the full moon and the guiding star of the north, revealing hidden truths and hidden foes.*

## ILLUSORY ERASURE

Rank 3 Incantation • Illusion, Utility (Short)

As a bonus action, choose one ally within 50 feet who can hear you. The target becomes invisible until the end of your next turn, and you can move the target up to 20 feet.

*Your magic song makes an ally abruptly disappear, giving them a chance to sneak up on foes.*

## INVERTED RESISTANCE

Rank 3 Incantation • Focus, Offensive, Transmutation (Long)

As a bonus action, choose any number of creatures within 25 feet of you. Each target must succeed on a Wisdom saving throw or for 1 minute, lose all damage resistances and gain a 1d8 susceptibility to the damage types it had resistances against. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

*You twist the nature of your foes to turn their protection into a weakness.*

## IRON SPIKE OF DIS

Rank 3 Incantation • Conjunction, Focus, Offensive (Long)

As an action, make a ranged spell attack against one creature within 50 feet. On a hit, the target takes 5d10 magical piercing damage and for 1 minute, the target is restrained. As an action on its turn, the target can make a Strength saving throw, pulling itself free from the spike on a success.

*You call up a spear of red iron from the infernal regions and hurl it at your foe. Transfixing armor, flesh, or skin, it nails them to the spot where they stand.*

## KALAK'S BURNING SANDS

Rank 3 Incantation • Focus, Offensive, Transmutation (Long)

As an action, choose one creature you can see within 25 feet. The target must succeed on a Strength saving throw or take 5d10 fire damage and for 1 minute, the target begins sinking into the ground. While sinking, the target falls prone and cannot stand up, and has half cover against all creatures except you. Also while sinking, the target takes 1d8 fire damage at the start of each of its turns. It must repeat the saving throw at the end of each of its turns. On the first failed save, the target becomes incapacitated as it sinks fully into the sand and gains total cover against all creatures, including you. On a successful save, the target reappears in the space it last occupied or in the nearest unoccupied space of its choice and the incantation ends.

Creatures with a burrow speed or the earth glide ability can escape from this incantation automatically (no action required).

*You transform the ground beneath your foe's feet into seething black sand. As your enemy sinks down, the sand scorches the creature.*

## LIGHTNING NOTES

Rank 3 Incantation • Evocation, Focus, Offensive (Long)

As an action, each enemy within 15 feet of you must make a Dexterity saving throw. On a failed save, a target takes 6d6 lightning damage, and is dazed for 1 minute. On a successful save, a target takes half as much damage and is electrified for 1 minute.

At the end of each of its turn, a dazed target must make a Constitution saving throw. On a failed save, the target takes 1d8 lightning damage. On a successful save, the daze ends and the target becomes electrified for 1 minute.

An electrified target takes 1d8 lightning damage at the start of each of its turns, and can make a Constitution saving throw at the end of each of its turns, ending the effect on itself on a success.

*Channeling arcane energy into a cloud of dust, you create lightning that ripples across your foes.*

## LIGHTNING SERPENT

Rank 3 Incantation • Evocation, Focus, Offensive (Long)

As an action, make a ranged spell attack against one creature within 50 feet. On a hit, the target takes 5d10 lightning damage, and is poisoned for 1 minute. While poisoned, the target's speed is reduced by 10 feet, and it takes 1d8 poison damage at the start of each of its turns. The target can make a Constitution saving throw at the end of each of its turns, ending the poisoned effect on a success.

*A crackling bolt of lightning springs from your hand and leaps at a foe, taking serpentine form as it strikes.*

## LIGHTNING STRIDER

Rank 3 Incantation • Offensive, Transmutation, Weapon (Long)

As an action, you can teleport up to 20 feet and make one melee attack using a weapon against one creature within reach. On a hit, the target suffers the attack's normal effects plus an extra 1d8 lightning damage.

After the first attack is resolved, you can teleport up to 15 feet and make one melee attack using a weapon against one creature within reach. On a hit, the target suffers the attack's normal effects plus an extra 1d8 lightning damage.

After the second attack is resolved, you can teleport up to 10 feet and make one melee attack using a weapon against one creature within reach. On a hit, the target suffers the attack's normal effects plus an extra 1d8 lightning damage.

*Your body becomes like a bolt of lightning as you shoot from enemy to enemy, launching attack after attack.*

## MASS RESISTANCE

Rank 3 Incantation • Abjuration, Utility (Long)

As a bonus action, choose acid, cold, fire, force, lighting, necrotic, poison, psychic, radiant, or thunder damage. You and each ally within 50 feet of you gain resistance to the chosen damage type for 1 minute.

*You wrap arcane strands about yourself and your allies, insulating all against a particular type of damage.*

## OOZE INCARNATE

Rank 3 Incantation • Focus, Offensive, Polymorph, Transmutation (Long)

As an action, you safely move up to 20 feet. You can move through other creatures' spaces. Each creature whose space you move through must make a Dexterity saving throw. On a failed save, the target takes 6d6 acid damage and is pushed up to 5 feet. On a successful save, the target takes no damage, but you still push it up to 5 feet. A creature is only subject to this saving throw once. You return to your normal form after this movement.

*Your body and items turn to caustic jelly as you slide through a throng of foes.*

## PERFECT PITCH

Rank 3 Incantation • Transmutation, Utility (Long)

As a bonus action, for 1 minute, you gain a +1d8 bonus to damage rolls, and when you restore hit points to yourself or an ally, that creature regains an additional 1d8 hit points.

*With elegant poise, you focus your arcane power to aid attacks and healing.*

## PHARAOH'S STEP

Rank 3 Incantation • Transmutation, Utility (Short)

As a reaction, when an enemy misses you with an attack, you safely fly up to 20 feet, and can move through other creatures' spaces. After the move, you place a lesser hex on the triggering creature.

*After an enemy misses you with an attack, you take a form of sand and ash. You then zip across the battlefield and lay your hex upon the offending creature.*

## PHOENIX STEP

Rank 3 Incantation • Conjuraton, Utility (Short)

When you take fire damage, you can reduce the triggering damage to 0 and remove yourself from play until the start of your next turn (no action required). When you return to play, you reappear in any unoccupied space within 50 feet of the space you left that has line of sight to that space.

*You vanish in a sudden flare of flame, only to rise from the ashes elsewhere.*

## PRIME THE FIRE

Rank 3 Incantation • Evocation, Focus, Offensive (Long)

As an action, you target each creature in a 10-foot radius sphere centered on a point within 50 feet. Each target must succeed on a Constitution saving throw or take 6d6 fire damage.

Additionally, the first time the target makes an attack roll before the start of your next turn, it takes 6d6 fire damage.

*Flames wash over your foe and then subside, but they flare to life again if the enemy acts in hostility.*

## RADIANT SIGIL

Rank 3 Incantation • Evocation, Utility (Long)

As a bonus action, touch one weapon or spellcasting focus within reach. For 1 minute, any attack, spell, or ability that uses the target as a weapon or spellcasting focus deals radiant damage instead of its normal damage types. Whenever any weapon or spell attack using the target hits, the target's wielder regains 1d8 hit points.

The target's wielder can end this effect when they hits a creature with an attack using the target (no action required). That creature is then dazed for 1 minute. In addition, the wielder can spend up to three hit dice to regain hit points. If they do so, they regain an additional 1d8 hit points.

*Brilliant light streams from the item you imbue with radiant might and healing power.*

## RECUPERATE ENCHANTMENT

Rank 3 Incantation • Evocation, Focus, Utility (Short)

As a reaction, when an ally you can see within 50 feet spends any number of hit dice to regain hit points, you maximize each of those hit dice.

*You trigger enchantments places on your ally's armor that temporarily infuses them with healing energy.*

## RELENTLESS HARRIER

Rank 3 Incantation • Conjuraton, Summoning, Utility (Long)

As a bonus action, you create a Small relentless harrier in an unoccupied space within 25 feet.

The relentless harrier is friendly to you and your companions. Roll initiative for the harrier, which has its own turns. It obeys any mental commands that you issue to it (no action required). If you don't issue any commands to it, it defends itself from hostile creatures and uses its reactions to make opportunity attacks.

The relentless harrier's statistics are listed at the end of this supplement.

*You grant animation to a nimble construct.*

## REPELLING SHIELD

Rank 3 Incantation • Abjuration, Utility (Short)

As a reaction, when you are hit by a melee attack, you gain a +4 bonus to AC and Dexterity saving throws until the end of your next turn. If any creature makes a melee attack against you while this incantation is in effect, you can push it up to 15 feet after the attack resolves (no action required).

These effects can apply to the triggering attack.

*A sudden shield of arcane energy blocks an attack and pushes the enemy away.*

## RING OF PAIN

Rank 3 Incantation • Focus, Necromancy, Offensive (Long)

As an action, choose one creature you can see within 50 feet. The target becomes engulfed in shadow for 1 minute. While engulfed in shadow, the target takes 2d8 psychic damage at the start of each of its turns. The target can make a Wisdom saving throw at the end of each of its turns, breaking free from the shadows on a success. The first time the target fails its save, repeat this incantation against a second creature within 50 feet of you. This incantation does not spread to a third creature.

*You slam your fists together and a resonating circle of darkness engulfs your foe, crushing its will until the darkness leaps to a stronger target.*

## SAGA OF VENGEANCE

Rank 3 Incantation • Enchantment, Offensive, Weapon (Long)

When you hit a creature with a ranged attack using a weapon, your attack deals an extra 3d10 damage, and for 1 minute, whenever one of your allies who can hear you hits the target with an attack, that ally can choose to roll a saving throw against one effect that a save can end or to regain 1d8 hit points.

*You punctuate a tale of bloody vengeance with your shot, each word inspiring your allies.*

## SEASON'S MALAISE

Rank 3 Incantation • Enchantment, Focus, Offensive (Long)

As an action, you target each creature in a 10-foot radius sphere centered on a point within 50 feet. Each target must make succeed on a Wisdom saving throw or take 6d6 psychic damage.

Additionally, for 1 minute, each target is afflicted with malaise. While under this effect, the target takes 1d8 psychic damage at the start of each of its turns, and cannot take reactions. The target can make a Wisdom saving throw at the end of each of its turns, ending the effect on itself on a success.

*Dark clouds appear over your foes, and you assault their minds with a psychic attack that causes depression and lethargy.*

## SHADE DANCE

Rank 3 Incantation • Transmutation, Utility (Long)

As a bonus action, for 1 minute, whenever you move at least 15 feet on your turn you become a living shadow until the start of your next turn. While you are a shadow, you gain the following:

- Resistance to acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing damage from nonmagical weapons.
- Immunity to necrotic and poison damage, and immunity to being grappled, paralyzed, petrified, poisoned, prone, or restrained.
- You can move through a space as narrow as 1 inch wide without squeezing.
- While in dim light or darkness, you can take the Hide action as a bonus action.
- While in direct sunlight, you have disadvantage on attack rolls, ability checks, and saving throws.

*As you maneuver across the battlefield, you take on the form of living shadow to frustrate your foes' attacks.*

## SHADOW ARMOR

Rank 3 Incantation • Conjunction, Utility (Long)

As a bonus action, you become surrounded by a suit of shadow armor that grants you advantage on Stealth checks and a +2 bonus to AC for 1 minute.

As a bonus action, you can end this incantation to become invisible until the end of your next turn and teleport up to 20 feet.

*Shadow coalesces around you to take the form of a macabre suit of armor.*

## SHADOW FORM

Rank 3 Incantation • Polymorph, Transmutation, Utility (Long)

You assume a shadowy form for 1 hour, or until you end it as a bonus action. In this form, you gain the following:

- You gain a fly speed of 30 feet.
- Resistance to acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing damage from nonmagical weapons.
- Immunity to necrotic and poison damage, and immunity to being grappled, paralyzed, petrified, poisoned, prone, or restrained.
- You can move through a space as narrow as 1 inch wide without squeezing.
- You can't attack or interact with objects.

*You fly apart into a swarm of batlike shadows.*

## SHIELDING SHADES

Rank 3 Incantation • Abjuration, Utility (Long)

As a reaction, when you take damage, you reduce the damage you would take to 0. If the damaging effect targets other creatures, they take damage as normal.

*You call up a swirling shield of darkness from some far domain, interposing it between yourself and dire peril.*

## SIGIL OF LUCK

Rank 3 Incantation • Divination, Utility (Long)

As a bonus action, you touch one weapon or spellcasting focus within reach. For 1 minute, any attack, spell, or ability that uses the target as a weapon or spellcasting focus gains a +2 bonus to attack rolls and a +1d8 bonus to damage rolls.

The target's wielder can use a bonus action to end this effect and remove one effect on themselves that a save can end.

*You imbue a weapon or a focus with a dose of luck and arcane energy.*

## SLICK CONCOCTION

Rank 3 Incantation • Conjunction, Utility (Short)

As a bonus action, choose any number of willing creatures within 15 feet of you. Each target gains a +4 bonus on Dexterity saving throws until the end of your next turn, and you can move them up to 20 feet.

*You direct a magical liquid under your allies' feet, causing them to slip across the battlefield.*

## SMOTHERING DARKNESS

Rank 3 Incantation • Illusion, Utility (Long)

As a bonus action, you create a burst of magical darkness in a 10-foot radius sphere originating from you that persists for 1 minute. The darkness created by this incantation is stationary and blocks line of sight for all creatures except you. You gain darkvision out to 60 feet while the area persists.

*You reach into the Shadowfell and pull its threads around yourself. At the same time, that plane's dark energy infuses your eyes, allowing you to see easily into the darkest night.*

## SONG OF RECOVERY

Rank 3 Incantation • Enchantment, Utility (Short)

As a bonus action, choose any number of creatures within 25 feet of you. Each target who can hear you gains a +4 bonus to saving throws until the end of your next turn.

*You instill a sense of perseverance in your allies with an inspiring song.*

## SORCEROUS PULSE

Rank 3 Incantation • Evocation, Utility (Long)

As a bonus action, choose acid, cold, fire, force, lightning, necrotic, poison, psychic, radiant, or thunder. For 1 minute, whenever you deal damage of the chosen type, you deal an extra 1d8 damage to each target.

*You drown out the clash of combat and focus on one type of energy, which you channel for extra power.*

## SPIDER'S LEAP

Rank 3 Incantation • Transmutation, Utility (Short)

As a bonus action, you can leap up to 20 feet. When you make a charging attack, or take the Dash action, you can activate this incantation without using a bonus action (no action required).

*Like the deathjump spider, you can pounce upon your prey with frightening speed.*



## SPINED DEVIL'S BOON

*Rank 3 Incantation • Transmutation, Utility (Long)*

As a bonus action, for 1 minute, you gain a fly speed of 30 feet and any enemy that touches you or hits you with a melee attack takes 3d6 magical piercing damage. A creature engaged in a grapple with you also takes this damage at the start of each of your turns.

*You steal the essence of a spined devil, gaining wings and a protective layer of barbed quills.*

## STATIC SHELL

*Rank 3 Incantation • Evocation, Focus, Utility (Long)*

As a bonus action, you touch yourself or one ally within reach. For 1 minute, the primary target gains resistance to lightning damage.

Until the incantation ends, once per round if the primary target is within 25 feet of you, you can use an action to spark the armor. Each enemy within 10 feet of the primary target must succeed on a Constitution saving throw or take 6d6 lightning damage and be pulled up to 15 feet to a space within 5 feet of the primary target.

*You create an enchantment of arcane static that you lay on your ally's armor.*

## STORM COUNTESS'S KISS

*Rank 3 Incantation • Evocation, Focus, Offensive (Long)*

As an action, make a ranged spell attack against one creature within 50 feet. On a hit, the target is held restrained 15 feet off the ground for 1 minute. At the end of each of its turns, the target can make a Strength saving throw. On a successful save, the incantation ends. On a failed save, you can move the target up to 15 feet in any direction.

*You sarcastically blow a kiss at your enemy, creating a swirling gale that lifts your foe off the ground and then tosses it aside.*

## STORM OF ENERGY

*Rank 3 Incantation • Evocation, Offensive (Long)*

As a bonus action, choose any number of creatures you can see within 25 feet of you who are under an effect that deals damage at the start of their turns. Each instance of that damage increases by 2d8 for its duration.

*With a wave of your hand, you increase the vigor of whatever effects ail your foes.*

## SUMMON ARROWHAWK

*Rank 3 Incantation • Conjuration, Focus, Summoning (Long)*

As a bonus action, you summon a Medium arrowhawk in an unoccupied space within 50 feet.

The arrowhawk is friendly to you and your companions. Roll initiative for the arrowhawk, which has its own turns. It obeys any mental commands that you issue to it (no action required). The arrowhawk persists for 1 minute or until you dismiss it as a bonus action. If you don't issue any commands to it, it defends itself and makes opportunity attacks against your enemies.

The creature's statistics are listed at the end of this supplement.

*With a mighty shriek, a four-winged creature of the Elemental Chaos appears above your foes and swoops in to attack.*

## SUMMON HAMMERFIST CRUSHER

*Rank 3 Incantation • Conjuration, Focus, Summoning (Long)*

As a bonus action, you summon a Medium hammerfist crusher in an unoccupied space within 50 feet.

The hammerfist crusher is friendly to you and your companions. Roll initiative for the crusher, which has its own turns. It obeys any mental commands that you issue to it (no action required). The crusher persists for 1 minute or until you dismiss it as a bonus action. If you don't issue any commands to it, it takes the dodge action.

The creature's statistics are listed at the end of this supplement.

*A hulking creature of rock appears before you. It strikes too slowly to possibly hit a living creature, but its mighty fists turn walls and doors into rubble.*

## SUMMON HELL HOUND

*Rank 3 Incantation • Conjuration, Focus, Summoning (Long)*

As a bonus action, you summon a Medium hell hound in an unoccupied space within 50 feet.

Roll initiative for the hound, which has its own turns. You can use a bonus action on your turn to issue mental commands to it, which it must obey. The hound persists for 1 minute or until you dismiss it as a bonus action.

You are connected to the life force of the hell hound. While the summoned hound is present, whenever you deal damage to a creature that creature takes an extra 1d8 fire damage, and each creature that hits you with a melee attack takes 1d8 fire damage.

If you didn't issue any commands to the hound by the end of your turn, on its turn, it attacks the nearest enemy, targeting as many creatures as possible. If it can't target any enemies, it moves up to its speed toward the nearest enemy. In addition, you take 1d8 fire damage.

The DM has the creature's statistics.

*You summon a burning, hound-like creature that bays with the voice of a raging inferno.*

## SUMMON SUCCUBUS/INCUBUS

*Rank 3 Incantation • Charm, Conjuration, Focus, Summoning (Long)*

As a bonus action, you summon a Medium succubus/Incubus in an unoccupied space within 50 feet.

Roll initiative for the succubus/Incubus, which has its own turns. You can use a bonus action on your turn to issue mental commands to it, which it must obey. The succubus/Incubus persists for 1 minute or until you dismiss it as a bonus action.

You are connected to the life force of the succubus/Incubus. While the summoned succubus/Incubus is present, each creature you deal damage to suffers a -4 penalty to attack rolls against you until the end of its next turn.

If you didn't issue any commands to the succubus/Incubus by the end of your turn, on its turn, it safely moves up to its speed and attacks the nearest enemy within range that is not charmed. In addition, you are dazed until the end of your next turn.

The DM has the creature's statistics.

*With a puff of perfumed brimstone, a succubus or incubus saunters into the world at your call.*

## SUMMONS OF KHIRAD

Rank 3 Incantation • Conjuraton, Focus, Offensive (Long)

As an action, choose one creature you can see within 50 feet. The target must succeed on a Wisdom saving throw or take 5d10 psychic damage and for 1 minute, the blue flame of Khirad appears in the target's mind. At the end of each of its turns, the target must repeat the saving throw. On a failed save, the target is teleported to an unoccupied space within 15 feet of you. On a successful save, the incantation ends.

*A pale blue flame springs up from your brow as you invoke Khirad, a star of dire portent. Your enemy's mind burns with Khirad's flame, and you teleport them where you wish.*

## SYMPHONY OF MISFORTUNE

Rank 3 Incantation • Enchantment, Focus, Offensive (Long)

As an action, you target each creature in a 10-foot radius sphere centered on a point within 50 feet. Each target must succeed on a Wisdom saving throw or take 6d6 psychic damage.

The sphere creates a zone of misfortune that persists for 1 minute. When the zone appears, choose one of the following misfortune effects; until the end of your next turn, each enemy that starts its turn within the zone is subject to that effect.

- The enemy's speed is reduced by 10 feet.
- The enemy takes 1d8 psychic damage.
- Your allies gain advantage on attack rolls against the enemy.

Until the zone ends, you can use a bonus action to choose a new misfortune effect for the zone.

*You unleash a song of missed chances, lost home, and tragic accidents, bringing bad luck to your enemies.*

## SYMPATHY OF THE DARK COURT

Rank 3 Incantation • Enchantment, Focus, Offensive (Long)

As an action, you target each creature in a 10-foot radius sphere centered on a point within 100 feet. Each target must succeed on a Charisma saving throw or be dazed and have its speed become 0 for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending both effects on a success.

Additionally, each ally within the sphere can use their reaction to disengage, move up to 20 feet, and gain a +1d8 bonus to damage rolls until the end of your next turn.

The sphere creates a zone that persists for 1 minute. Each enemy that ends its turn in the zone takes 1d8 psychic damage.

*Your magic unleashes an echoing song of the Feywild, corrupting your enemies in body and mind even as it grants your allies a burst of battle frenzy.*

## TAUNTING PHANTOMS

Rank 3 Incantation • Focus, Illusion, Offensive (Long)

As an action, you target each creature in a 10-foot radius sphere centered on a point within 50 feet. Each target must succeed on an Intelligence saving throw or use its reaction, if available, to make one melee weapon attack against a creature of your choice, including itself.

Additionally, each creature is beset by illusions for 1 minute. While beset, the target takes 1d8 psychic damage each time it misses with a melee attack roll. The target can make an Intelligence saving throw at the end of each of its turns, ending the effect on itself on a success.

*Your foes are beset by tormenting images that dart among them, daring them to attack and driving them to lash out with reckless abandon.*

## THIEF OF FATE

Rank 3 Incantation • Divination, Focus, Offensive (Long)

As an action, choose one creature you can see within 50 feet. The target must succeed on a Wisdom saving throw or have its fate stolen for 1 minute. While its fate is stolen, whenever the target makes a saving throw or an attack roll, you roll a d20 without modifiers. If your result is higher than the target's unmodified die roll, the target's attack misses or the target's saving throw fails. The target can repeat the saving throw at the end of each of its turns, ending the incantation on a success.

*You bind your target's fortunes to five ill-omened stars. Under their dire influence, all sorts of mischance and bad luck befall your enemy.*

## TROLL RAMPAGE

Rank 3 Incantation • Offensive, Transmutation, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 3d10 damage, and for 1 minute, you regain 2d8 hit points whenever you start your turn below half hit points.

If you activate this incantation as part of a charging attack, your attack deals an extra 4d10 damage instead of 3d10.

*You charge your foe, swinging your weapon savagely. As arcane energy fuels your charge, a few of your minor wounds heal.*

## UMBRAL LEAP

Rank 3 Incantation • Conjuraton, Utility (Short)

As a bonus action, while you are in dim light or darkness, you can teleport up to 50 feet to a space of dim light or darkness. You don't need to see the destination space to teleport, but if you can't occupy the space, the teleportation is negated.

*You vault the distance between one shadow and another.*

## **VEIL**

*Rank 3 Incantation • Illusion, Utility (Long)*

As a bonus action, choose any number of creatures you can see within 50 feet of you. You transform the auditory, tactile, and visual qualities of the targets' bodies and equipment. Each target assumes the appearance of a humanoid of the same size, even the appearance of a specific individual you have seen. The illusion lasts for 1 hour, or you can end it as a bonus action.

Creatures have disadvantage on checks to see through the illusion.

*You mask the appearance of your party, sculpting an illusory disguise.*

## **WALL OF GLOOM**

*Rank 3 Incantation • Conjuration, Utility (Short)*

As an action, you create a zone of gloom within 50 feet of you for 1 minute. The zone consists of eight contiguous 5-foot cubes and can be up to 20 feet high. The zone is heavily obscured, and spaces within 5 feet of it are lightly obscured. The zone is difficult terrain, and creatures (except you) are blinded while they are entirely within the zone.

*Darkness billows where you gesture, forming an opaque curtain.*

## **WARLOCK'S LEAP**

*Rank 3 Incantation • Conjuration, Utility (Long)*

As a bonus action, you teleport up to 20 feet. You do not need line of sight to the destination, but if you attempt to teleport to a space you can't occupy, you don't move.

*You leap through the mystic veil into the Feywild. An instant later, you return a short distance away and alight without traveling through the intervening air.*

## **WINDS OF CHANGE**

*Rank 3 Incantation • Focus, Offensive, Transmutation (Long)*

As an action, choose any number of creatures you can see within 15 feet of you. Each target must succeed on a Constitution saving throw or take 6d6 bludgeoning damage and be pushed up to 15 feet.

Additionally, until the end of your next turn, you gain a 20-foot fly speed, and you can hover.

*You become like the wind, blasting your enemies with the force of a storm.*

## **WORD OF LIFE**

*Rank 3 Incantation • Transmutation, Utility (Long)*

As a reaction, when an enemy reduces one of your allies you can see within 100 feet to 0 hit points, you allow the triggering ally to spend up to three hit dice to regain hit points.

In addition, the attacking enemy suffers a -4 penalty to AC and saving throws until the end of your next turn.

*A single word is sufficient to save an ally from death's grasp while punishing the foe who dealt the deadly blow.*

## RANK 4 INCANTATIONS

### ACID BURST BLADE

Rank 4 Incantation • Evocation, Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 4d6 acid damage, and each of your enemies within 5 feet of the target must succeed on a Dexterity saving throw or take 7d6 acid damage.

*Your weapon produces an acidic mist mid-swing, enveloping your foe and splashing a flesh-searing spray on nearby enemies.*

### ACID FOR BLOOD

Rank 4 Incantation • Evocation, Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 4d10, and the target becomes covered in acid for 1 minute. While covered in acid, the target takes 2d10 acid damage at the start of each of its turns. The target can make a Dexterity saving throw at the end of each of its turns, ending the effect on a success.

*As your weapon bites into your foe, you whisper a fell word of power and watch as your enemy's flesh begins to sizzle.*

### AEGIS OF LOST SOULS

Rank 4 Incantation • Enchantment, Utility (Short)

As a reaction, when an enemy you can see within 50 feet is reduced to 0 hit points, you can mark any number of creatures within 10 feet of the triggering enemy for 1 minute.

*As one of your foes falls, you send out a pulse of magic that incites other enemies to attack you.*

### ALL MUST SACRIFICE

Rank 4 Incantation • Focus, Necromancy, Offensive (Short)

As an action, make a ranged spell attack against one creature within 100 feet. On a hit, the target takes 6d10 necrotic damage. When you hit with this incantation, you can choose to deal 1d10 necrotic damage to each of your allies within 15 feet of you. If you do, the target takes extra necrotic damage equal to the total damage your allies took.

*The incantation cuts with a jagged black ray – and if your allies donate their pain, it punches deeper.*

### ALLIED RHYTHM

Rank 4 Incantation • Enchantment, Utility (Short)

As a bonus action, choose yourself or an ally within 50 feet who can hear you. Until the end of your next turn, the target gain a bonus to attack rolls equal to the number of their allies within 5 feet of their target who are able to take reactions.

*The greatest heroes always had a little help from their friends.*

### AMAAN'S CONTINUANCE

Rank 4 Incantation • Transmutation, Utility (Long)

As a reaction, when you would be reduced to 0 hit points but not killed outright, until the end of your next turn, you do not fall unconscious from having 0 hit points.

*Invoking the remnant of a dead god, you borrow its lingering power to act when you would normally lie on the ground bleeding.*

## ARCANE ARROWS

Rank 4 Incantation • Evocation, Focus, Offensive (Short)

As an action, choose one or two creatures within 100 feet that are within 5 feet of each other. Each target takes 3d10 force damage.

*You create a pair of arcane darts and send them speeding toward your enemy. No amount of armor or arcane defenses can protect it.*

## ARCANE CHASTISEMENT

Rank 4 Incantation • Charm, Enchantment, Focus, Offensive (Short)

As a reaction, when an enemy hits you or an ally with an attack, you force the triggering enemy to succeed on a Wisdom saving throw or take 6d10 psychic damage and until the end of your next turn, the target cannot attack the creature it targeted with the triggering attack. Also on a failed save, if you have an active familiar, the target cannot attack your familiar and suffers a -5 penalty to attack rolls against creatures within 5 feet of your familiar until the end of your next turn.

*Your retributive strike more than teaches the enemy not to harm you, it compels it.*

## ARMOR OF SUMMER'S GLORY

Rank 4 Incantation • Conjunction, Focus, Offensive (Long)

As a bonus action, you gain radiant armor for 1 minute. The armor grants you a +2 bonus to AC and you shed bright light in a 25-foot radius and dim light for another 25 feet. While the armor persists, you can use an action on each of your turns to cause the armor to flair with radiant light, each creature within 5 feet of you must succeed on a Constitution saving throw or take 7d6 radiant damage.

*A suit of gleaming metal appears around you. The armor's mirrorlike surface sends intense flashes of radiant light spearing through your enemies.*

## ASSAULT OF FIERY STRIKES

Rank 4 Incantation • Evocation, Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 4d6, and the target and each of your enemies within 15 feet of the target must succeed on a Dexterity saving throw or take 8d6 fire damage.

*Your weapon moves in a blur as you assail your foes with strikes. Then, from those strikes, you summon flames to engulf your enemies.*

## AVATARS OF CHAOS

Rank 4 Incantation • Conjuraton, Utility (Long)

As a bonus action, you conjure images of yourself in 4 unoccupied spaces within 50 feet of you, and then you disappear from the world. Each round at the start of your turn, choose one of the four images. Your essence occupies that image, allowing you to act normally (including moving and taking actions).

When you conjure each image, choose a damage type from fire, force, lightning, or psychic. You can't choose the same type twice. While you occupy an image, you gain a +2 bonus to attack rolls and save DCs of abilities that deal damage of the same type.

Each image persists for 1 minute, until it is destroyed, or until you dismiss it. Each image is the same size as you and occupies its space. An image can be targeted as a creature and uses your defenses and saving throws. Each image, (including the one you occupy) has 1 hit points, and if an ability allows them to make a saving throw to take only half damage, they instead take no damage. An image is destroyed if it is reduced to 0 hit points. If you occupy an image when it is destroyed, you can immediately move to any other image still present. If you occupy the last remaining image when it is destroyed, you reappear in that space.

As a bonus action, you can dismiss all remaining images and reappear in any space that was occupied by an image when you took this bonus action.

*You briefly embody four principles of chaos, dividing yourself into a quartet of poles, each of which is charged with a potent threat.*

## BALL LIGHTNING

Rank 4 Incantation • Conjuraton, Focus, Offensive (Long)

As an action, you conjure a Medium ball of lightning in an unoccupied space within 50 feet. Each creature that starts its turn within 5 feet of the ball has its speed reduced by 10 feet until the end of your next turn. As a bonus action, you can move the ball up to 50 feet. It can fly and hover. The ball persists for 1 minute or until you dismiss it (no action required).

As a bonus action, each creature within 5 feet of the ball must succeed on a Dexterity saving throw or take 7d6 lightning damage.

*A coruscating globe of lightning flashes forth and flies about, lashing out with tendrils of electricity.*

## BARBED AUTOMATON

Rank 4 Incantation • Conjuraton, Offensive (Short)

As an action, you create a Small barbed automaton in an unoccupied space within 50 feet. The automaton is friendly to you and your companions and it lasts until the end of your next turn. Any enemy that enters a space within 5 feet of the automaton or starts its turn there must succeed on a Dexterity saving throw or take 6d6 piercing damage. A creature can only take this damage once per turn.

*You hurl a small knot of inscribed barbed wire, which grows and springs to life, attacking your foes.*

## BENEFICENT TRANSFORMATION

Rank 4 Incantation • Transmutation, Utility (Long)

As a bonus action, choose one enemy you can see within 25 feet. Your or one ally you can see within 25 feet of the target gains one of the following benefits for 1 minute:

- **Movement:** If the enemy has a climb speed, a fly speed, or a swim speed, the allied target gains that movement mode and speed.
- **Resist:** If the enemy has resistance or immunity to one or more damage types, the allied target gains resistance to one of those damage types.
- **Senses:** If the enemy has darkvision, blindsight, or tremorsense, the allied target gains that sense.

If the enemy has more than one option in one of these categories, you learn all the choices and choose one when you use this incantation.

*Tendrils of wispy energy surround your foe, assessing and stealing away some essential aspect of its being for your own use..*

## BEWITCHING WHISPERS

Rank 4 Incantation • Charm, Enchantment, Focus, Offensive (Short)

As an action, choose one creature you can see within 50 feet. The target must succeed on a Charisma saving throw or take 6d10 psychic damage and until the end of your next turn, the target is bewitched. While bewitched, the target treats all creatures as marked enemies for the purpose of opportunity attacks and must take every opportunity attack possible.

*You whispers words of fey power, words that drive mortals to madness.*

## BINDING LIGHT

Rank 4 Incantation • Abjuration, Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 4d10 radiant damage, and each of your enemies within 5 feet of you other than the target has their speed become 0 until the end of your next turn.

*As your weapon connects with your foe, a burst of arcane light roots nearby enemies to the ground.*

## BLACKENING PYRE

Rank 4 Incantation • Focus, Necromancy, Offensive (Short)

As an action, you target each creature in a 10-foot radius sphere centered on a point within 50 feet. Each target must succeed on a Constitution saving throw or take 7d6 necrotic damage and you can move the target up to 20 feet.

The sphere creates a zone until the end of your next turn. Any creature that enters the zone or ends its turn there takes 1d6 fire damage and 1d6 necrotic damage.

*A blazing wind swirls through your foes, carrying with it the screams of the damned.*

## BLASPHEMOUS UTTERANCE

Rank 4 Incantation • Enchantment, Focus, Offensive (Long)

As an action, you target each creature within 15 feet of you. Each target must succeed on a Wisdom saving throw or take 7d6 psychic damage and for 1 minute, the target is dazed. While dazed, the target suffers a 1d10 susceptibility to psychic damage. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

*The terrible words you speak toll within the minds of those you wish to harm and cause them to lose some battle proficiency.*

## BLAST OF COLD

Rank 4 Incantation • Evocation, Focus, Offensive (Long)

As an action, you target each creature in a 25-foot cone originating from you. Each target must succeed on a Dexterity saving throw or take 7d6 cold damage and for 1 minute, the target is immobilized. While immobilized target's speed becomes 0 and it can make a Strength saving throw at the end of each of its turns, ending the effect on itself on a success.

*You create a tremendous blast of supernatural cold, freezing your enemies.*

## BLINK ZONE

Rank 4 Incantation • Conjuration, Utility (Long)

As an action, you create a zone of planar instability within a 10-foot radius sphere centered on a point 50 feet. The zone persists for 1 minute. While within the zone, you and your allies gain a +2 bonus to AC and Dexterity saving throws, and can teleport up to 10 feet as a bonus action.

*You warp the boundaries between worlds, causing the boundaries to fade and mingle.*

## BOND OF TRANSFERENCE

Rank 4 Incantation • Focus, Offensive, Transmutation (Short)

As an action, choose one creature you can see within 50 feet. The target must succeed on a Constitution saving throw or take 5d10 force damage and you choose one of your allies within 25 feet of the target. End one effect on that ally that a save can end and the target gains that same effect until the end of your next turn.

*You create an arcane connection between an enemy and your ally, drawing effects from your ally to your enemy.*

## BREATH OF THE DESERT DRAGON

Rank 4 Incantation • Evocation, Utility (Short)

As a bonus action, choose any number of creatures in a 15-foot cone originating from you. Each target can use their reaction to fly up to 25 feet. Until the end of your next turn, each target can also fly the same distance again as a bonus action.

*A gust of warm air lifts creatures skyward.*

## BURNING MANTLE

Rank 4 Incantation • Evocation, Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 4d10, and you gain a burning mantle for 1 minute. Until the mantle fades, you shed bright light in a 25 foot radius and dim light for an additional 25 feet, and any creature that starts its turn within 5 feet of you takes 1d10 fire damage.

*As your weapon connects with your foe's flesh, your body ignites into an aspect of fiery doom.*

## CHAINS OF FIRE

Rank 4 Incantation • Conjuration, Focus, Offensive (Short)

As an action, choose one or two creatures you can see within 50 feet of you. Each target must succeed on a Dexterity saving throw or take 7d6 fire damage. If two targets failed their saving throw, you can teleport one of them to a space within 5 feet of the other, and until the end of your next turn, the two targets take 4d6 fire damage the first time they are more than 15 feet apart.

*Fiery serpents wrap around your foes and drag them together, holding them close.*

## CHAOS POISON BOLT

Rank 4 Incantation • Evocation, Focus, Offensive (Short)

As an action, make a ranged spell attack against one creature within 50 feet. If you rolled an even number on the attack roll, the target cannot take reactions until the end of your next turn. If you rolled an odd number on the attack roll, the target's speed is reduced by 20 feet until the end of your next turn. On a hit, the target takes 6d10 poison damage. If the attack roll was a natural 20, the target is also blinded until the end of your next turn.

*You crack planar boundaries, seeping extraplanar poison into your enemy's body.*

## CHAOS SANCTUARY

Rank 4 Incantation • Abjuration, Utility (Short)

As a bonus action, choose up to 5 spaces you can see within 50 feet of you. Until the end of your next turn, any creature whose space is entirely within those spaces is not affected by your spells and abilities.

*You create small pockets of chaos to warp the energy of your magic around your allies.*

## CHARM OF THE DARK DREAM

Rank 4 Incantation • Charm, Enchantment, Focus, Offensive (Long)

As an action, choose one creature you can see within 25 feet. The target must succeed on a Charisma saving throw or take 6d10 psychic damage and for 1 minute, the target is dominated. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success. Until the domination ends, you are removed from play. You can end the domination at the start of your turn. When you return to play, you appear in an unoccupied space within 25 feet of the target.

*As a wisp of black smoke, you enter your enemy's mind and control it with sinister whispers.*

## CHORUS OF VITALITY

Rank 4 Incantation • Transmutation, Utility (Long)

As a bonus action, choose yourself and any number of your allies within 25 feet of you. Each target who can hear you can spend up to four hit dice to regain hit points. Also, each target can use their reaction to safely move up to 25 feet.

*With a soaring oration to victory and perseverance, you lift your allies' spirits and dispel the pain of their wounds.*

## CLEVER ESCAPE

Rank 4 Incantation • Illusion, Utility (Long)

As a bonus action, you become invisible and teleport up to 25 feet. You leave behind an illusory image of yourself in the space you occupied. The illusion stands in place, takes no actions, and uses your AC and saving throws if it is attacked. It persists for 1 minute, until it is touched, or hit by an attack. Your invisibility lasts until the end of your next turn or until you make an attack roll.

A creature can recognize the illusion by making a successful Intelligence (Investigation) check against your incantation save DC.

*As your foes close in for the kill, you buy time for escape with a cunningly crafted duplicate of yourself.*

## CLOCKROACH SWARM

Rank 4 Incantation • Conjuration, Focus, Offensive (Long)

As an action, choose any number of creatures in a 25-foot cone originating from you. Each target must succeed on a Dexterity saving throw or take 7d6 piercing damage and bleed for 1d10 necrotic damage.

Additionally, you create a zone of tiny mechanical cockroaches that persists for 1 minute. Attack rolls against your enemies gain advantage while the enemy is within the zone.

*You unleash a horde of tiny constructs that swarm over and bite your foes.*

## COLDFIRE VORTEX

Rank 4 Incantation • Evocation, Focus, Offensive (Short)

As an action, choose one creature you can see within 50 feet. The target and each creature within 5 feet of it must succeed on a Constitution saving throw or take 7d6 cold or radiant damage (your choice, you can choose a different type for each target).

*You create a spinning vortex of brilliant but frigid energy around your foe. Racing streamers of luminous coldfire lash all creatures nearby.*

## COUPLET OF DECEPTIVE WEAKNESS

Rank 4 Incantation • Enchantment, Offensive, Weapon (Short)

As a reaction, when an enemy enters a space within 5 feet of you, you can make a melee attack using a weapon against the triggering enemy. On a hit, the target suffers the attack's normal effects, and an ally you can see within 25 feet of you can use their reaction to safely move up to 25 feet. That ally must end this movement within 5 feet of the target and then can make a melee weapon attack against the target (no action required).

*You draw on a legendary stratagem, feigning vulnerability to lure your foe into a trap.*

## CURSEGRIND

Rank 4 Incantation • Focus, Hex, Necromancy, Offensive (Short)

As an action, you target each creature *hexed* by you within 100 feet of you. Each target must succeed on a Constitution saving throw or take 7d6 necrotic damage.

*You whisper, and the bones of all those you have cursed wrench in time with each haunted syllable.*

## DAMAGE GAMBIT

Rank 4 Incantation • Divination, Utility (Short)

When you make a damage roll, you can roll the damage a second time. If the second roll is higher than the first, each target takes damage equal to both rolls. If the second damage roll is lower than the first, each target takes the first damage roll and you take the second damage roll.

*With high hopes, you trust in chance to empower your magic.*

## DARK GATHERING

Rank 4 Incantation • Focus, Illusion, Offensive (Short)

As an action, choose any number of creatures in a 10-foot radius sphere centered on a point within 50 feet. Each target must succeed on a Wisdom saving throw or take 7d6 psychic damage and until the end of your next turn, the target is dazed. If the target was within 5 feet of the origin point of the sphere, it is also blinded until the end of your next turn.

The sphere creates a zone until the end of your next turn. The zone is heavily obscured to your enemies.

*A black mote appears in your enemies' midst and explodes outward, projecting a wave of shadow to fog your foes' sense.*

## DARK LADY'S GIFT

Rank 4 Incantation • Focus, Necromancy, Offensive (Long)

As an action, choose one creature you can see within 50 feet. The target must succeed on a Wisdom saving throw or take 7d6 psychic damage and for 1 minute, the target is embraced by the Dark Lady's Gift. While embraced, the target must repeat the saving throw at the beginning of each of its turns. On a failed save, the target and each of its allies within 25 feet of it must succeed on a Wisdom saving throw or take 7d6 psychic damage. On a successful save, the incantation ends.

*With an evil word, you bless one creature you can see within range with an ancient shadow's kiss. Your foe looks on in horror as its nearby allies succumb as well.*

## DARK RAIN OF MUTUZ-VOT

Rank 4 Incantation • Conjuration, Focus, Offensive (Long)

As an action, dark rain falls in a 10-foot radius, 40-foot high cylinder centered on a point within 100 feet. Each creature in the area, other than you, must succeed on a Constitution saving throw or take 7d6 necrotic damage.

The raining darkness persists for 1 minute. The area is lightly obscured. Each creature that enters the area or starts its turn there is blinded. You ignore the area's effects. A creature blinded by this incantation can make a Constitution saving throw at the end of each of its turns, ending the blindness on a success.

*You bring forth storm clouds that exude droplets of liquid darkness, just like the rains of the massive cavern of Mutuz-Vot in the Underdark.*

## DAY AND NIGHT

Rank 4 Incantation • Evocation, Focus, Offensive (Long)

As an action, choose one creature you can see within 50 feet. The target must succeed on a Constitution saving throw or take 4d6 radiant damage and for 1 minute, the target is dazed. The target can repeat the saving throw at the end of each of its turns, ending the daze on a success.

Additionally, the target must succeed on a Dexterity saving throw or take 4d6 cold damage and for 1 minute, the target's speed becomes 0. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

*Your arcane litany calls a blaze of brilliance and a shroud of chill shadow across your foe in quick succession.*

## DEATH SHROUD ASPECT

Rank 4 Incantation • Transmutation, Utility (Short)

As a reaction, when you take damage from an attack, you take only half the damage from the triggering attack.

*As your foe attacks, your physical body fades and becomes ghostly. Your enemy's attack passes through you, barely injuring you.*

## DEATH'S BLADE

Rank 4 Incantation • Necromancy, Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 4d10 necrotic damage, and the target is wracked with pain for 1 minute. While under this effect, the target takes 1d10 necrotic damage at the start of each of its turns, it cannot regain hit points, cannot recharge abilities, and cannot spend inspiration. The target can make a Constitution saving throw at the end of each of its turns, ending the effect on a success.

*Your weapon pulses with necrotic energy. Your strike creates a wound that festers, causing your foe mind-numbing anguish.*

## DEVOURING DARK

Rank 4 Incantation • Conjuration, Focus, Offensive (Short)

As an action, a 10-foot radius sphere of shadowy tendrils appears centered on a point within 50 feet. Each creature in the sphere must succeed on a Dexterity saving throw or take 3d6 cold damage and 3d6 necrotic damage.

The sphere creates a zone that lasts until the end of your next turn. Attack rolls against any creature within the zone gain advantage, and any creature that ends its turn in the zone takes 3d6 cold damage and 3d6 necrotic damage.

*Tentacles lash out from a sphere of darkness to harry any creatures in reach, crippling their ability to stand fast in combat.*

## DIABOLIC ESCAPE

Rank 4 Incantation • Conjuration, Utility (Short)

As a bonus action, choose any number of creatures within 5 feet of you. Each target suffers a 1d10 susceptibility to fire damage until the start of your next turn. You then teleport up to 25 feet to an unoccupied space you can see.

*You disappear in a burst of smoke, leaving your enemies open to a fiery rebuke.*

## DIMENSION SWITCH

Rank 4 Incantation • Conjuration, Utility (Short)

As a bonus action, you and one willing ally you can see within 50 feet teleport, swapping positions.

*You and your ally teleport into each other's locations.*

## DIMENSIONAL SLASH

Rank 4 Incantation • Conjuration, Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 4d10, and you can teleport yourself and your target up to 20 feet. You must appear in spaces within 5 feet of each other.

*As you strike your foe, your weapon cuts a tear in reality, which drags you and your foe to a new location nearby.*

## DOMINANT WINDS

Rank 4 Incantation • Evocation, Utility (Turn)

As a bonus action, choose yourself or one ally you can see within 25 feet. The target can fly up to 25 feet (no action required). If the target does not land on a solid surface at the end of this movement, it falls as normal.

*Silver winds curl out of nowhere and lift you or an ally briefly into the air.*

## DRAGONIC MAJESTY

Rank 4 Incantation • Enchantment, Fear, Utility (Long)

As a bonus action, you gain a 15-foot radius aura of fear that lasts until the end of your next turn. The aura is difficult terrain for your enemies. Your enemies suffer a -5 penalty to attack rolls while within the aura.

*As your foes draw near you, fear steals into their hearts.*

## DRAMATIC INTERCESSION

Rank 4 Incantation • Abjuration, Utility (Long)

As a reaction, when an ally within 50 feet of you who can hear you is reduced to 0 hit points, you allow the triggering ally to be reduced to 1 hit point instead. Additionally, that ally and can spend up to four hit dice to regain hit points. If they do so, they regain an additional 2d10 + 5 hit points.

*At the last second, you create a shield made of fey magic that appears between your ally and danger, giving the ally a moment to recover and keep fighting.*

## EARTH BRUTE

Rank 4 Incantation • Conjuration, Focus, Offensive (Short)

As an action, choose one creature you can see within 50 feet. The target must succeed on a Dexterity saving throw or take 6d10 bludgeoning damage and you can move the target up to 20 feet. You conjure a Medium earth brute in an unoccupied space within 5 feet of the target after it is moved. The earth brute persists until the end of your next turn.

Whenever a creature starts its turn in or willingly enters a space within 5 feet of the earth brute, that creature takes 1d10 bludgeoning damage, and the earth brute pushes it up to 20 feet.

*The ground creaks and moans, and a creature of rock and earth emerges to smash your foes.*



## EARTHQUAKE STRIKE

Rank 4 Incantation • Evocation, Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 4d10, and you knock the target prone, and until the end of your next turn, each ally within 50 feet of you who can hear you gains a +1d10 bonus to damage rolls and can knock prone any creature they hit with an attack.

*The rhythm of your attack makes the earth quake beneath you and your allies' targets.*

## ELDRITCH CHAINS

Rank 4 Incantation • Conjuration, Focus, Offensive (Long)

As an action, you target each creature in a 15-foot cone originating from you. Each target must succeed on a Dexterity saving throw or take 7d6 force damage and for 1 minute, whenever you end your turn within 5 feet of the target, its speed becomes 0 until the end of your next turn.

Additionally, each target's speed is reduced by 20 feet until the end of your next turn.

*Spectral chains lash outward from your focus, striking at your enemies before binding them in place.*

## ELEGY OF THE UNDEFEATED

Rank 4 Incantation • Transmutation, Utility (Long)

As a bonus action, choose one dying ally within 25 feet. The target regains hit points as if they had spent two hit dice to regain hit points. The target can then stand up (no action required).

*This ancient lament returns an ally from the brink of death.*

## ELEMENTAL BARRIER

Rank 4 Incantation • Abjuration, Utility (Long)

As a bonus action, you create a 10-foot radius sphere centered on you. The sphere creates a zone for 1 minute. While in the zone, you and each of your allies gains resistance to fire, cold, and lightning damage.

*You create a barrier of protection for you and your allies.*

## ENDURING STRUGGLE

Rank 4 Incantation • Enchantment, Offensive, Weapon (Short)

When you hit a creature with a ranged attack using a weapon, your attack deals an extra 4d10 damage, and each of your allies within 15 feet of the target who can hear you regain 1d10 hit points.

*You shout a verse of triumph as you fire, urging your allies to fight to the end.*

## ENERGY SHROUD

Rank 4 Incantation • Evocation, Focus, Offensive (Short)

As an action, you and your allies within 10 feet of you gain a shroud of magical energy until the end of your next turn. Any enemy that hits a target under the shroud must succeed on a Dexterity saving throw or take 6d6 force damage. A creature can only take this damage once per turn.

*A field of arcane energy surrounds you and your allies, lashing at attackers.*

## ENERVATING CHALLENGE

Rank 4 Incantation • Conjuration, Focus, Offensive (Short)

As an action, choose one creature you can see within 25 feet. The target must succeed on a Strength saving throw or take 6d10 cold damage, deal only half damage with weapon attacks that use Strength until the start of your next turn, and you can teleport the target to a space within 5 feet of you.

*You call forth to your foe, chastising it for its impertinence.*

## ENERVATION

Rank 4 Incantation • Focus, Necromancy, Offensive (Long)

As an action, choose one creature you can see within 100 feet. The target must succeed on a Constitution saving throw or take 6d10 necrotic damage. While the target is below half hit points, it has disadvantage on saving throws against this incantation.

Also on a failed save, for 1 minute, the target's speed is reduced by 10 feet, it deals only half damage with weapon attacks that use Strength, and suffers a -1 penalty to attack rolls, AC, saving throws, and ability checks. The target must repeat the saving throw at the end of each of its turns, ending the incantation on a success. For each failed saving throw, the penalty worsens by 1 (maximum of -5).

In addition, you gain 3d10 temporary hit points.

*Crackling black energy leaps from your fingertip to leech life from a creature.*

## ENSNARING BOLTS

Rank 4 Incantation • Evocation, Focus, Offensive (Short)

As an action, choose any number of creatures in a 25-foot cone originating from you. Each target must succeed on a Dexterity saving throw or take 7d6 lightning damage and be pulled up to 25 feet.

*Bolts of purple lightning jet from your focus and rip at your foes, pulling them toward you.*

## EVARD'S DREADFUL MIST

Rank 4 Incantation • Conjuration, Fear, Focus, Offensive (Long)

As an action, you target each creature in a 10-foot radius sphere centered on a point within 100 feet. Each target must succeed on a Charisma saving throw or have its speed become 0 for 1 minute. A target under this effect can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

The sphere creates a zone of heavily obscured fog for 1 minute. While the zone persists, you can use a reaction when an enemy enters the zone or starts its turn there to force you target each creature in a 5-foot radius of the point you choose within the zone to succeed on a Dexterity saving throw or take 7d6 psychic damage.

*You call forth a thick, ominous fog. As it descends upon your foes, sounds of gnashing fangs and snapping claws echo from it. Something lurks within. Something horrible.*

## EVIL EXPULSION

Rank 4 Incantation • Conjuration, Focus, Offensive (Long)

As an action, make a ranged spell attack against one creature *hexed* by you within 50 feet. On a hit, the target takes 6d10 psychic damage and is knocked prone. You then place a lesser hex on one creature within 15 feet of the target. On a miss, you can take 4d10 psychic damage to not expend this incantation, and gain advantage on the next attack roll with this incantation against the same target before the end of your next turn. The damage you inflict upon yourself ignores resistances and immunities.

*You pronounce your enemy's doom and filthy black tendrils erupt to curse another in your enemy's presence.*

## EYE OF THE WARLOCK

Rank 4 Incantation • Transmutation, Utility (Long)

As a bonus action, you see through the eyes of one creature you can see within 50 feet. The target is not aware that you are doing so. You have line of sight and line of effect from the target for your spells and incantations. Your spells and incantations can originate from the target. Each time you use a spell or incantation through this link, a mystical third eye briefly appears upon the target's brow. The target must make a Wisdom saving throw at the end of each of its turns to end this effect on a success.

*You create upon your forehead a mystical third eye and link that eye's perception to the senses of some other creature nearby.*

## FAIL ME NOT

Rank 4 Incantation • Transmutation, Utility (Long)

As a bonus action, you create an area of eldritch sigils in a 15-foot radius sphere centered on you for 1 minute. While within the area, allied creatures gain a +2 bonus to attack rolls and a +1d10 bonus to damage rolls with weapon attacks and spell attacks. Also, whenever one of your allies within the area misses with a weapon or spell attack roll, they suffer a 1d10 susceptibility to all damage until the start of their next turn.

*Your arcana infuses your allies' attacks with power that comes at a dangerous cost.*

## FAR REALM GLIMPSE

Rank 4 Incantation • Enchantment, Fear, Focus, Offensive (Long)

As an action, choose one creature you can see within 50 feet. The target must succeed on a Charisma saving throw or take 6d10 psychic damage and for 1 minute, the target is horrified. While horrified, the target is dazed, and if it does not move its full speed away from you on its turn, it takes 3d10 psychic damage at the end of its turn. At the end of each of the creature's turns, it can repeat the saving throw, ending the incantation on a success.

*You call upon a vision of a space inhabited by vast entities whose vile, miles-long limbs churn an amoebic sea to bloody froth. Your foe screams and scrambles to get away.*

## FATED SUSCEPTIBILITY

Rank 4 Incantation • Divination, Offensive, Weapon (Long)

When you hit a creature with a ranged attack using a weapon, your attack deals an extra 4d10, and choose acid, cold, fire, force, lightning, or thunder. The target suffers a 2d10 susceptibility to the chosen damage type for 1 minute. The target can make a Constitution saving throw at the end of each of its turns, ending the effect on a success.

*Your foe cannot escape the terrible doom you dictate for it.*

## FIERY CONSTRICTOR

Rank 4 Incantation • Evocation, Focus, Offensive (Long)

As an action, you create a zone of fire within 50 feet of you for 1 minute. The zone consists of eight contiguous 5-foot cubes. Each creature in the zone must succeed on a Dexterity saving throw or take 7d6 fire damage and for 1 minute, the target is restrained. While restrained a target takes 2d10 fire damage at the start of each of its turns. A restrained target can make a Strength of Dexterity saving throw (their choice) at the end of each of their turns, ending the effect on itself on a success.

*Elemental fire flows out from a single point to form into a slithering serpent that coils about your enemies and crushes them in its fiery embrace.*

## FIST OF FORCE

Rank 4 Incantation • Evocation, Focus, Offensive (Short)

As an action, make a melee spell attack against one creature within reach. On a hit, the target takes 7d10 force damage.

Additionally, the target is pushed up to 25 feet and knocked prone.

*Your foe might be expecting a strike from a weapon, but instead it gets a force-empowered fist in the face.*

## FLASH OF DISTRACTION

Rank 4 Incantation • Illusion, Offensive, Weapon (Short)

When you hit a creature who can see or hear you with an attack using a weapon, your attack deals an extra 4d10, and the target is dazed and suffers a -5 penalty to attack rolls until the end of your next turn.

*You create a burst of image and sound that startles your opponent and leaves the distracting visage lingering in its mind for a short time.*

## FOOLHARDY FIGHTING

Rank 4 Incantation • Charm, Enchantment, Focus, Offensive (Short)

As an action, choose one creature you can see within 50 feet. The target must succeed on a Wisdom saving throw or take 6d10 psychic damage and until the end of your next turn, any attacks the target makes provoke opportunity attacks. Also on a failed save, the target suffers a -5 penalty to attack rolls until the end of your next turn.

*Your attack inspires recklessness in your foe, causing it to act without caution.*

## FREE THE STORM WITHIN

Rank 4 Incantation • Evocation, Stance (Long)

As a bonus action, you enter the Storm Within stance. Until the stance ends, any enemy that starts its turn within 5 feet of you and moves away takes 2d10 lightning damage and 2d10 thunder damage. A creature can only take this damage once per turn.

*You focus your fury, unleashing a storm around you that threatens retreating foes.*

## FROST EDDIES

Rank 4 Incantation • Evocation, Focus, Offensive (Long)

As an action, choose one creature you can see within 50 feet. The target must succeed on a Constitution saving throw or take 7d6 cold damage.

Additionally, for 1 minute, wherever the target moves, each space within 5 feet of it is difficult terrain for your enemies.

*Cold slams into your foe, leaving a whirling storm of frost lingering around it.*

## FROSTBURN

Rank 4 Incantation • Evocation, Focus, Offensive (Short)

As an action, you target each creature in a 10-foot radius sphere centered on a point within 100 feet. Each target must succeed on a Constitution saving throw or take 3d6 cold damage and 3d6 fire damage.

The sphere creates a zone until the end of your next turn or until you dismiss it as a bonus action. Any creature that starts its turn in the zone takes 1d6 cold damage and 1d6 fire damage.

*You whisper a word of elemental power and hurl a flaming ball of ice. Waves of fire and ice explode outward from the point of impact.*

## FUNERAL DIRGE

Rank 4 Incantation • Fear, Focus, Necromancy, Offensive (Long)

As an action, choose any number of creatures in a 10-foot radius sphere centered on a point within 50 feet. Each target must succeed on a Charisma saving throw or take 7d6 necrotic damage.

The sphere creates a zone of deep and haunting chanting that persists for 1 minute. An enemy that starts its turn in the zone deals only half damage with weapon attacks that use Strength until the start of its next turn.

*Death itself sings a wordless dirge and calls your foes to their doom.*

## GALE BURST

Rank 4 Incantation • Evocation, Focus, Offensive (Long)

As an action, you target each creature in a 15-foot cone originating from you. Each target must make a Constitution saving throw. On a failed save, a target takes 7d6 thunder damage and is pushed up to 20 feet. On a successful save, a target takes half as much damage and is pushed up to 5 feet.

*Your words bring forth an explosive cloud from the heart of a gale. Your foes are flung about like leaves in a tempest.*

## HARROWSTORM

Rank 4 Incantation • Evocation, Focus, Offensive (Short)

As an action, choose one creature you can see within 50 feet. The target must succeed on a Constitution saving throw or take 6d10 thunder damage and you can move the target up to 20 feet.

*You call up a churning cyclone from the nether planes. It surrounds your enemy, battering it with deafening claps of thunder and hurling them a short distance.*

## HAUNTING SHADOW

Rank 4 Incantation • Conjunction, Focus, Offensive (Short)

As an action, choose one creature you can see within 50 feet. The target must succeed on a Dexterity saving throw or take 7d6 cold damage and you can move the target up to 20 feet. The target takes an additional 7d6 cold damage if it willingly moves on its next turn.

Additionally, until the end of your next turn, any creature that ends its turn within 5 feet of the target takes 3d6 cold damage.

*A second shadow clings to your foe, becoming a beast of chilling darkness that claws at any creatures in its reach.*

## HEART OF THE STORM

Rank 4 Incantation • Evocation, Utility (Short)

As a bonus action, you push each creature within 10 feet of you up to 20 feet. You can then fly up to 25 feet.

*A forceful wind shoves back the creatures around you to provide you an exit.*

## HELLFIRE SOUL

Rank 4 Incantation • Enchantment, Focus, Offensive (Long)

As an action, choose one creature you can see within 50 feet. The target must succeed on a Wisdom saving throw or take 3d10 necrotic damage and 3d10 fire damage. If this incantation would reduce the target to 0 hit points, you instead reduce the target to 1 hit point and for 1 minute, the target is dominated by you.

*Drawing upon infernal ties, you set a foe's soul afire.*

## HERO'S DEFENSE

Rank 4 Incantation • Abjuration, Utility (Short)

As a reaction, when an enemy hits you with an attack, you gain a +5 bonus to AC against the triggering attack, and if it still hits, it deals only half damage to you.

*Your hasty incantation strengthens your defense to cover your weakness.*

## HEX OF WOE

Rank 4 Incantation • Focus, Necromancy, Offensive (Long)

As an action, choose one creature you can see within 50 feet. The target must succeed on a Wisdom saving throw or take 3d10 cold damage and 3d10 necrotic damage and for 1 minute, the target suffers a 1d10 susceptibility to all damage. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

*When you complete the incantation, your foe resigns itself to the chill of death, leaving holds in its defenses.*

## HOLE IN THE MIND

Rank 4 Incantation • Focus, Illusion, Offensive (Long)

As an action, one creature within 50 feet of you who can hear you must succeed on a Charisma saving throw or take 6d10 psychic damage and for 1 minute, one ally you can see within 50 feet of you becomes invisible to the target. The target can repeat the saving throw at the end of each of its turns, on a successful save, your ally is no longer invisible to the target.

*Your maddening chant sears your enemy's thoughts blinding it to your ally's threat.*

## HOSTILITY CHARM

Rank 4 Incantation • Charm, Enchantment, Focus, Offensive (Long)

As an action, choose one creature you can see within 50 feet. The target must succeed on a Charisma saving throw or take 7d6 psychic damage and use its reaction, if available, to make a charging attack against your enemy nearest to it that it can charge.

Additionally, if the target rolled an even number on its saving throw, your enemies provoke opportunity attacks from the target for 1 minute, and the target must make any opportunity attack that they provoke. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

*You cloud your foe's senses so that it questions which creatures are its allies.*

## HUNTER'S PURSUIT

Rank 4 Incantation • Offensive, Transmutation, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 4d10, and the target's speed becomes 0 until the end of your next turn.

Additionally, for 1 minute, whenever you hit the target with a melee weapon attack, its speed becomes 0 until the end of your next turn. If the target is marked when you hit with your attack, you can force it to succeed on a Strength saving throw or be knocked prone.

*You gauge your opponent's moves, attacking where the creature is weakest and cutting off its ability to escape.*

## HYPNOTIC SWORDPLAY

Rank 4 Incantation • Enchantment, Focus, Offensive (Short)

As an action, make a melee spell attack against one creature within reach. On a hit, the target takes 1d10 psychic damage and is stunned until the end of your next turn.

If the target is marked when you hit with this incantation, it takes an extra 3d10 psychic damage.

*With a mesmerizing twirl of your focus, you make your opponent's mind reel and rob the creature of its ability to react.*

## ICE ARCHON'S ARMOR

Rank 4 Incantation • Evocation, Focus, Utility (Long)

As a bonus action, choose yourself or one ally within reach. You infuse the target's armor with an elemental cold spirit. For 1 minute, the target gains resistance to cold damage, and any enemy that starts its turn within 5 feet of the target suffers a 1d10 susceptibility to cold damage until the start of its next turn.

Additionally, if the target is within 25 feet of you, you can use an action once per round to chill the armor more. One creature within 15 feet of the target must succeed on a Constitution saving throw or take 6d10 cold damage and until the end of your next turn, its speed becomes 0.

*You bind a fragment of an ice archon's power to your ally's armor, transforming it into similar armor.*

## ICESHARD SHOT

Rank 4 Incantation • Evocation, Offensive, Weapon (Long)

When you hit a creature with a ranged attack using a weapon, your attack deals an extra 4d10 cold damage, and the target takes 2d10 cold damage at the start of each of its turns for 1 minute.

The target can make a Constitution saving throw at the end of each of its turns, ending the effect on a success. If you or an ally hits the target with an attack, it automatically fails its next saving throw against this effect.

*You chant a verse of the northern ice as you draw your bow, and hoarfrost glitters on the arrowhead as it leaps to its target.*

## ICY INTEGUMENT

Rank 4 Incantation • Evocation, Utility (Short)

As a bonus action, you gain a 5-foot radius aura that lasts until the end of your next turn. Any creature in the aura that makes a melee attack against you takes 3d10 cold damage, and until the end of its next turn, the attacker's speed is reduced by 20 feet. While the aura is active, you gain half cover.

*You armor yourself with ice covered in sharp icicles. You radiate bitter cold, slowing your attackers.*

## IMPROVED DREAD PRESENCE

Rank 4 Incantation • Fear, Focus, Necromancy, Offensive (Short)

As an action, you target each creature in a 25-foot cone originating from you. Each target must succeed on a Charisma saving throw or take 7d6 necrotic damage and have its speed reduced by 20 feet until the end of your next turn.

The cone creates a zone until the end of your next turn. Any enemy that ends its turn in the zone takes 1d10 necrotic damage.

All damage from this incantation and its effects ignores resistance to necrotic damage.

*You become a great shadow made manifest, a thing of nightmare that causes your enemies to cower before you.*

### IMPROVED GLORIOUS PRESENCE

Rank 4 Incantation • Charm, Enchantment, Focus, Offensive (Short)

As an action, choose any number of creatures within 10 feet of you. Each target must succeed on a Wisdom saving throw or take 7d6 radiant damage and be pushed up to 20 feet.

Additionally, you and each ally within 10 feet of you gain 3d6 temporary hit points.

*The bright light of the full moon erupts from within you, leaving thousands of glittering motes of faint light lingering nearby.*

### INFERNO'S STRIKE

Rank 4 Incantation • Evocation, Focus, Offensive (Long)

As an action, you target each creature in a 15-foot cone originating from you. Each target must succeed on a Dexterity saving throw or take 7d6 fire damage and for 1 minute, the target is set on fire. While on fire, a target sheds bright light in a 25-foot radius and dim light for an additional 25 feet., and takes 1d10 fire damage at the start of each of its turns. The target or a creature within 5 feet of it can use an action to attempt to put out the flames, allowing the target to repeat the saving throw, ending the effect on itself on a success.

*With a daring flourish of your focus, you unleash a blast of fire that dances madly about, setting your foes aflame.*

### INFURIATING ELUSIVENESS

Rank 4 Incantation • Illusion, Utility (Short)

As a bonus action, you become invisible and teleport up to 25 feet to an unoccupied space you can see. The invisibility lasts until the start of your next turn.

*You will yourself across the boundary between worlds, teleporting a short distance. When you reappear from the Feywild, you are surrounded by a glamor of invisibility.*

### IRON-HIDE INFUSION

Rank 4 Incantation • Abjuration, Utility (Short)

As a bonus action, you and your allies within 25 feet of you gain a +5 bonus to AC until the end of your next turn.

*You crush a bit of iron in your hand, infusing it with protective magic. You then cast the dust onto your allies' armor.*

### IRONSKIN

Rank 4 Incantation • Transmutation, Utility (Long)

As a bonus action, you gain resistance to all damage for 1 minute.

*Your skin takes on a silvery sheen, and your muscles grow dense as steel.*

### JAWS OF THE EARTH

Rank 4 Incantation • Conjuration, Focus, Offensive (Short)

As an action, choose one creature you can see within 50 feet. The target must succeed on a Dexterity saving throw or take 6d10 bludgeoning damage and until the end of your next turn, the target's speed becomes 0. While the target is under this effect, you and your allies can move through the target's space and don't provoke opportunity attacks from it.

*The earth rises up like the maw of a hungry dragon to clamp around your foe and hold it in place.*

### KILLING FLAMES

Rank 4 Incantation • Evocation, Focus, Offensive (Short)

As a reaction, when a creature you can see within 50 feet is reduced below half hit points, you force the triggering creature to succeed on a Constitution saving throw or take 6d10 fire damage that ignores resistances.

*You use an enemy's recent injury to fuel infernal flames and sear the foe.*

### KIMMERIEL'S SMITE

Rank 4 Incantation • Enchantment, Focus, Offensive (Long)

As an action, choose one creature you can see within 100 feet. The target must succeed on a Wisdom saving throw or take 6d10 psychic damage and be dazed until it is hit with an attack roll.

*His victims remember only this great assassin's sardonic smile. This smile.*

### KORRED'S TUNE

Rank 4 Incantation • Enchantment, Focus, Offensive (Short)

As an action, choose one creature within 50 feet who can hear you. The target must succeed on a Wisdom saving throw or take 6d10 psychic damage and if the target does not move at least 20 feet during its next turn, it takes and additional 4d10 psychic damage at the end of its turn.

*The songs of the Korred inspire a dance that can destroy one's mind if ignored.*

### LIGHTNING DAGGERS

Rank 4 Incantation • Evocation, Focus, Offensive (Long)

As an action, make a ranged spell attack against a creature within 50 feet. On a hit, the target takes 3d10 lightning damage.

Additionally, for 1 minute, you can repeat the attack as a bonus action once per round on your turn.

*Slivers of lightning leap from you, forming a bond with your foe. Periodically, you can send another charge to shock your enemy.*

### LIGHTNING SIGIL

Rank 4 Incantation • Evocation, Utility (Long)

As a bonus action, touch one weapon or spellcasting focus within reach. For 1 minute, any attack, spell, or ability that uses the target as a weapon or spellcasting deals an extra 2d10 lightning damage on a hit.

The target's wielder can end this effect when they hit a creature to daze it for 1 minute (no action required). The dazed creature can make a Constitution saving throw at the end of each of its turns, ending the effect on a success.

*Pouring arcane power into a weapon or focus, you create a crackling field that lashes at foes with tendrils of lightning.*

### MAGIC VOLLEY

Rank 4 Incantation • Evocation, Focus, Offensive (Short)

As an action, choose up to three creature you can see within 50 feet of you. Each target must succeed on a Dexterity saving throw or take 7d6 force damage. For each target that fails the saving throw, you can safely move up to 10 feet.

*You fire arcane bolts at your enemies before moving away.*

## MARE'S BODY

Rank 4 Incantation • Polymorph, Transmutation, Utility (Long)

As a bonus action, for 1 minute, you transform your body from the waist down into the body of a creature with more than two legs, such as a horse, a lizard, or a giant spider. While in this form, you retain your equipment and your speed increases by 10 feet. When you move willingly, you can choose one ally within 5 feet, and pull that ally with you. Your size category also increases by one (from Medium to Large, for instance); however, your weapons do not grow. You can end this form as a bonus action.

*You partially transform your body into that of a swift horse, a monstrous spider, a scaly lizard, or an even stranger creature.*

## MAW OF ATROPUS

Rank 4 Incantation • Conjuration, Focus, Offensive (Short)

As an action, choose one creature you can see within 50 feet. The target must succeed on a Constitution saving throw or take 6d10 necrotic damage and until the end of your next turn, the target suffers a -5 penalty on ability checks and saving throw.

*The World Born Dead consumes anything it can reach. Your incantation manifests a slavering maw of Atropus, which attempts to eat your foes.*

## MENACING SHADOW

Rank 4 Incantation • Conjuration, Focus, Offensive (Long)

As a bonus action, you conjure a Medium shadow in an unoccupied space within 25 feet. The shadow persists for 1 minute. As an action you cause the shadow to leap to an unoccupied space within 25 feet of you, then make a melee spell attack through the shadow against one creature within 5 feet of it. On a hit, the target takes 6d10 necrotic damage and is dazed until the end of your next turn.

*A shadowy figure arises at your command, leaping around the battlefield to leave your foes senseless.*

## MESMERIC HOLD

Rank 4 Incantation • Charm, Enchantment, Focus, Offensive (Short)

As an action, choose up to three creatures you can see within 50 feet of you. Each target who can hear you must make a Wisdom saving throw. If you target only one creature with this incantation, it suffers a -5 penalty on the Wisdom saving throw. On a failed save, a target takes 7d6 psychic damage, and its speed becomes 0 until the end of your next turn.

*You immobilize your foes by commanding them to remain still.*

## MIRROR SPHERE

Rank 4 Incantation • Focus, Illusion, Offensive (Short)

As an action, choose one creature you can see within 50 feet. The target must succeed on an Intelligence saving throw or take 6d10 psychic damage. Also on a failed save, the first time the target makes an attack roll before the end of its next turn, it automatically hits itself with the attack, in addition to hitting or missing the attack's intended targets. The target's resistances and immunities do not apply against that attack.

*Illusory barriers surround your foe, causing it phantom pain when it attacks you and your allies.*

## MUSICAL CHAIRS

Rank 4 Incantation • Abjuration, Utility (Long)

As a bonus action, you can choose yourself and any number of your allies within 25 feet of you who can hear you. Each target can safely move up to 25 feet (no action required) or make a saving throw with a +5 bonus against one effect that a save can end.

*Magic guides your friends to the right place or out of a bad spot.*

## OFFERING OF BLOOD

Rank 4 Incantation • Necromancy, Utility (Short)

When you make an attack roll, a damage roll, or an ability check and dislike the result, you can take 4d10 necrotic damage to reroll the attack roll, damage roll, or ability check. You must use the new result.

*You grimace in pain as your magic exacts the price for correcting your misfortune.*

## OUBLIETTE OF THE VOID

Rank 4 Incantation • Focus, Necromancy, Offensive (Long)

As an action, shadowy walls surround a 10-foot radius sphere centered on a point within 50 feet. Each enemy in the area must succeed on a Charisma saving throw or take 7d6 psychic damage.

The walls persist for 1 minute. Any enemy that starts its turn within the walls and then willingly leaves the area during its turn takes 3d6 psychic damage. While within the walls, your enemies have disadvantage on attack rolls.

As a bonus action, you can move the area up to 15 feet.

*Walls of twisted shadow arise to entrap your enemies and scour their minds.*

## PHANTOM MASK

Rank 4 Incantation • Illusion, Utility (Long)

As a bonus action, you can choose yourself and each ally within 50 feet of you. Each target assumes the appearance of a humanoid creature of their size for 10 minutes, even the appearance of a specific individual you have seen. You can choose a different disguise for each target. A creature can perceive a target's true form by succeeding on an Intelligence (Investigation) check against your incantation save DC.

Until the incantation ends, you can use an action to modify this illusion to cause any number of the targets to assume the appearance of a different humanoid creature.

*With a gesture, you enable you and your allies to take on a nearly impenetrable disguise.*

## PLAGUE OF FROGS

Rank 4 Incantation • Conjuration, Focus, Offensive (Long)

As an action, a 10-foot radius sphere centered on a point within 100 feet is filled with hundreds of carnivorous frogs. The frogs last for 1 minute. When a creature enters the area for the first time on a turn or starts its turn there, it must succeed on a Constitution saving throw or take 7d6 piercing damage.

As a bonus action, you can move the area up to 15 feet.

*You summon hundreds of carnivorous frogs that bite and harry creatures around them.*

## POSITIVE ENERGY INFUSION

Rank 4 Incantation • Evocation, Offensive, Weapon (Short)

When you hit a creature with an attack using a weapon, your attack deals an extra 4d10 damage, until the end of your next turn, any ally who hits the target with an attack can spend up to four hit dice to regain hit points. If they do so, they regain an additional 1d10 hit points.

*You channel arcane power into your enemy, using the creature as a conduit for vitality.*

## PRIMORDIAL STORM

Rank 4 Incantation • Evocation, Focus, Offensive (Short)

As an action, you target each creature in a 10-foot radius sphere centered on a point within 50 feet. Each target must succeed on a Dexterity saving throw or take 4d6 lightning damage and 4d6 thunder damage. Also on a failed save, at the start of its next turn, the target takes 1d10 cold damage and 1d10 fire damage.

Roll a d6, if you rolled an even number, each target that failed their saving throw takes 2d10 fire damage and 2d10 lightning damage at the start of their next turn instead of 1d10 of each. If you rolled an odd number, each target who failed a saving throw against this incantation has its speed reduced by 20 feet until the end of its next turn.

*You pull a fragment of the Elemental Chaos into the world and let its fury wash over your foes.*

## PRISMATIC BEAMS

Rank 4 Incantation • Evocation, Focus, Offensive (Long)

As an action, you target each creature in a 25-foot cone originating from you. Each target must make a Dexterity saving throw, a Constitution saving throw, and a Wisdom saving throw.

On a failed Dexterity saving throw, a target takes 2d6 fire damage, and burns for 1 minute. While burning the target takes 1d10 fire damage at the start of each of its turns. A target can repeat the saving throw at the end of each of its turns, ending the burning on itself on a success.

On a failed Constitution saving throw, a target takes 2d6 poison damage, and is poisoned for 1 minute. While poisoned, the target takes 1d10 poison damage at the start of each of its turns. A target can repeat the saving throw at the end of each of its turns, ending the poisoned condition on itself on a success.

On a failed Wisdom saving throw, a target is dazed for 1 minute. A target can repeat the saving throw at the end of each of its turns, ending the daze on itself on a success.

*Scintillating beams of rainbow-colored light spring from your outstretched hand, affecting your foes in unpredictable ways.*

## PRISMATIC LIGHTNING

Rank 4 Incantation • Evocation, Focus, Offensive (Long)

As an action, target each creature in a 15-foot radius, 30-foot high cylinder centered on a point within 50 feet. Each target must make a Dexterity, Constitution, or Wisdom saving throw (your choice):

- **Dexterity:** On a failed save, the target takes 4d6 cold damage and 4d6 lightning damage, and its speed becomes 0 for 1 minute. On a successful save, the target takes half as much damage suffers no penalty to speed. While its speed is reduced, the target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
- **Constitution:** On a failed save, the target takes 7d6 lightning damage, and is covered in acid for 1 minute. On a successful save, the target takes half as much damage and is not covered in acid. While covered in acid, the target takes 2d10 acid damage at the start of each of its turns. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
- **Wisdom:** On a failed save, the target takes 4d6 lightning damage and 4d6 psychic damage, and is blinded until the end of your next turn. On a successful save, the target takes half as much damage and is not blinded.

*Your words summon a storm of multicolored bolts. Some sear, others burn, and a few strike your foes blind.*

## REAPER'S CHALLENGE

Rank 4 Incantation • Focus, Necromancy, Offensive (Long)

As a reaction, when a creature makes an attack roll against one of your allies, you force the triggering creature so succeed on a Wisdom saving throw or take 6d10 necrotic damage and deal only half damage with weapon attacks that use Strength until the end of its next turn.

Additionally, for 1 minute, if the target makes an attack roll that does not include you as a target, the target deals only half damage with weapon attacks that use Strength until the end of its next turn.

*You intercede on your friend's behalf and enshroud your foe in a specter of death that can only be exorcised by facing you.*

## REAPER'S VENGEANCE

Rank 4 Incantation • Conjuration, Utility (Short)

As a reaction, when a creature damages you with an attack, you teleport to an unoccupied space within 5 feet to the triggering creature, then create a 10-foot radius sphere of shadow centered on you until the end of your next turn. The area is heavily obscured to creatures other than you. In addition, you gain advantage on attack rolls against the triggering creature until the end of your next turn.

*You turn a foe's attack into opportunity, crossing the battlefield in a burst of shadow that conceals your deadly intent.*

## RINGING WEAPON

Rank 4 Incantation • Divination, Offensive, Weapon (Short)

When you hit a creature with an attack using a weapon, your attack deals an extra 5d10 thunder damage, and until the end of your next turn, the target grants advantage on attack rolls against it and cannot benefit from being obscured.

*A surge of sound rings out across the battlefield as you strike, making it impossible for your enemy to hide its presence.*

## RISE, MY PET

Rank 4 Incantation • Conjuraton, Familiar, Utility (Long)

As a bonus action, your familiar appears within 5 feet of you, even if it was destroyed.

*Your familiar rises from the dead on the battlefield and is ready to act again.*

## RUBICANT'S ASSAULT

Rank 4 Incantation • Conjuraton, Offensive, Weapon (Long)

As an action, you can teleport up to 25 feet and make a melee attack with a weapon against any number of creatures you can see within 5 feet of you, with a separate attack roll for each target. On a hit, a target suffers the attack's normal effects.

Then, you can teleport up to an additional 25 feet and make a melee attack with a weapon against one creature within reach. On a hit, the target suffers the attack's normal effects plus an extra 1d10 cold damage, and the target must succeed on a Constitution saving throw or be dazed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

A creature can only be targeted by this incantation once per activation.

*Ancient words resonate around you as your weapon relentlessly assaults your opposition.*

## SCINTILLATING STARBURST

Rank 4 Incantation • Evocation, Focus, Offensive (Long)

As an action, make a ranged spell attack against one creature within 100 feet. On a hit, the target takes 8d10 radiant damage, and is blinded for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

*A brilliant mote of magic streams toward your foe and explodes.*

## SEED OF FIRE

Rank 4 Incantation • Evocation, Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 4d6 damage, and the target is pushed up to 25 feet. After the push, each creature within 10 feet of the target must succeed on a Dexterity saving throw or take 7d6 fire damage.

If the target is marked after you hit with this incantation, the fire damage affects only your enemies.

*Your attack leaves a glowing mote of arcane power in your enemy's wound. You kick your foe away and watch it erupt in a blossom of hellish flames.*

## SERPENTS OF FLAME

Rank 4 Incantation • Focus, Offensive, Polymorph, Transmutation (Long)

As an action, make two melee spell attacks against one creature within 10 feet, or one melee spell attack against two creatures within 10 feet with a separate roll for each target. On a hit, a target takes 3d10 fire damage, and you can move the target up to 20 feet.

For 1 minute, you transform your arms into fiery serpents. While the effect lasts, you can repeat the incantations attack as an action. Also, until the effect ends, you can use your reaction to make one melee spell attack against a creature in place of an opportunity attack.

*Your arms become twin serpents of pure flame with which you harry your enemies.*

## SHIELD OF BESIEGED TOWER

Rank 4 Incantation • Abjuration, Stance (Long)

As a bonus action, you enter the Shield of Besieged Tower stance. Until the stance ends, you gain a +2 bonus to AC. If at least two enemies are within 15 feet of you, this bonus increases to +4.

*The more foes stand arrayed against you, the stronger your defensive magic is.*

## SHUNT BETWEEN WORLDS

Rank 4 Incantation • Conjuraton, Focus, Offensive (Long)

As an action, you target each creature within 10 feet of you. Each target must succeed on a Wisdom saving throw or take 7d6 psychic damage and be teleported up to 25 feet to an unoccupied space on solid ground.

*You blast your foes with the same arcane energy you use to pass between worlds, shunting them into the Feywild and back again.*

## SILVERLIGHT STRIKE

Rank 4 Incantation • Illusion, Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 4d10 radiant damage, and until the end of your next turn, your allies are invisible to the target.

If the target is marked after this exploit, your attack deals an extra 2d10 radiant damage, instead of 1d10.

*Your strike causes silver light to flare around your foe, obscuring its ability to perceive anyone but you.*

## SLUMBER OF THE WINTER COURT

Rank 4 Incantation • Charm, Enchantment, Focus, Offensive (Long)

As an action, you target each creature in a 10-foot radius sphere centered on a point within 100 feet. Each target must succeed on a Wisdom saving throw or be dazed and have its speed reduced by 10 feet for 1 minute. A dazed target can repeat the saving throw at the end of each of its turns, ending both effects on a success. The first time a target fails a saving throw against the daze effect, it falls unconscious for 1d4 hours, until it takes damage, or a creature within 5 feet of it uses an action to wake it up.

*As you whisper a slow chant, your foes suddenly stumble and sink to the ground in a magical slumber.*



## SONG OF SOLIDARITY

Rank 4 Incantation • Enchantment, Stance (Long)

As a bonus action, you enter the Song of Solidarity stance. Until the stance ends, you gain a 15-foot skald's aura. When an enemy makes a melee attack against an ally of yours in the aura, that enemy provokes opportunity attacks from any of your allies who are in the aura but not targeted by that attack.

*Your words ring out over the battlefield, urging your allies to come to one another's defense.*

## SONG OF STORMS

Rank 4 Incantation • Evocation, Focus, Offensive (Short)

As an action, choose any number of creatures in a 25-foot cone originating from you. Each target must succeed on a Dexterity saving throw or take 7d6 lightning damage.

Additionally, if at least one creature fails the Dexterity saving throw, each ally within the cone deals an extra 1d10 lightning damage whenever they hit with an attack roll before the end of your next turn.

*With a sonorous hum, you summon lightning, blasting your foes with it and imbuing your allies' attacks with its power.*

## SONG OF SUBLIME SNOWFALL

Rank 4 Incantation • Evocation, Utility (Long)

As an action, choose any number of creatures in a 10-foot radius sphere centered on a point within 50 feet. Each target regain 7d6 hit points. The sphere creates a zone of difficult terrain for your enemies and persists for 1 minute.

While the zone persists, you can use a bonus action to restore 1d10 hit points to each of your allies within zone.

*Your song creates gleaming white motes to fall from above, healing your allies and pulling at your foes as they try to move in the area.*

## SONG OF THE SOUL HARVEST

Rank 4 Incantation • Enchantment, Fear, Utility (Long)

As a bonus action, choose one ally within 25 feet of you. For 1 minute, whenever the target ally reduces a creature to 0 hit points, that ally can immediately mark all enemies within 20 feet of them who can hear you. This mark lasts until the end of the ally's next turn.

*Your words conjure up fear of your allies, warning your enemies that the end is nigh.*

## SOUL FLAYING

Rank 4 Incantation • Focus, Offensive (Short)

As an action, make a ranged spell attack against one creature within 50 feet. On a hit, the target takes 6d10 necrotic damage, and it deals only half damage with weapon attacks that use Strength until the end of your next turn.

*You sear your enemy's soul with a bolt of emerald energy, which weakens them greatly for a short time.*

## SOUL HARVEST

Rank 4 Incantation • Necromancy, Utility (Long)

As a reaction, when you reduce an enemy (that isn't a construct or undead) to 0 hit points with necrotic damage, you allow yourself or one ally you can see within 25 feet of the target to regain hit points equal to your level and make a saving throw against one effect that a save can end.

*You catch vitality from a dying creature and twist it to your own purposes.*

## SOUL OF THE VOID

Rank 4 Incantation • Necromancy, Utility (Long)

As a bonus action, for 1 minute or until you drop to 0 hit points, you gain a +1d10 bonus to necrotic damage rolls, and you cannot regain hit points.

In addition, the next time within 1 minute that you start your turn at 0 hit points but are not dead, you can spend up to four hit dice to regain hit points.

*A palpable feeling of death surrounds you as your soul seals its connection to the darkness.*

## SOUL PUPPETS

Rank 4 Incantation • Charm, Focus, Necromancy, Offensive (Long)

As an action, choose any number of creatures in a 10-foot radius sphere centered on a point within 100 feet. Each target must succeed on a Wisdom saving throw or take 7d6 necrotic damage and for 1 minute, the target's becomes 0. If the target is undead, it takes no damage, and it is dominated for 1 minute instead of having its speed become 0. The target can repeat the saving the saving throw at the end of each of its turns, ending the effect on itself on a success.

*You reach out and crush your foes' animating spirits, manipulating their limbs like a puppeteer.*

## SPATIAL LOCK

Rank 4 Incantation • Abjuration, Utility (Long)

As an action, you create a zone in a 15-foot radius sphere centered on a point within 100 feet for 1 minute. Creatures within the zone cannot teleport, benefit from phasing, or access other planes of existence. In addition, within the zone, magic portals fail to function.

*A silver light flashes and an unseen pulse ripples through the air. Your foes aren't going anywhere.*

## SPECTRAL VISION

Rank 4 Incantation • Illusion, Utility (Long)

As a bonus action, for 10 minutes, you mask the terrain within 25 feet around you, changing the appearance of all unattended objects and terrain features. The objects are still visible, but you disguise their true nature, making them look, smell, sound, and sometimes even feel like something else. For example, you could make a pool of lava look like a plush carpet. If an object is removed from the area, this effect ends for that object.

A creature can see through your deception by succeeding on an Intelligence (Investigation) check against your incantation save DC. A creature automatically sees through the illusion if it takes damage from a disguised object or disguised terrain (such as walking on an illusory carpet that is actually lava).

*Your surroundings shimmer and change. What was once a squalid cave is now an opulent throne room.*

## SPITFIRE FURNACE

Rank 4 Incantation • Evocation, Focus, Offensive (Long)

As an action, target each creature in a 15-foot cone originating from you. Each target must succeed on a Dexterity saving throw or take 7d6 fire damage.

Additionally, for 1 minute, any enemy that starts its turn within 10 feet of you takes 2d10 fire damage.

*After unleashing a blast of flames, you smolder with heat, and no one dares approach you.*

## STALWART DEFENDER

Rank 4 Incantation • Conjunction, Summoning, Utility (Long)

As a bonus action, you create a Medium stalwart defender in an unoccupied space within 25 feet.

The stalwart defender is friendly to you and your companions. Roll initiative for the defender, which has its own turns. It obeys any mental commands that you issue to it (no action required). If you don't issue any commands to it, it defends itself from hostile creatures and uses its reactions to make opportunity attacks.

The stalwart defender's statistics are listed at the end of this supplement.

*You animate a humanoid construct in armored plates.*

## STONEWRACK

Rank 4 Incantation • Focus, Offensive, Transmutation (Long)

As an action, you target each creature in a 10-foot radius centered on a point on the ground within 100 feet. Each target must succeed on a Dexterity saving throw or take 7d6 slashing damage.

The sphere creates a zone of jagged stone for 1 minute. Each creature that moves into the zone or within it without disengaging or crawling takes 2d10 slashing for every 5 feet it moves and is knocked prone after the movement.

*You clench your fists as you call on the earth to obey you. The ground buckles amid your foes, creating a mass of jagged rocks.*

## STRIKE UP THE DANCE

Rank 4 Incantation • Enchantment, Focus, Offensive (Long)

As an action, choose up to three creatures within 50 feet of you who can hear you. Each target must succeed on a Wisdom saving throw or take 7d6 psychic damage and for 1 minute, the target dances. While dancing, at the start of each of its turns, you can move the target up to 20 feet and its speed becomes 0 until the start of its next turn. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

If you target only one creature with this incantation, the target takes 6d10 psychic damage on a failed save, instead of 7d6.

*Your foes dance to your tune now.*

## SUDDEN ESCAPE

Rank 4 Incantation • Conjunction, Utility (Long)

As a reaction, when an enemy hits you with an attack roll, you immediately teleport up to 25 feet before damage is dealt.

*In the blink of an eye, you're somewhere else.*

## SUMMON CHAINBEARER

Rank 4 Incantation • Conjunction, Focus, Summoning (Long)

As a bonus action, you summon a Large creature made of chains in an unoccupied space within 100 feet.

The chainbearer is friendly to you and your companions. Roll initiative for the chainbearer, which has its own turns. It obeys any mental commands that you issue to it (no action required). The chainbearer persists for 1 minute or until you dismiss it as a bonus action. If you don't issue any commands to it, it defends itself and makes opportunity attacks against your enemies.

The creature's statistics are at the end of this supplement.

*A blast of wind rushes over the battlefield as a dozen gleaming chains soar from your outstretched hand and wrap themselves into a humanoid form that lashes your enemies.*

## SUMMON DIAMOND FALCON

Rank 4 Incantation • Conjunction, Focus, Summoning (Long)

As a bonus action, you summon a Medium diamond falcon in an unoccupied space within 25 feet.

The diamond falcon is friendly to you and your companions. Roll initiative for the falcon, which has its own turns. It obeys any mental commands that you issue to it (no action required). The falcon persists for 1 hour or until you dismiss it as a bonus action. If you don't issue any commands to it, it defends itself, but otherwise, takes no action.

At your command, the diamond falcon can carry you or one Medium or smaller ally that is within 5 feet of it when the falcon begins its movement. The carried creature moves with the falcon and occupies its space; if the falcon provokes opportunity attacks, the attacker can target either the falcon or the carried creatures. At the end of the falcon's movement, the carried creature can either remain in the falcon's space (continuing to be carried) or land in a space within 5 feet of the falcon. Attack rolls against a carried creature gain advantage and the carried creature suffers disadvantage on attack rolls.

The creature's statistics are at the end of this supplement.

*A great bird of prey with gleaming white feathers appears from a planar portal and whisks you or an ally to safety.*

## SUMMON INVISIBLE STALKER

Rank 4 Incantation • Conjunction, Focus, Summoning (Long)

As a bonus action, you summon a Medium invisible stalker in an unoccupied space within 25 feet.

The invisible stalker is friendly to you and your companions. Roll initiative for the stalker, which has its own turns. It obeys any mental commands that you issue to it (no action required). The stalker persists for 1 minute or until you dismiss it as a bonus action. If you don't issue any commands to it, it defends itself and makes opportunity attacks against your enemies.

The DM has the creature's statistics.

*A relentless killer emerges from the Elemental Chaos to stalk your foe and strangle it to death.*

## SUMMON STORMSTONE FURY

Rank 4 Incantation • Conjuraton, Focus, Summoning (Long)

As a bonus action, you summon a Medium stormstone fury in an unoccupied space within 50 feet.

Roll initiative for the stormstone fury, which has its own turns. You can use a bonus action on your turn to issue mental commands to it, which it must obey. The fury persists for 1 minute or until you dismiss it as a bonus action.

You are connected to the life force of the stormstone fury. While the summoned fury is present, you deal an extra 2d6 thunder damage with any effect that targets an area.

If you didn't issue any commands to the fury by the end of your turn, on its turn, it uses stonestorm burst, targeting as many creatures as possible. In addition, you take 1d10 thunder damage and fall prone.

The creature's statistics are at the end of this supplement.

*A hulking elemental of stone and living thunder answers your summons with a sound akin to cracking rock and rumbling thunder.*

## SUMMON VROCK

Rank 4 Incantation • Conjuraton, Focus, Summoning (Long)

As a bonus action, you summon a Large vrock in an unoccupied space within 50 feet.

Roll initiative for the vrock, which has its own turns. You can use a bonus action on your turn to issue mental commands to it, which it must obey. The vrock persists for 1 minute or until you dismiss it as a bonus action.

You are connected to the life force of the vrock. While the summoned vrock is present, you do not provoke opportunity attacks from movement, and you deal an extra 2d6 poison damage against targets that cannot take reactions.

If you didn't issue any commands to the vrock by the end of your turn, on its turn, it attacks the nearest creature. If it can't reach any targets, it moves up to its speed toward the nearest creature. In addition, you take 2d10 poison damage and you cannot take bonus actions on your next turn.

The DM has the creature's statistics.

*A foul smelling, feathered demon screeches into being, wicked talons flexing in anticipation of tearing flesh.*

## TENDRILS OF THUBAN

Rank 4 Incantation • Conjuraton, Focus, Offensive (Long)

As an action, a portal opens, filling a 10-foot radius sphere centered on a point you can see within 50 feet. The portal persists for 1 minute. Each creature in the area must succeed on a Constitution saving throw or take 7d6 cold damage and until the portal closes, the target is restrained. While restrained, a creature can use an action to repeat the saving throw, ending the effect on itself on a success.

While the portal persists, you can use a bonus action to force each creature in the area to succeed on a Constitution saving throw or take 7d6 cold damage.

*From the frozen emerald seas under the star Thuban, you call forth dozens of glimmering green tentacles. Reaching down from overhead, they seize your enemies, draining the heat from their bodies and holding them immobile.*

## THIRSTING MAW

Rank 4 Incantation • Conjuraton, Focus, Offensive (Long)

As an action, make a ranged spell attack against one creature within 25 feet. On a hit, the target takes 6d10 necrotic damage, and you regain hit points equal to half of the damage dealt. Also on a hit, the eel latches onto the target for 1 minute.

As a bonus action, while the eel is attached, the target must make a Constitution saving throw. On a failed save, the target takes 6d10 necrotic damage and you regain hit points equal to half the damage dealt. On a successful save, the eel detaches and the effect ends.

*With the flick of your wrist, you create a phantasmal eel-like creature from your palm and hurl it at your foe. It latches itself to them and begins to drink their blood... and you grow stronger.*

## THUNDER AND STRIKE

Rank 4 Incantation • Evocation, Focus, Offensive (Short)

As an action, make a melee spell attack against one creature within 5 feet. On a hit, the target takes 7d6 thunder damage, and you push the target up to 20 feet.

After the attack is resolved, choose one creature you can see within 50 feet of you other than the first. The secondary target must succeed on a Dexterity saving throw or take 7d6 lightning damage. In addition, on a failed save, if the secondary target is within 5 feet of the primary target, the secondary target is also dazed until the end of your next turn.

*Your surprise melee blow drives the enemy away in thunder, as a lightning strike blasts a distant foe.*

## THUNDER BREATH

Rank 4 Incantation • Evocation, Focus, Offensive (Short)

As an action, you target each creature in a 15-foot cone originating from you. Each target must succeed on a Constitution saving throw or take 7d6 thunder damage and until the end of your next turn, the target's speed is reduced by 20 feet.

*A blast of thunder like a dragon's roar issues from your mouth, staggering your foes.*

## THUNDER BUFFER

Rank 4 Incantation • Abjuration, Utility (Long)

As a bonus action, for 1 minute, you gain a +2 bonus to AC, and when any enemy hits you with a melee attack, you can use your reaction to push the attacker up to 20 feet.

*Distant thunder grumbles around you, and you can unleash it against an attacker to knock the creature backward.*

## THUNDERLANCE

Rank 4 Incantation • Evocation, Focus, Offensive (Short)

As an action, choose any number of creatures in a 25-foot cone originating from you. Each target must make a Dexterity saving throw. On a failed save, a target takes 7d6 thunder damage and is pushed up to 20 feet. On a successful save, a target takes no damage and is pushed up to 20 feet.

*A thunderous pulse of concussive energy rolls from your hand, bowling over your enemies.*

## TIDES OF FATE

Rank 4 Incantation • Divination, Utility (Long)

As a bonus action, you gain a 15-foot aura that persists for 1 minute, until you end it as a bonus action, or until you fall unconscious. Any ally who fails an ability check or saving throw in the aura gains a +2 bonus the next time they make the same kind of ability check or saving throw. Any enemy in the aura that hits you or an ally in the aura grants advantage on attack rolls against it until the end of its next turn.

*With a cry to your mighty patron, you alter the course of fate, turning the tables on your enemies.*

## TOUGH OF THE TWO MOONS

Rank 4 Incantation • Enchantment, Fear, Focus, Offensive (Long)

As an action, make a melee spell attack against one creature within reach. On a hit, the target takes 6d10 necrotic damage, and each enemy within 25 feet of the target must succeed on a Wisdom saving throw or become frightened of you for 1 minute. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

*Invoking the name of Tectuktitlay, ruler of Draj the Two Moon City, you plunge your hand into a creature's flesh and tear loose a piece of the creature's spirit.*

## UMBRAL ASSAULT

Rank 4 Incantation • Focus, Illusion, Offensive (Short)

As an action, choose any number of creatures in a 15-foot radius sphere centered on a point within 100 feet. Each target must succeed on an Intelligence saving throw or take 7d6 necrotic damage.

The sphere creates a zone of illusory darkness until the end of your next turn. All of your enemies are blinded while within the zone.

*A shroud of roiling shadows coalesces around your focus. Your enemies see a globe of utter blackness flare out to engulf them.*

## VERTIGO

Rank 4 Incantation • Focus, Illusion, Offensive (Long)

As an action, choose any number of creatures in a 10-foot radius sphere centered on a point within 50 feet. Each target must succeed on a Wisdom saving throw or be afflicted with vertigo for 1 minute.

While afflicted by vertigo, the target can't stand up from prone, and if it moves, the target must move at least 20 feet or fall prone at the end of its movement. The target can repeat the saving throw at the end of each of its turns, ending the vertigo on a success, but suffering lesser vertigo for 1 minute.

While afflicted by lesser vertigo, the target can't stand up from prone, and if it moves, the target must move at least 10 feet or it falls prone at the end of its movement.

Additionally, for 1 minute, the target can't disengage.

*Your enemies stagger and flail their arms as the world seems to spin furiously around them.*

## VILE RESONANCE

Rank 4 Incantation • Hex, Necromancy, Stance (Long)

As a bonus action, you enter the Vile Resistance stance. Until the stance ends, you suffer a 1d10 susceptibility to all damage, but your *hex* deals an extra 2d10 damage and whenever an enemy takes damage from your *hex* you can move them up to 5 feet.

*The words you speak resonate in the area, causing both you and those you have hexed to feel wounds more deeply.*

## VISAGE OF ZHUDUN

Rank 4 Incantation • Fear, Focus, Illusion, Offensive (Long)

As an action, a 10-foot radius sphere centered on a point within 50 feet fills with the semblance of a monstrous face, blocking line of sight. The area persists for 1 minute, and creatures that enter the area or start their turn there take 3d6 psychic damage.

While the area persists, you can use a bonus action to force each creature in the area to succeed on a Charisma saving throw or take 7d6 psychic damage and have its speed reduced by 25 feet until the end of your next turn.

*You manifest an aspect of the blank face of dead Zhudan, creating a zone of horror that hammers at the sanity of those caught within it.*

## VORPAL EDGE

Rank 4 Incantation • Transmutation, Utility (Long)

As a bonus action, you touch one weapon within reach. For 1 minute, attacks made with the target can score critical hits on rolls of 18–20.

*The deadly parts of the weapon you touch becomes suffused with magic, making them sharper and deadlier.*

## VORTEX OF FIRE

Rank 4 Incantation • Evocation, Focus, Offensive (Long)

As an action, you create a fiery 10-foot radius sphere centered on a point within 50 feet. Each creature in the area must succeed on a Dexterity saving throw or take 7d6 fire damage.

The vortex persists for 1 minute, and any creature that ends its turn in the area must succeed on a Dexterity saving throw or take 7d6 fire damage and until the end of its next turn, the target's speed is reduced by 25 feet.

As a bonus action, you can move the area up to 15 feet.

*A dancing column of flame sweeps through your enemies, burning those within its fiery core and trapping them there with its searing winds.*

## WARP SPACE

Rank 4 Incantation • Conjunction, Utility (Short)

As an action, you teleport up to 5 willing creatures within 25 feet of you to any other space within 25 feet of you.

*Using incomprehensible logic from beyond the stars, you rearrange the battlefield.*

## **WRACKING RADIANCE**

*Rank 4 Incantation • Evocation, Focus, Offensive (Long)*

As an action, choose one creature you can see within 50 feet. The target must succeed on a Constitution saving throw or take 6d10 radiant damage.

Additionally, the target takes 1d10 radiant damage at the start of each of its turns for 1 minute. The target can make a Constitution saving throw at the end of each of its turns. On a failed save, each of your allies within 25 feet of the target regains 1d10 hit points. On a successful save, the effect ends and each of your allies within 25 feet of the target regain 1d10 hit points and also gain a +5 bonus to AC until the end of the target's next turn.

*A burst of light damages your foe and wracks it with anguish. As your enemy's suffering continues, bursts of light heal your nearby allies.*

## **WRAITH'S SHADOW**

*Rank 4 Incantation • Focus, Necromancy, Offensive (Short)*

As an action, choose one creature you can see within 50 feet. The target must succeed on a Constitution saving throw or take 6d10 necrotic damage and deal only half damage with weapon attacks that use Strength until the end of your next turn.

You can choose to deal no damage with this incantation and instead make the target restrained and deals only half damage with weapon attacks that use Strength until the end of your next turn.

*The shadows congeal and smother your foe in a sickly mass of debilitating darkness.*

## RANK 5 INCANTATIONS

### ACID SHACKLES

*Rank 5 Incantation • Evocation, Focus, Offensive (Short)*

As an action, you target each creature in a 10-foot radius sphere centered on a point within 50 feet. Each target must succeed on a Dexterity saving throw or take 8d6 acid damage and if the target moves before the end of its next turn, it takes an additional 2d12 acid damage.

*Caustic words crackle from your mouth, taking physical form around your foes as bands of acid that further punish those who move.*

### ACID WAVE

*Rank 5 Incantation • Evocation, Focus, Offensive (Long)*

As an action, you target each creature in a 25-foot cone originating from you. Each target must make a Dexterity saving throw. On a failed save, a target takes 8d6 acid damage and for 1 minute, the target is covered in acid. While covered in acid, the target takes 2d12 acid damage at the start of each of its turns. On a failed save, a target takes half as much damage, and is partially covered in acid for 1 minute. While partially covered in acid, a target takes 1d12 acid damage at the start of each of its turns.

Any target covered in any acid can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

*A wave of acid dissolves all creatures that stand before you.*

### ADDLING PATTERN

*Rank 5 Incantation • Enchantment, Focus, Offensive (Short)*

As an action, choose up to two creatures you can see within a 25-foot cone originating from you. Each target must succeed on a Wisdom saving throw or take 8d6 psychic damage and until the end of your next turn, if the target attacks you or an ally within 5 feet of you, you can force the target to also make one additional weapon attack against a creature of your choice (no action required).

*You weave an enchantment over your allies' armor that confuses foes, causing them to attack their friends.*

### ALL SOUL'S BALL

*Rank 5 Incantation • Focus, Necromancy, Offensive (Long)*

As an action, choose any number of creatures in a 15-foot radius sphere centered on a point within 50 feet. Each target must succeed on a Wisdom saving throw or take 8d6 necrotic damage and until the end of its next turn, the target's speed is reduced by 25 feet.

The sphere creates a zone that persists for 1 minute. When an enemy within the zone is reduced to 0 hit points, your allies within 5 feet of that enemy can immediately spend up to five hit dice to regain hit points, and attack rolls against your enemies within 5 feet of the dying enemy gain advantage.

*A haunting tune fills the air, drawing the souls of the dying to dance among their allies.*

## ASPECT OF THE DRAGON

*Rank 5 Incantation • Focus, Offensive, Transmutation (Long)*

As an action, choose any number of creature in a 25-foot cone originating from you. Each target must make a Dexterity saving throw. On a failed save, a target takes 8d6 fire damage, or half as much damage on a success.

Additionally, the first time you are reduced below 0 hit points within the next minute, repeat this incantation. Targets suffer a -6 penalty on the saving throw when you repeat the incantation.

*Your form wavers and is replaced by a dragon that releases a scouring blast of fire. Depending on the course of the battle, it might make another appearance.*

### AZURE TALONS

*Rank 5 Incantation • Conjuration, Focus, Offensive (Short)*

As an action, choose any number of creatures you can see within 10 feet of you. Each target must succeed on a Dexterity saving throw or take 8d6 lightning damage and if the target ends its next turn within 10 feet of you, it takes an additional 2d12 lightning damage.

*Blue claws of lightning materialize around you and slash at does that remain too close.*

### BALANCE OF POWER

*Rank 5 Incantation • Divination, Offensive, Weapon (Short)*

When you hit a creature with a ranged attack using a weapon, your attack deals an extra 5d10 damage, and until the end of your next turn, whenever the target makes an attack roll, you roll a d12 and subtract your roll from the target's attack roll.

Additionally, until the end of your next turn, whenever one of your allies makes an attack roll against the target, you roll a d12 and add your roll to your ally's attack roll.

*You disrupt fortune's weave, shifting it to give your allies a little more luck at the expense of one of your foes.*

### BALEFUL EYE OF IMIX

*Rank 5 Incantation • Conjuration, Focus, Offensive (Long)*

As an action, you conjure a Large eye of Imix in an unoccupied space you can see within 50 feet. The eye persists for 1 minute. Each creature other than you that starts its turn within 5 feet of the eye is set ablaze for 1 minute. A blazing target sheds bright light in a 30-foot radius and dim light for an additional 30 feet. At the end of each of its turns, a burning target must make a Dexterity saving throw. It takes 4d6 fire damage on a failed save, and is no longer burning on a successful one. These magical flames can't be extinguished by nonmagical means.

Any creature that enters the eye's space takes 4d6 fire damage and can teleport up to 30 feet (no action required). While the eye persists you can use your action to cause the eye to blink. When the eye blinks, each creature in 25 feet of it must succeed on a Constitution saving throw or take 4d6 fire damage and be pulled up to 20 feet closer to the eye.

While the eye persists, you can use a bonus action to cause the eye to blink. Roll a d6. On a 1, you cannot use your action to cause the eye to blink on your next turn. On a 6, each creature in 25 feet of the eye take 4d6 fire damage.

*A great fiery eye opens, and as the eye blinks, it erupts in a burst of flames.*

### **BALEFUL GAZE OF THE BASILISK**

*Rank 5 Incantation • Fear, Focus, Offensive, Transmutation (Long)*

As an action, choose one creature you can see within 50 feet. The target must make a Constitution saving throw. On a failed save, the target is stunned for 1 minute. On a successful save, the target is poisoned for 1 minute. While stunned by this incantation, the target is also poisoned.

While poisoned, the target takes 2d12 poison damage at the start of each of its turns. The target can repeat the Constitution saving throw at the end of each of its turns, ending the incantation on a success.

*You cast a toxic glance at your foe, leaving it paralyzed with fear.*

### **BANE BLADE**

*Rank 5 Incantation • Offensive, Transmutation, Weapon (Long)*

When you hit a creature with a melee attack using a weapon, your attack deals an extra 5d10 damage, and choose one creature type that the target has. For 1 minute, your weapon attacks against creatures of that type deal an extra 2d12 damage.

*Attuning your weapon's arcane might, you launch a devastating barrage of strikes and thrusts against your foe.*

### **BLACKFIRE SERPENT**

*Rank 5 Incantation • Conjuraton, Focus, Offensive (Long)*

As an action, you conjure a blackfire serpent in an unoccupied space within 50 feet. The serpent persists for 1 minute and occupies a 5-foot space. Enemies cannot move through its space, but allies can.

When it appears, the serpent breaths fire. Each creature in a 15-foot cone originating from the serpent must succeed on a Dexterity saving throw or take 4d6 fire damage.

While the serpent persists, you can use a bonus action on your turn to move the serpent up to 30 feet and repeat the fire breath.

*A coiled serpent made of black flames appears among your enemies and unleashes a blast of fire.*

### **BURROWING PROJECTILE**

*Rank 5 Incantation • Evocation, Offensive, Weapon (Long)*

When you hit a creature with a ranged attack using a weapon, your attack deals an extra 5d10 damage, and the projectile twists and burrows into the target for 1 minute. While burrowing, the target takes 1d12 piercing damage at the beginning of each of its turns and attack rolls against it gain advantage. The target can make a Strength saving throw at the end of each of its turns. If the target succeeds on two consecutive saving throws against this effect, the effect ends.

*When your shot strikes a foe, the projectile spins like a top, burrowing into the creature.*

### **CHARM OF FALSE GLORY**

*Rank 5 Incantation • Charm, Enchantment, Focus, Offensive (Short)*

As an action, choose one creature you can see within 50 feet. The target must make a Wisdom saving throw. On a failed save, you can move the target up to 25 feet, and its speed becomes 0 until the end of your next turn. Also on a failed save, until the end of your next turn, whenever an enemy of yours starts its turn or enters a space within 5 feet of the target, the target must use its reaction, if available, to make an opportunity attack against that enemy. The target gains a +6 bonus on the attack roll and a +1d12 bonus on the damage roll. Each time the target hits with an opportunity attack, you can move the target up to 15 feet.

*Your foe shouts in triumph as it suddenly turns against its allies. Your magic twists its sight and mind, causing it to see enemies where allies stand.*

### **CHOKING SHADOW**

*Rank 5 Incantation • Conjuraton, Focus, Offensive (Short)*

As an action, you conjure your shadow in an unoccupied space within 5 feet of a creature you can see within 100 feet. The shadow persists for 1 minute or until the target is not within 5 feet of it. Make a melee spell attack through the shadow against the target. On a hit, the target takes 4d10 cold damage and 4d10 necrotic damage and its speed becomes 0 until the end of your next turn.

While the shadow persists, you can use an action once per round to command your shadow to repeat the attack.

*Your shadow separates from you and flits across the ground to throttle your enemy with spindly talons made of freezing darkness.*

### **CLOCKWORK ACID WASP**

*Rank 5 Incantation • Conjuraton, Focus, Summoning, Utility (Long)*

As a bonus action, you create a Small clockwork acid wasp in an unoccupied space within 25 feet.

The clockwork acid wasp is friendly to you and your companions. Roll initiative for the wasp, which has its own turns. It obeys any mental commands that you issue to it (no action required). If you don't issue any commands to it, it defends itself from hostile creatures and uses its reactions to make opportunity attacks.

The creature's statistics are at the end of this supplement.

*You grant animation to a clockwork wasp fueled by acid.*

### **COMBUST**

*Rank 5 Incantation • Evocation, Focus, Offensive (Short)*

As an action, you target each creature in a 15-foot radius sphere centered on a point within 100 feet. Each target must succeed on a Dexterity saving throw or take 10d6 fire damage.

*You cause several foes to spontaneously burst into flame.*

## CORRALLING SONG

Rank 5 Incantation • Enchantment, Focus, Offensive (Long)

As an action, each enemy in a 15-foot radius sphere centered on a point within 50 feet who can hear you must succeed on a Wisdom saving throw or take 8d6 psychic damage, and you can move the target up to 25 feet to a space within 5 feet of one of your enemies.

Additionally, each target that is within 5 feet of one of your enemies after the initial saving throw is resolved is corralled for 1 minute. While corralled, the target takes 2d12 psychic damage if it does not end its turn within 5 feet of one of your enemies. A corralled target can make a Wisdom saving throw at the end of each of its turns, ending the effect on itself on a success.

*Beguiling words entice your foes to cluster together, exposing them to devastating area magics.*

## CRASHING WINDS

Rank 5 Incantation • Evocation, Focus, Offensive (Long)

As an action, you target each creature in a 15-foot cone originating from you. Each target must make a Constitution saving throw. On a failed save, a target takes 8d6 thunder damage, or half as much damage on a success.

Additionally, you push each target up to 25 feet, and for 1 minute, at the start of each of your turns, you can push each enemy within 5 feet of you up to 25 feet.

*Everything standing near you is battered and knocked away, and the winds continue to swirl in your vicinity.*

## CRAVEN CHORUS

Rank 5 Incantation • Enchantment, Fear, Focus, Offensive (Long)

As an action, choose any number of creatures within 5 feet of you. Each target who can hear you must make a Wisdom saving throw. On a failed save, a target takes 8d6 psychic damage, and you push the target up to 25 feet. On a successful save, the target takes half as much damage, and you push the target up to 15 feet.

*As they flee before you, your enemies add their cries of dismay to your daunting dirge.*

## CRUSHING TITAN'S FIST

Rank 5 Incantation • Evocation, Focus, Offensive (Long)

As an action, you target each creature in a 10-foot radius cube centered on a point within 100 feet. Each target must succeed on a Dexterity saving throw or take 8d6 force damage and have its speed become 0 until the end of your next turn.

The cube creates a zone that lasts until the end of your next turn or until you dismiss it as a bonus action. A creature moving through the zone must spend 5 feet of movement for every 1 foot it moves.

*You clench your fist, and crushing force seizes your targets like the first of an invisible titan.*

## DANCING FLAMES

Rank 5 Incantation • Evocation, Focus, Offensive (Short)

As an action, choose any number of creatures in a 25-foot cone originating from you. Each target must make a Dexterity saving throw. On a failed save, a target takes 8d6 fire damage, or half as much damage on a success.

*You unleash shifting streams of fire that burn down your foes while leaving allies untouched.*

## DARKLANDS ECLIPSE

Rank 5 Incantation • Conjunction, Focus, Offensive (Long)

As an action, a cloud forms in a 10-foot radius sphere centered on a point within 50 feet. The cloud persists for 1 minute and is heavily obscured for creatures other than you. Each creature in the area must succeed on a Constitution saving throw or take 4d6 cold damage and 4d6 necrotic damage and for 1 minute, the target is encased in shadows.

An encased creature must repeat the saving throw at the end of each of its turns. On a failed save, the target takes 4d6 cold damage and 4d6 necrotic damage, and is no longer encased on a successful save.

While the cloud persists, whenever an encased target takes damage from an attack roll, you can teleport the target (no action required) to any unoccupied space within the cloud.

*A roiling black cloud erupts around your foes, creating a trap from which they struggle in vain to escape.*

## DAZZLING DISPLAY

Rank 5 Incantation • Offensive, Transmutation, Weapon (Short)

As an action, make a melee attack with a weapon against any number of creatures you can see within 5 feet of you, with a separate attack roll for each target. On a hit, a target suffers the attack's normal effects plus an extra 7d6 damage, and the target grants advantage on attack rolls against it until the end of your next turn.

Additionally, until the end of your next turn or until you move, you are heavily obscured.

*With dizzying speed, you slash and slice your foes. Your swordplay leaves your foes off balance and unable to discern your location.*

## DEATH'S RESURGENCE

Rank 5 Incantation • Focus, Necromancy, Offensive (Long)

As a reaction, when you are reduced to half hit points or to 0 hit points, you force each enemy within 10 feet of you to succeed on a Wisdom saving throw or take 8d6 necrotic damage.

Additionally, you can spend up to five hit dice to regain hit points. If you do, you regain an additional 1d12 hit points for each target that is bloodied after taking damage from this incantation.

*Death's power turns your foe's triumph into a victory of your own. Your pain explodes from you, and as others fall, you draw strength from their defeat.*



## DELBAN'S EYE

Rank 5 Incantation • Conjunction, Focus, Offensive (Short)

As an action, choose one creature you can see within 50 feet. The target must succeed on a Constitution saving throw, or take 8d10 cold damage and be marked until the end of your next turn. While marked by this incantation, the target cannot benefit from being obscured, and all attack rolls against the target deal an +1d12 cold damage on a hit.

*A slanting shaft of frigid starlight shines down and illuminates your foe, revealing it in a spasm of chill agony. Your foe realizes you've turned the dire attention of a fell entity upon them.*

## DELUSIONS OF LOYALTY

Rank 5 Incantation • Charm, Enchantment, Focus, Offensive (Long)

As an action, choose one creature you can see within 50 feet who can see you. The target must succeed on a Wisdom saving throw or become deluded for 1 minute.

While deluded, the target must use its action to attack the last creature to attack you since the end of your last turn. If no one attacked you since the end of your last turn or if the target is unable to attack, the target loses its action. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

*Your magic causes your enemy to perceive you as a comrade they must defend, even if they are now at odds with their former allies.*

## DESPAIR OF ZHUDUN

Rank 5 Incantation • Fear, Focus, Offensive, Transmutation (Short)

As an action, choose one creature you can see within 50 feet. The target must succeed on a Wisdom saving throw or take 8d10 psychic damage and fall prone in fear. If the target stands up before the end of its next turn, it takes an additional 4d10 psychic damage and until the end of your next turn, the target suffers disadvantage on attack rolls and attack rolls against it gain advantage.

*You manifest an aspect of the blank face of dead Zhudun, causing your foe to collapse in fear.*

## DEVOURING DEATH

Rank 5 Incantation • Focus, Necromancy, Offensive (Short)

As an action, choose one creature you can see within 50 feet. The target must succeed on a Dexterity saving throw or take 8d10 acid damage and until the end of your next turn, the target loses any resistance to acid and necrotic damage, and gains a 2d12 susceptibility to acid and necrotic damage.

*A bolt of black vitriol splashes over your foe, leaving it susceptible to further acid attacks and to your magic of death and decay.*

## DEVOURING TIDE

Rank 5 Incantation • Focus, Necromancy, Offensive (Short)

As an action, you target each creature in a 15-foot cone originating from you. Each target must succeed on a Dexterity saving throw or take 5d10 necrotic damage and all attack rolls against the target gain advantage until the end of your next turn. Also on a failed save, you can move the target up to 25 feet.

*A stream of black motes erupts from your outstretched hand, rushing forward to swarm your foes like a cloud of ravenous insects.*

## DISSONANT IMBUEMENT

Rank 5 Incantation • Offensive, Transmutation, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 5d10 damage, and until the end of your next turn, the target suffers a -6 penalty to AC and Dexterity saving throws.

*Your strike creates a tone that resonates within your opponent, disrupting its defenses.*

## DREAD BRIARS

Rank 5 Incantation • Conjunction, Focus, Offensive (Long)

As an action, choose one creature you can see within 50 feet. The target must make a Strength saving throw. On a failed save, the target takes 4d10 necrotic damage and be restrained by the briars for 1 minute. On a successful save, the target takes half as much damage and its speed is reduced by 30 feet until the end of your next turn.

While restrained by the briars, the target can repeat the saving throw at the end of each of its turns. On a failed save, the target takes 4d10 necrotic damage. On a successful save, the effect ends.

The damage from this incantation ignores resistance to necrotic damage.

*Oily black vines bristling with thorns erupt around your foe and swiftly shroud them in life-draining tangles.*

## ELEMENTAL DETENTION

Rank 5 Incantation • Abjuration, Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 5d10 lightning damage, and the target must succeed on a Strength saving throw or be restrained until the end of your next turn.

*The lightning dancing on your weapon leaps to your foe and holds it in place.*

## ENCIRCLING DANCE

Rank 5 Incantation • Focus, Illusion, Offensive (Long)

As an action, choose one or two creatures you can see within 50 feet of you. Each target who can see must make a Dexterity saving throw. On a failed save, a target takes 8d6 radiant damage, or half as much damage on a successful save.

Additionally, you and your allies within 50 feet of you can safely move up to 30 feet (no action required).

*As dazzling light bursts around your foes, you and your allies can move to better positions.*

## ENTOMBING EARTH

Rank 5 Incantation • Focus, Necromancy, Offensive (Long)

As an action, choose one creature you can see within 50 feet. The target must succeed on a Dexterity saving throw or take 8d10 necrotic damage and for 1 minute, the target is entombed in earth. While entombed, the target is stunned and takes 2d12 necrotic damage at the start of each of its turns. Other creatures cannot gain line of sight or line of effect to the target while it is entombed. Then target can make a Strength saving throw at the end of each of its turns, ending the entombing on a success.

*A maw of moaning grave dirt appears around your foe and slams shut with echoing finality.*

## EXPLOSIVE OUTBREAK

Rank 5 Incantation • Focus, Necromancy, Offensive (Long)

As an action, choose one creature you can see within 100 feet. The target must succeed on a Constitution saving throw or become plagued with disease for 1 minute.

While plagued, the target is poisoned and takes 2d12 poison damage at the start of each of its turns. The target must repeat the saving throw at the end of each of its turns. On a successful save, the target is no longer plagued. On a failed save, the plague spreads to each of your enemies within 25 feet of the target. Each of these secondary targets must succeed on a Constitution saving throw or become plagued with lesser disease for 1 minute.

While plagued with lesser disease, a secondary target takes 1d12 poison damage at the start of each of its turns. At the end of each of its turns, a secondary target can make a Constitution saving throw, ending the effect on itself on a success.

*Black and purple or greenish energy erupts from each of your foe's orifices.*

## EVARD'S EBON BINDINGS

Rank 5 Incantation • Charm, Conjunction, Focus, Offensive (Long)

As an action, choose one creature you can see within 50 feet. The target must succeed on a Wisdom saving throw or have its speed become 0 for 1 minute.

While the target's speed is 0, it must repeat the saving throw at the end of each of its turns. On the first failed saving throw, the target is stunned for 1 minute. On the second failed saving throw the target is dominated for 1 minute. On the first successful saving throw, the other effects end and the target takes 8d10 psychic damage, is dazed, and has its speed become 0 until the end of your next turn.

*With incantations of imprisonment, you trap your foe in writhing black runes that seem almost alive, forcing it to obey your command.*

## FABLE OF FOCUS

Rank 5 Incantation • Enchantment, Stance (Long)

As a bonus action, you enter the Fable of Focus stance. Until the stance ends, you gain a 15-foot aura. You and your allies within the aura who can hear you can reroll any result of a 1 or 2 on any damage die, keeping the second result for each die rolled.

*You weave a tale that forces your allies to concentrate on the task before them, ensuring that every attack counts.*

## FEAST OF DESTRUCTION

Rank 5 Incantation • Evocation, Focus, Offensive (Long)

As an action, you target each creature in a 10-foot radius sphere centered on a point within 100 feet. Each target must succeed on a Dexterity saving throw or take 8d6 fire damage and for 1 minute, the target is set ablaze. While ablaze, a target takes 2d12 fire damage at the start of each of its turns, and sheds bright light in a 30-foot radius and dim light for an additional 30 feet.

The sphere creates a zone for 1 minute. Any creature that enters the zone or ends its turn there takes 1d12 fire damage. While the zone persists, you can use an action to flare the zone. Each creature within the zone must succeed on a Dexterity saving throw or take 4d6 fire damage and for 1 minute, the target burns. While burning a target sheds bright light in a 10-foot radius and dim light for an additional 10 feet. Also, a burning target takes 1d12 fire damage at the start of each of its turns.

A burning or blazing target not in the zone can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

*Few forces can match the awesome appetite of fire; you release it to feed.*

## FORCE OF NATURE

Rank 5 Incantation • Evocation, Focus, Offensive (Long)

As an action, choose one creature you can see within 50 feet. The target must succeed on a Strength saving throw or take 8d10 magical bludgeoning damage, be pushed up to 25 feet, and knocked prone.

*Your magic creates a primordial force that hurls your foe through the air.*

## FORCE VOLLEY

Rank 5 Incantation • Evocation, Focus, Offensive (Short)

As an action, choose up to three creatures within 100 feet. Make a range spell attack against each target. If you target only one creature with this incantation, you gain a +6 bonus to the attack roll. On a hit, a target takes 8d6 force damage, and is dazed until the end of your next turn.

*Silvery missiles spring from your fingertips and streak across the battlefield, striking your enemies with staggering force.*

## FRAGILE FORM

Rank 5 Incantation • Focus, Offensive, Polymorph, Transmutation (Long)

As an action, choose one creature you can see within 50 feet. The target must make a Constitution saving throw. On a failed save, the target takes 4d10 force damage, and you transform the target's physical form into glass, paper, cloth, or another fragile material for 1 minute. Until the transformation ends, the target's speed is reduced by 25 feet and it gains your choice of a 2d12 susceptibility to all damage or a 3d12 susceptibility to fire damage. On a successful saving throw, the target takes no damage but suffers a 1d12 susceptibility to all damage for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending all effects on a success.

*With a word, you transform your enemy's body into a living doll made of glass, dry paper, or threadbare cloth.*

## FURNACE OF SAND

Rank 5 Incantation • Evocation, Focus, Offensive (Short)

As an action, you target each creature in a 10-foot radius sphere centered on a point within 100 feet. Each target must succeed on a Dexterity saving throw or take 8d6 fire damage.

The sphere creates a zone of red-hot swirling sand that persists until the end of your next turn. All creatures are blinded while they are within the zone, and the area is lightly obscured. Each creature that enters the zone or starts its turn there takes 1d12 fire damage.

*You create a powerful storm of desert winds and red-hot sand.*

## GRASPING ROPE

Rank 5 Incantation • Conjuration, Focus, Offensive (Long)

As an action, choose any number of creatures in a 15-foot radius sphere centered on a point within 50 feet. Each target must succeed on a Dexterity saving throw or take 8d6 bludgeoning damage and for 1 minute, the target is restrained. A restrained target can use an action on its turn to make a Strength saving throw, ending the effect on itself on a success.

The sphere creates a zone of grasping rope that persists for 1 minute. The zone is difficult terrain to your enemies, and each of your enemies that enters the zone or starts its turn there has its speed reduced by 25 feet until the end of your next turn.

*Weaving magic into a prepared rope, you transform the object into a whirling, grasping artifice.*

## GREATER CHILLED WEAPON

Rank 5 Incantation • Evocation, Utility (Short)

As a bonus action, touch one weapon within reach. The next weapon attack made with the target weapon before the end of your next turn reduces the target's speed by 25 feet until the end of that creature's next turn. On a hit, that target also takes an extra 7d10 cold damage.

*You touch a weapon and lay your enchantment upon it, sheathing the weapon in a thin layer of jagged ice.*

## GREATER ECHOING WEAPON

Rank 5 Incantation • Evocation, Utility (Short)

As a bonus action, touch one weapon within reach. Until the end of your next turn, the next weapon attack made with the target weapon deals 7d10 thunder damage to one target of the attack, whether the attack hits or misses.

*Your touch causes vibrations to shoot from one end of the weapon to the other, filling the air with a low rumble.*

## GREATER SEEK WEAKNESS

Rank 5 Incantation • Divination, Utility (Short)

As a bonus action, touch one weapon within reach. Until the end of your next turn, weapon attack rolls made with the target weapon gain advantage and gain a +1d12 bonus to damage rolls.

*After you place your hand upon a weapon and enchant it, the weapon seems to point to your enemy's weak spots.*

## GREATER VOID BURST

Rank 5 Incantation • Conjuration, Focus, Offensive (Short)

As an action, a 10-foot radius sphere of void appears centered on a point within 100 feet. Each creature in the area must succeed on a Charisma saving throw or take 8d6 psychic damage. The area is heavily obscured and lasts until the end of your next turn. Any creature other than you that ends its turn in the area must succeed on a Charisma saving throw or take 8d6 psychic damage.

*You punch a hole in reality through which the void pours forth, tearing apart the minds of any creatures caught within it.*

## GRIPPING CHAINS

Rank 5 Incantation • Conjuration, Focus, Offensive (Short)

As an action, you target each creature in a 10-foot radius sphere centered on a point within 100 feet. Each target must succeed on a Dexterity saving throw or take 8d6 force damage and until the end of your next turn, the target's speed is reduced by 25 feet and it cannot disengage.

*You speak a ringing word of doleful power, enmeshing your foes in spectral bonds.*

## HELL'S OWN BLADE

Rank 5 Incantation • Evocation, Offensive, Weapon (Long)

When you take the attack action on your turn, you can forgo one of your attacks to throw your melee weapon, even if that weapon does not have the thrown property. Make a ranged weapon attack using Strength against one creature within 50 feet. On a hit, the target suffers the attack's normal effects plus an extra 1d12 fire damage, and the target and each enemy within 10 feet of it must make a Dexterity saving throw. On a failed save, a target takes 8d6 fire damage.

Your weapon then returns to your hand.

*You hurl your weapon, and as it strikes the chest of a distant foe it explodes, sending waves of roiling flame out in all directions, before returning to your hand.*

## HELLFIRE ERUPTIONS

Rank 5 Incantation • Evocation, Focus, Offensive (Long)

As an action, choose one creature you can see within 50 feet. The target must succeed on a Dexterity saving throw or take 8d6 fire damage and burn until they extinguish themselves.

While burning, the target must repeat the saving throw at the end of each of its turns. On a failed save, the target takes 4d6 fire damage and you can repeat the incantation against each creature within 5 feet of the target. On a successful save, the target no longer burns.

Targets suffer disadvantage on attack rolls while burning, and these magical black flames cannot be extinguished by nonmagical means.

*Your foe range erupts in hellish black flames that boil and writhe, incinerating anyone that comes too close.*

## HELLFIRE SIGIL

Rank 5 Incantation • Evocation, Utility (Long)

As a bonus action, touch one weapon or spellcasting focus within reach. For 1 minute, any attack, spell, or ability that uses the target weapon or focus deals an extra 2d12 fire damage.

The target's wielder can end the effect when they hit a creature using the target in order to ignite that creature with hellfire for 1 minute (no action required). While affected by hellfire, the target takes 2d12 fire damage at the start of each of its turns. Additionally, your enemies that start their turn within 10 feet of the target take 2d12 fire damage. A target afflicted with hellfire can make a Wisdom saving throw at the end of each of its turns, ending the effect on itself on a success.

*Flames dance upon the surface of the item you infuse with magic, eager to incinerate your foes.*

## HORRID WILTING

Rank 5 Incantation • Focus, Offensive, Transmutation (Long)

As an action, choose one creature you can see within 100 feet. The target must succeed on a Constitution saving throw or take 8d10 necrotic damage and for 1 minute, the target's soul wilts. While its soul is wilting, the target's speed is reduced by 15 feet and it deals only half damage with weapon attacks that use Strength. If the target can breathe water or is made of water, it takes 2d12 extra damage. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

*Crimson droplets fly from the target as your spell pull moisture from its body. Flesh withers, bones creak, and a dry whistle escapes from your opponent as its pain mounts.*

## HORRIFIC SHADOW

Rank 5 Incantation • Focus, Illusion, Offensive (Short)

As an action, you target each creature within 10 feet of you. Each target must succeed on an Intelligence saving throw or take 8d6 psychic damage.

Additionally, until the end of your next turn, you are invisible, and any creature that ends its turn within 5 feet of you takes 1d12 psychic damage.

*You gather shadow into a monstrous horror that obscures you and bites at the minds of any creature within reach.*

## ICE CAGE

Rank 5 Incantation • Conjuration, Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 5d10 cold damage, and until the end of your next turn, the target deals only half damage with weapon attacks that use Strength and the target takes 1d12 + 6 cold damage each time it makes an attack roll.

*As your weapon strikes your foe, ice erupts from the wound, winding around your enemy's limbs in a crushing embrace.*

## ICE TOMB

Rank 5 Incantation • Evocation, Focus, Offensive (Short)

As an action, choose one creature you can see within 100 feet. The target must succeed on a Dexterity saving throw or take 8d10 cold damage and become entombed in ice until the end of your next turn. While entombed, the target is stunned and has total cover.

*You target an enemy with a freezing ray that briefly traps them in an icy sarcophagus.*

## LANDSLIDE

Rank 5 Incantation • Evocation, Focus, Offensive (Long)

As an action, you target each creature in a 25-foot cone originating from you. Each target must succeed on a Strength saving throw or take 8d6 bludgeoning damage and be knocked prone.

The cone creates a zone for 1 minute. The ground of the zone is difficult terrain. You can use a bonus action to push the zone and each creature in it up to 15 feet, when you do this, each creature in the zone takes 1d12 bludgeoning damage.

*Stones, pebbles, and debris tumble away from you in a tremendous flood of earth that sweeps through everything in its path.*

## LIFE FORCE RECLAIMED

Rank 5 Incantation • Focus, Necromancy, Offensive (Short)

As an action, make a ranged spell attack against one creature within 50 feet. On a hit, the target takes 8d10 necrotic damage, and you regain 4d10 hit points.

*Your bolt of arcane energy draws vitality from your foe.*

## LIGHTNING ROD

Rank 5 Incantation • Evocation, Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 5d10 damage, and the target conducts lightning for 1 minute. While under this effect, the target, and each of your enemies within 5 feet of it, take 2d12 lightning damage at the start of each of its turns. The target can make a Constitution saving throw at the end of each of its turns, ending the effect on a success.

*Thrusting the point of your weapon into your enemy, you channel a kernel of deadly power into it. Dark clouds seep from the wound and lightning lashes out, shocking nearby foes.*

## LLYMIC'S FRIGID PRISON

Rank 5 Incantation • Conjuration, Focus, Offensive (Short)

As an action, choose one creature you can see within 50 feet. The target must succeed on a Constitution saving throw or take 8d10 cold damage and be restrained until the end of your next turn.

*A puff of icy air escapes from Father Llymic's icy prison, foreshadowing when glaciers will cover all the worlds and remaining life will serve to feed the Father's brood.*

## MAELSTROM OF DESPAIR

Rank 5 Incantation • Enchantment, Focus, Offensive (Long)

As an action, choose one creature you can see within 50 feet. The target must succeed on a Wisdom saving throw or take 4d10 psychic damage and for 1 minute, the target is afflicted with despair. While afflicted, the target takes 1d12 psychic damage at the start of each of its turns. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Also, while the target is afflicted, you can use a bonus action to gain a +6 bonus to saving throws until the end of your next turn.

Additionally, until the end of your next turn, the target takes 2d12 psychic damage whenever it rolls a saving throw.

*You trap your foe in a crushing vortex of despair, wracking its mind with each passing moment of affliction.*

## MALICIOUS GUIDE STAR

Rank 5 Incantation • Conjuration, Focus, Offensive (Long)

As an action, choose one creature you can see within 50 feet. The target must succeed on a Dexterity saving throw or take 8d10 radiant damage.

Additionally, you place a 5-foot aura on the target for 1 minute. Attack rolls against your enemies within the aura gain advantage.

Until the aura ends, you can use a bonus action on each of your turns to teleport the target or another creature within the aura up to 25 feet.

*An apocalyptic starscape waits for the world's end. That inevitable end draws a little closer each time you conjure a malicious spark to guide your foes to ruination.*

## MASK OF MENACE

Rank 5 Incantation • Fear, Focus, Illusion, Offensive (Short)

As an action, choose one creature you can see within 50 feet. The target must succeed on an Intelligence saving throw or take 8d10 psychic damage and you can choose one of your allies within 25 feet of you. Until the end of your next turn, the target suffers a -6 penalty to attack rolls that don't include that ally as a target.

*You warp your enemy's perception so that it perceives your allies a frightful beasts. Only one ally retains a normal appearance.*

## MEMORY OF BLADES

Rank 5 Incantation • Conjuration, Focus, Offensive (Long)

As a bonus action, for 1 minute, you gain a +3 bonus to AC and Dexterity saving throws. When a creature within 15 feet of you attacks you, you can use your reaction to unleash shards of force in a 15-foot cone originating from you which must include the attacking creature. Each creature in the area must succeed on a Dexterity saving throw or take 4d6 force damage and be pushed up to 15 feet.

*A weightless iron shield crafted from a dozen sword blades appears on your arm. At your command, it unleashes shards of force that slice through your enemies.*

## MINIONS OF MALBOLGE

Rank 5 Incantation • Conjuration, Focus, Offensive (Long)

As an action, you gain 4d10 temporary hit points. Any enemy that enters a space within 5 feet of you must succeed on a Dexterity saving throw or take 8d6 fire damage and be pushed up to 15 feet. An enemy can only suffer this effect once per turn.

The effect ends when you have no temporary hit points from this incantation remaining.

*You bring forth fire in the shape of small, infernal imps from Malbolge, sixth of the Nine Hells. They hover close around you and hurl themselves upon any enemy that dares to approach, searing with their fiery touch and driving foes away.*

## NECROMANTIC DISRUPTION

Rank 5 Incantation • Necromancy, Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 5d10 damage. All damage from this attack is considered magical.

If this attack reduces your target to 0 hit points, you regain the use of this incantation.

*A burst of light from your soul ensures that each enemy's death brings you greater opportunities to strike them down.*

## NIGHT TEMPEST

Rank 5 Incantation • Evocation, Focus, Offensive (Short)

As an action, you target each creature in a 25-foot cone originating from you. Each target must succeed on a Constitution saving throw or take 8d6 cold damage, and be pushed up to 25 feet and knocked prone.

*Your will is as strong as the chilling wind that comes at your call, grasping your enemies and tossing them like toys.*

## NIGHTSHADE CLOUD

Rank 5 Incantation • Conjuration, Fear, Focus, Offensive (Long)

As an action, you target each creature in a 25-foot cone originating from you. Each target must succeed on a Charisma saving throw or take 8d6 poison damage and for 1 minute, the target is maddened.

While maddened, the target cannot disengage, and if it ends its turn within 5 feet of one of its enemies, it becomes dazed until the end of its next turn. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Additionally, this cone creates a lightly obscured zone that lasts for 1 minute. Whenever one of your enemies starts its turn in the zone, you can move it up to 5 feet (no action required).

*A thick cloud of smoke pours through the area, choking your enemies and filling their minds with visions of terror and madness.*

## OBEDIENCE'S REWARD

Rank 5 Incantation • Enchantment, Focus, Offensive (Short)

As an action, choose one ally within 25 feet who can see or hear you. The target can use their reaction to make a weapon attack or charging attack, gaining a +6 bonus to on the attack roll. If the target's attack hits, they deal an extra 7d10 damage. If they miss every target, your ally takes 5d12 psychic damage and you regain the use of this incantation.

*At your command, an ally leaps forward to savage an enemy. However, that comrade suffers your ire if they waste the opportunity you provide.*

## OPPRESSIVE FORCE

Rank 5 Incantation • Evocation, Focus, Offensive (Long)

As an action, choose one creature you can see within 100 feet. The target must succeed on a Dexterity saving throw or take 8d10 force damage, be knocked prone, and for 1 minute, be affected by oppressive force. While affected by oppressive force, the target takes 2d12 force damage and can't stand up from prone. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

*A massive barrage of arcane energy slams your foe to the ground and grinds it into the dirt.*

## PASSIONATE BETRAYAL

Rank 5 Incantation • Charm, Enchantment, Focus, Offensive (Long)

As an action, choose one creature you can see who is below half hit points. The target must succeed on a Wisdom saving throw or become dominated for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success. The target's saving throws against this effect suffer disadvantage if any of its allies that it can see are above half hit points. The target immediately makes a saving throw against this effect if it is the target of an attack by you or your allies. While dominated, the target's attacks gain a +1d12 bonus to damage rolls.

*Dark promises overwhelm your enemy's sense of self. Those who were your foe's friends are now threats.*

## PHANTASMAL HORROR

Rank 5 Incantation • Fear, Focus, Illusion, Offensive (Short)

As an action, choose one creature you can see within 50 feet. The target must succeed on a Charisma saving throw or be stunned until the end of your next turn. While the target is stunned by this incantation, you gain a +1d12 bonus to damage rolls against it.

*Your enemy is assailed by an imaginary monster ripped from its nightmares, frightening it into a catatonic state.*

## PLAGUE OF ILLUSIONS

Rank 5 Incantation • Focus, Illusion, Offensive (Long)

As an action, choose one creature you can see within 100 feet. The target must succeed on an Intelligence saving throw or be unable to take actions or cast spells for 1 minute.

While under this effect, the target must repeat the saving throw at the end of each of its turns. On the first failed save, the target is blinded for 1 minute. On the second failed saving throw, the target's speed becomes 0 for 1 minute. On a successful save, each effect ends.

*You invade your enemy's mind to produce a bewildering array of illusions: nightmares sprung to life, gaping rifts in the ground, and hissing, encircling snakes.*

## PLANAR SHOCK

Rank 5 Incantation • Conjunction, Offensive, Weapon (Long)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 5d10 damage, and the target must make a Wisdom saving throw. On a successful save, you can teleport the target up to 15 feet. On a failed save, you can teleport the target up to 25 feet, and the target is stunned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the stun on a success.

*Your weapon sends an enemy flying through otherworldly space. When the foe returns, it is reeling from the experience.*

## POISONOUS EVASION

Rank 5 Incantation • Conjunction, Focus, Offensive (Short)

As a reaction, when an enemy misses you with an attack roll, you teleport up to 50 feet, and each creature within 5 feet of the space you teleported from must succeed on a Constitution saving throw or take 8d6 poison damage.

*You disappear as your enemy misses, leaving a cloud of poison behind.*

## PRISMATIC EXPLOSION

Rank 5 Incantation • Focus, Offensive (Long)

As an action, you target each creature in a 20-foot radius sphere centered on a point within 50 feet. Each target must make a Dexterity saving throw. A target takes 8d6 damage on a failed save, or half as much damage on a success. Roll a d6 for each target to determine the incantation's damage type and effect.

- **1. Yellow:** Radiant damage, and the target is blinded for 1 minute. The target can make a Wisdom saving throw at the end of each of its turns, ending the effect on itself on a success.
- **2. Red:** Fire damage, and the target is knocked prone and for 1 minute, the target takes 2d12 fire damage at the start of each of its turns. The target can make a Dexterity saving throw at the end of each of its turns, ending the effect on itself on a success.
- **3. Green:** Poison damage, and the target takes 3d12 poison damage at the start of each of its turns for 1 minute. The target can make a Constitution saving throw at the end of each of its turns, ending the effect on itself on a success.
- **4. Turquoise:** Lightning damage, and you knock the target prone and move it up to 25 feet.
- **5. Blue:** Cold damage, and the target is stunned for 1 minute. The target can make a Strength saving throw at the end of each of its turns, ending the effect on itself on a success.
- **Violet:** Psychic damage, and the target suffers a -3 penalty to AC for 1 minute. The target can make a Charisma saving throw at the end of each of its turns, ending the effect on itself on a success.

*You batter a group of enemies with dazzling colors, each color causing a different effect.*

## RADIANT BURST

Rank 4 Incantation • Evocation, Focus, Offensive (Short)

As an action, choose one creature you can see within 50 feet. You or one of your allies within 5 feet of the target can spend up to five hit dice to regain hit points. The target must then succeed on a Constitution saving throw or take 8d10 radiant damage and until the end of your next turn, the target is dazed.

*As your ally heals, you channel the excess healing energy into a flash of arcane light that burns a nearby foe.*

## RADIANT FORCEFIELD

Rank 5 Incantation • Evocation, Focus, Utility (Long)

As a bonus action, you touch yourself or one ally within reach. You infuse the target's armor with radiant energy. For 1 minute, the target gains resistance to force damage.

Until the incantation ends, you can use an action on your turn if the target is within 25 feet of you to radiate the armor. Each enemy within 10 feet of the target takes 3d12 radiant damage, and until the end of your next turn, attack rolls against those enemies gain advantage.

*You bestow an enchantment of radiant energy upon the armor of your ally, warding them against oncoming attackers.*

## RAIN OF LEAD

Rank 5 Incantation • Conjunction, Focus, Offensive (Long)

As an action, you target each creature in a 25-foot cone originating from you. Each target must succeed on a Dexterity saving throw or take 8d6 fire damage and for 1 minute, the target is encased in lead.

While encased, the target is restrained. If an encased target takes 20 or more damage from a single source (including its own attacks), it can make a Strength saving throw against this effect (no action required), ending the effect on itself on a success.

The cone creates a zone of difficult terrain for 1 minute.

*The area around your enemies darkens as chunks of molten lead fall, searing them with agonizing heat even as the lead coating hardens.*

## RIPPLING STRIKE

Rank 5 Incantation • Evocation, Focus, Offensive (Short)

As an action, choose one creature you can see within 5 feet of you. The target must succeed on a Wisdom saving throw or take 8d10 magical slashing damage and one other enemy you can see within 25 feet of the target takes 2d12 psychic damage. If no other enemy creature is within 25 feet of the target, the target takes an extra 1d12 psychic damage.

If this incantation reduces one or more creatures to 0 hit points, choose an enemy within 25 feet of you not damaged by this incantation. That enemy takes 2d12 psychic damage.

*Your slash opens a psychic connection. The incantation seals the connection in pain.*

## SEA TYRANT'S FURY

Rank 5 Incantation • Evocation, Focus, Offensive (Short)

As an action, you target each creature in a 25-foot cone originating from you. Each target must succeed on a Dexterity saving throw or take 8d6 force damage, be pushed up to 25 feet, and knocked prone.

*Arcane waves sweep your foes to the ground as you harness the rage of the ancient Sea Tyrant.*

## SHADOW MIRE

Rank 5 Incantation • Focus, Necromancy, Offensive (Long)

As an action, a 10-foot radius sphere centered on a point within 100 feet fills with shadow. Each creature in the area must succeed on a Dexterity saving throw or take 8d6 necrotic damage and for 1 minute, the target's speed is reduced by 15 feet. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

The incantation creates a zone of shadowstuff for 1 minute. Any creature that tries to leave the zone must roll a d20. On a 10 or higher, it cannot leave the zone during its current turn and its speed becomes 0 until the end of its turn. Any creature that ends its turn in the zone takes 4d6 necrotic damage.

*Dense shadowstuff swirls across the battlefield, capturing your enemies in a mire of dark energy.*

## SHARD OF THE ENDLESS AVALANCHE

Rank 5 Incantation • Conjunction, Focus, Offensive (Short)

As an action, you conjure a Medium boulder in an unoccupied space within 100 feet, and you can move it up to 25 feet. At the end of this movement, the boulder disappears. While it moves, each creature whose space it enters must succeed on a Strength saving throw or take 8d6 magical bludgeoning damage and you can move the target up to 15 feet.

*You conjure a massive boulder from the Elemental Chaos that smashes through your enemies' ranks, then shatters and dissipates.*

## SNAKE STRIKE

Rank 5 Incantation • Offensive, Transmutation, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 5d10 poison damage, and if the target does not end its next turn in a space within 5 feet of you, it takes an additional 3d10 poison damage.

*Your weapon extends into the form of a shadowy asp and bites an enemy. If that foe dares to leave your side, poison assails it a second time.*

## SONG OF FLAGGING STRENGTH

Rank 5 Incantation • Enchantment, Stance (Long)

As a bonus action, you enter the Song of Flagging Strength stance. Until the stance ends, you gain a 15-foot aura. When you or one of your allies hits an enemy in the aura with an attack roll, that enemy's strength is sapped for 1 minute. While sapped, the target deals only half damage with weapon attacks that use Strength, and the target takes 2d12 psychic damage at the start of each of its turns. A sapped target can make a Constitution saving throw at the end of each of its turns, ending the effect on itself on a success.

*Your song seems to sap the spirit of your enemies, taking some of the zest of battle out of them.*

## SONG OF SUMMONS

Rank 5 Incantation • Conjunction, Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 5d10 damage, and you can teleport one of your allies within 50 feet of you who can hear you to a space within 5 feet of you. Until the end of your next turn, that ally also gains a +6 bonus to attack rolls against the target.

*As you strike your foe with your weapon, you call an ally to lend aid to your attack.*

## SOUL BLIGHT

Rank 5 Incantation • Focus, Necromancy, Offensive (Short)

As an action, you target each creature in a 10-foot radius sphere centered on a point within 50 feet. Each target must succeed on a Constitution saving throw or take 4d6 fire damage and 4d6 necrotic damage. If the target is undead, it takes no damage, it is instead dominated until the end of your next turn.

Additionally, each target takes a -6 penalty to attack rolls and grants advantage on attack rolls against it until the end of your next turn.

*A chiming sound presages a ring of black, roiling flames that leaves death in its wake.*

## SPECTRAL VANGUARD

Rank 5 Incantation • Abjuration, Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, you gain a 15-foot aura that lasts until the end of your next turn. While in the aura, you and your allies gain a +6 bonus to AC and saving throws. In addition, whenever any enemy ends its turn in the aura, you can move it up to 25 feet (no action required).

*As you swing your weapon, you shout lines from an ancient saga, summoning forth its heroes to lend their aid.*

## SPIDERSILK SLASH

Rank 5 Incantation • Conjunction, Offensive, Weapon (Short)

As an action, make a melee attack with a weapon against any number of creatures you can see within 5 feet of you, with a separate attack roll for each target. On a hit, a target suffers the attack's normal effects, and the target is restrained until the end of your next turn.

*You spin your weapon impossibly fast, creating silvery strands of silk that bind nearby enemies.*

## SPLIT STRIKE

Rank 5 Incantation • Evocation, Focus, Offensive (Long)

As an action, choose one or two creatures within 50 feet of you. Make a separate ranged spell attack against each target. On a hit, a target takes 8d6 lightning damage.

Additionally, if you rolled an even number on the attack roll, the target's speed becomes 0 for 1 minute. If you rolled an odd number on the attack roll, the target is dazed for 1 minute. A target suffering from an effect from this incantation can make a Constitution saving throw at the end of each of its turns, ending the effect on itself on a success.

*A bolt of lightning leaps from each of your hands.*

## SPRING TO ACTION

Rank 5 Incantation • Conjunction, Focus, Offensive (Short)

As an action, you target each creature in a 10-foot radius sphere centered on a point within 100 feet. Each target must make a Dexterity saving throw. On a failed save, a target takes 8d6 force damage, or half as much damage on a success.

The sphere creates a zone of warped space for 1 minute. While the zone persists, you and your allies within 100 feet of you can use a bonus action to teleport to an unoccupied space within the zone.

*Intoning a melody of the planes, you thin the boundaries between realities so that your allies travel far in one step.*

## STAR OF DEATH'S OMEN

Rank 5 Incantation • Conjunction, Focus, Offensive (Long)

As an action, choose one creature you can see within 100 feet. The target must succeed on a Dexterity saving throw or take 8d10 cold damage and for 1 minute, the target is dazed. While dazed by this incantation, the target can make a Constitution saving throw at the end of each of its turns, ending the effect on a success.

*A pulsing black star appears above your enemy, marking their doom.*

## STRAND OF FATE

Rank 5 Incantation • Charm, Divination, Focus, Offensive (Short)

As an action, choose one creature you can see within 50 feet. The target must succeed on a Dexterity saving throw or take 4d10 force damage and until the end of your next turn, the target suffers a 3d12 susceptibility to all damage.

*You call upon a snaking strand of distilled fate that lances toward your foe. If they can't evade it, terrible misfortune ensues.*

## SUMMON ANGEL WRETCH

Rank 5 Incantation • Conjunction, Focus, Summoning (Long)

As a bonus action, you summon a Large angel wretch in an unoccupied space within 50 feet.

The angel wretch is friendly to you and your companions. Roll initiative for the angel, which has its own turns. It obeys any mental commands that you issue to it (no action required). The angel persists for 1 minute or until you dismiss it as a bonus action. If you don't issue any commands to it, it defends itself, and makes opportunity attacks against your enemies.

The creature's statistics are at the end of this supplement.

*A spectral creature composed of numerous wispy black-feathered wings, all joined together at the pinions, attacks with goutts of shadowy noxious gas.*



## SUMMON BLACK DEVOURER

Rank 5 Incantation • Conjuraton, Focus, Summoning (Long)

As a bonus action, you summon a Large black devourer in an unoccupied space within 50 feet.

The black devourer is friendly to you and your companions. Roll initiative for the devourer, which has its own turns. It obeys any mental commands that you issue to it (no action required). The devourer persists for 1 minute or until you dismiss it as a bonus action. If you don't issue any commands it, it defends itself, and makes opportunity attacks against your enemies.

The creature's statistics are at the end of this supplement.

*Your fingers claw open an inky portal and draw forth a terror of solid darkness: a razor-toothed maw surrounded by dozens of whipping tentacles.*

## SUMMON COUATL

Rank 5 Incantation • Conjuraton, Focus, Summoning (Long)

As a bonus action, you summon a Large couatl in an unoccupied space within 50 feet.

Roll initiative for the couatl, which has its own turns. You can use a bonus action on your turn to issue mental commands to it, which it must obey. The couatl persists for 1 minute or until you dismiss it as a bonus action.

You are connected to the life force of the couatl. While the summoned couatl is present, if you take radiant damage from a creature other than the couatl you summoned, until the end of your next turn, your attacks deal an extra 2d6 radiant damage on a hit. Additionally, you gain advantage on saving throws against any effect that would grapple you, restrain you, or reduce your speed.

If you didn't issue any commands to the couatl by the end of your turn, on its turn, it safely moves up to its speed and attacks the nearest creature within range. In addition, you take 2d12 radiant damage and the couatl pushes you up to 25 feet away from it.

Your DM has the creature's statistics.

*An ancient incantation summons a benevolent, winged, snakelike, couatl to your aid.*

## SUMMON ROCKFIRE DREADNOUGHT

Rank 5 Incantation • Conjuraton, Focus, Summoning (Long)

As a bonus action, you summon a Large rockfire dreadnought in an unoccupied space within 50 feet.

Roll initiative for the dreadnought, which has its own turns. You can use a bonus action on your turn to issue mental commands to it, which it must obey. The dreadnought persists for 1 minute or until you dismiss it as a bonus action.

You are connected to the life force of the rockfire dreadnought. While the summoned dreadnought is present, you gain a +3 bonus to AC and creatures that hit you with melee attacks take 1d12 fire damage.

If you didn't issue any commands to the dreadnought by the end of your turn, on its turn, it attacks the nearest enemy within its reach. If no enemies are within its reach, it attacks the nearest creatures within its reach. Otherwise it moves up to its speed toward the nearest enemy. In addition, you take 2d12 fire damage and suffer a -6 penalty to AC until the end of your next turn.

The creature's statistics are at the end of this supplement.

*You summon a durable elemental minion from a fiery region of the Elemental Chaos.*

## SURPRISING TRANSPOSITION

Rank 5 Incantation • Conjuraton, Focus, Offensive (Short)

As a reaction, when an enemy you can see within 50 feet of you hits one of your allies with a melee attack, choose one creature other than the triggering enemy or the ally who was hit. The target must make a Wisdom saving throw. On a failed save, the target and the triggering ally teleport, swapping positions, and the target is subject to the triggering enemy's attack.

*You sever the fabric of reality, transporting an ally to safety while redirecting an enemy's attack.*

## SWORDSHOCK

Rank 5 Incantation • Evocation, Offensive, Weapon (Short)

When you hit a creature with a melee attack using a weapon, your attack deals an extra 6d10 lightning damage.

*Electric death pulses from your weapon as you strike the enemy.*

## THIRSTING TENDRILS

Rank 5 Incantation • Focus, Necromancy, Offensive (Short)

As an action, make a ranged spell attack against one creature within 50 feet. On a hit, the target takes 8d10 necrotic damage and you can spend up to five hit dice to regain hit points. If you do so, you regain an additional 3d10 hit points.

*You lower your hand, and rootlike tendrils shoot from your palm into the ground. An instant later they erupt from the earth beneath your enemy's feet and bore into its flesh, replenishing you with their vital force.*

## THOUGHT CAGE

Rank 5 Incantation • Focus, Illusion, Offensive (Long)

As an action, choose one creature you can see within 100 feet. The target must succeed on a Wisdom saving throw or be stunned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the stun on a success. This effect also ends if the target is targeted with an attack roll or subjected to forced movement.

Once the target stops being stunned, it is dazed until the end of its next turn.

*Your foe stands dumbfounded as the world around it seems to swirl into a pleasant and mesmerizing scene.*

## THUNDEROUS TRANSFORMATION

Rank 5 Incantation • Focus, Offensive, Transmutation (Short)

As an action, choose one creature you can see within 50 feet. The target must succeed on a Constitution saving throw or take 8d6 thunder damage and each creature within 10 feet of the target takes 2d12 thunder damage and is knocked prone. You can then teleport the target up to 25 feet.

If you have an active familiar, you can teleport the target up to 100 feet to a space within 15 feet of your familiar.

*You translate your enemy's physical form into a monstrous peal of thunder before it reincorporates nearby.*

## UNHOLY GLEE

*Rank 5 Incantation • Enchantment, Focus, Offensive (Short)*

As an action, choose one creature you can see within 100 feet. The target must succeed on a Constitution or Charisma saving throw (your choice) or take 6d10 psychic damage and for 1 minute, the target is poisoned. While poisoned by this incantation, the target takes 2d12 poison damage at the start of each of its turns. At the end of each of its turns, the target can make a Constitution saving throw, ending the effect on a success.

As an action on its turn, the target can make a melee attack against itself, ending the effect immediately. This attack is an automatic critical hit.

*Your mystic gesture pushes your foe into inflicting murderous pain on itself.*

## UNSTABLE INVOCATION

*Rank 4 Incantation • Evocation, Focus, Offensive (Short)*

As an action, you target each creature in a 15-foot cone originating from you. Each target must succeed on a Dexterity saving throw or take 8d6 force damage and be knocked prone.

*You loose a blast of raw arcane energy.*

## VOICE OF THE DICTATOR

*Rank 5 Incantation • Charm, Enchantment, Focus, Offensive (Long)*

As an action, choose one creature within 25 feet who can hear you. The target must make a Wisdom saving throw. On a failed save, the target is dominated for 1 minute. On a successful save, the target takes 4d10 psychic damage.

While dominated, the target must repeat the saving throw at the end of each of its turns. On a failed save, the target takes 2d10 psychic damage and one of your allies within 25 feet of you gains temporary hit points equal to the damage dealt. On a successful save, the effect ends.

*When you speak, the voice of Andropinis, sorcerer-king of Balic, joins your own, giving weight and power to your commands.*

## VOID STAR

*Rank 5 Incantation • Conjuration, Focus, Offensive (Long)*

As an action, make a ranged spell attack against one creature within 50 feet. On a hit, the target takes 6d10 necrotic damage and a void fragment embeds in the target's body.

While the fragment is embedded, the target takes 2d12 necrotic damage at the start of each of its turns, and whenever the target would regain hit points, you regain the hit points instead. The target can make a Constitution saving throw at the end of each of its turns, ending the effect on a success.

*You summon a fragment of a dark star and hurl it at your foe, causing the creature's flesh to slough away.*

## WORD OF SUSCEPTIBILITY

*Rank 5 Incantation • Offensive, Transmutation, Weapon (Short)*

When you hit a creature with a melee attack using a weapon, until the end of your next turn, the target suffers a 1d12 susceptibility to all damage dealt by your allies.

*You speak a word of power as you strike your foe, and the foe becomes susceptible to your allies' attacks.*

## WRATH OF ACAMAR

*Rank 5 Incantation • Conjuration, Focus, Offensive (Long)*

As an action, choose one creature you can see within 50 feet. The target must succeed on a Dexterity saving throw or take 4d10 necrotic damage and for 1 minute, the target disappears into a starry realm.

While in the starry realm, the target is on a different plane, cannot take actions, cannot be targeted, and takes 4d10 necrotic damage at the start of each of its turns. The target can make a Wisdom saving throw at the end of each of its turns, returning to the space it was last in on a success. If that space is occupied, the target returns to the nearest unoccupied space of its choice.

*You fire a ray of crackling black energy at your enemy. At its touch, they are instantly hurled headlong into the soul-draining depths of Acamar, a dark and distant star.*

## WRATH OF BATTLE

*Rank 5 Incantation • Charm, Enchantment, Fear, Focus, Offensive (Long)*

As an action, you move each creature in a 10-foot radius sphere centered on a point within 100 feet up to 25 feet. Each target must then use its reaction, if available, to make a melee weapon attack against a creature of your choice. If that attack misses, the target of this incantation takes 3d12 psychic damage.

*With a shout, you tap deep into your foes' hearts and minds, forcing them to turn on each other with devastating results.*

## YOUR DELECTABLE PAIN

*Rank 5 Incantation • Focus, Offensive (Short)*

As an action, choose one creature you can see within 100 feet. The target must succeed on a Wisdom saving throw or take 8d10 psychic damage. If the target is susceptible to any damage types, this incantation instead deals damage of that type. If the target has more than one susceptibility, you choose which damage type to deal.

If the target takes damage of a type it is susceptible to, it takes an extra 4d10 damage of that type.

*The weaknesses of your target are obvious, singing forth from your enemy's soul in tongues only you can hear.*

## NEW MONSTERS

These monsters are summoned from the various incantations with the summoning tag. Though they could be used as normal monsters as well, and in some cases with various *conjure* and summoning spells.

### ABYSSAL MAW

*Medium fiend (demon), chaotic evil*

**Armor Class** 15 (natural armor)  
**Hit Points** 33 (6d8 + 6)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	13 (+1)	6 (-2)	9 (-1)	8 (-1)

**Skills** Athletics +5, Perception +3  
**Damage Resistances** cold, fire, lightning  
**Damage Immunities** poison  
**Condition Immunities** poisoned  
**Senses** darkvision 60 ft., passive perception 13  
**Languages** Abyssal, telepathy 60 ft. (works only with creatures that understand Abyssal)  
**Challenge** 2 (450 XP)

**Menacing Presence.** If an enemy within 5 feet of the maw makes a melee attack that does not include the maw as a target, the maw can make an opportunity attack against that enemy.

#### Actions

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft. or range 25 ft., one target. *Hit:* 17 (4d6 + 3) piercing damage.

An **abyssal maw** is a disgusting creature consisting mainly of teeth. Its appetite is legendary; one maw has been known to consume the better part of a centaur in less than a minute.

An abyssal maw looks like a huge, toothy mouth perched on a few stubby appendages. Its hide is a dull brown shade.

Abyssal maws serve as shock troops in evil armies. Since they lack ranged attacks, they usually rush into melee combat as soon as possible, where their gnashing teeth do the rest.

### ANGEL WRETCH

*Large celestial, lawful evil*

**Armor Class** 19 (natural armor)  
**Hit Points** 57 (6d10 + 24)  
**Speed** 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	18 (+4)	17 (+3)	20 (+5)	18 (+4)

**Saving Throws** Str +7, Con +7  
**Skills** Perception +8  
**Damage Resistances** necrotic, radiant; bludgeoning, piercing, and slashing from nonmagical weapons  
**Condition Immunities** charmed, exhaustion, frightened  
**Senses** darkvision 120 ft., passive Perception 18  
**Languages** all, telepathy 120 ft.  
**Challenge** 6 (2,300 XP)

**Fallen Weapons.** The wretch's weapon attacks are magical. When the wretch hits with any weapon, the weapon deals an extra 15 (3d10) necrotic damage (included in the attack).

**Innate Spellcasting.** The wretch's spellcasting ability is Charisma (spell save DC 15). The wretch can innately cast the following spells, requiring only verbal components:

At will: *detect evil and good*  
1/day each: *commune, animate dead*

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

#### Actions

**Multiattack.** The angelic wretch makes two shortsword attacks.

**Shortsword.** *Melee Weapon Attack:* +7 to hit, Reach 5 ft., one target. *Hit:* Damage 7 (1d6 + 4) slashing damage plus 15 (3d10) necrotic damage.

**Noxious Blast (Recharge 5–6).** The wretch expels noxious poison gas in a 15-foot cone. Each creature in that area must succeed on a DC 15 Constitution saving throw, or become poisoned for 1 minute. While poisoned, the target takes 13 (2d12) poison damage at the start of each of its turns. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

## ARROWHAWK

Medium fiend (demon), chaotic evil

**Armor Class** 16 (natural armor)

**Hit Points** 55 (10d8 + 10)

**Speed** 10 ft. fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	13 (+1)	6 (-2)	11 (+0)	8 (-1)

**Saving Throws** Dex +5

**Damage Resistances** cold, fire, lightning

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** darkvision 60 ft., passive perception 13

**Languages** Abyssal, telepathy 60 ft. (works only with creatures that understand Abyssal)

**Challenge** 4 (1,100 XP)

**Flyby.** The arrowhawk doesn't provoke an opportunity attack when it flies out of an enemy's reach.

### Actions

**Multiattack.** The arrowhawk makes two attacks: one with its bite and one with its claw.

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 13 (3d6 + 3) piercing damage.

**Claw.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 16 (3d8 + 3) piercing damage.

## BLACK DEVOURER

Large aberration, chaotic evil

**Armor Class** 19 (natural armor)

**Hit Points** 95 (10d10 + 40)

**Speed** 25 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	10 (+0)	12 (+1)	10 (+0)

**Saving Throws** Wis +4, Cha +3

**Skills** Perception +4

**Damage Immunities** necrotic

**Condition Immunities** prone

**Senses** darkvision 120 ft., passive Perception 14

**Languages** Deep Speech, Undercommon

**Challenge** 6 (2,300 XP)

**Necrotic Blood.** A creature within 5 feet of the black devourer takes 5 (1d10) necrotic damage whenever it hits the devourer with a melee attack that deals piercing or slashing damage.

### Actions

**Multiattack.** The black devourer makes three attacks; two with its tentacles and one with its bite.

**Tentacle.** *Melee Weapon Attack:* +7 to hit, Reach 20 ft., one target. *Hit:* 14 (3d6 + 4) bludgeoning damage, and the target is grappled (escape DC 15) if it is a Huge or smaller creature. Until this grapple ends, the target is restrained, and the black devourer can't use the same tentacle on another target. The devourer has twelve tentacles.

**Bite.** *Melee Weapon Attack:* +7 to hit, Reach 5 ft., one target. *Hit:* 30 (4d12 + 4) piercing damage.

## CHAINBEARER

Large construct, unaligned

**Armor Class** 19 (natural armor)

**Hit Points** 63 (6d10 + 30)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	20 (+5)	1 (-5)	3 (-4)	1 (-1)

**Saving Throws** Str +6, Con +8

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical weapons

**Damage Immunities** poison, psychic

**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned

**Senses** blindsight 60 ft. (blind beyond this radius), passive perception 6

**Languages** -

**Challenge** 5 (1,800 XP)

**Antimagic Susceptibility.** The chainbearer is incapacitated while in the area of an *antimagic field*. If targeted by *dispel magic*, the chainbearer must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

### Actions

**Multiattack.** The chainbearer makes four attacks with its chains.

**Chains.** *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 8 (1d10 + 3) slashing damage, and the chainbearer can move the target up to 10 feet to an unoccupied space within 5 feet of the chainbearer.

## CLOCKWORK ACID WASP

Small construct, unaligned

**Armor Class** 17 (natural armor)

**Hit Points** 127 (23d6 + 46)

**Speed** 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	14 (+2)	3 (-4)	10 (+0)	1 (-5)

**Saving Throws** Dex +7

**Damage Immunities** acid, poison, psychic

**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified and poisoned

**Senses** blindsight 60 ft. (blind beyond this radius), passive Perception 10

**Languages** understands the languages of its creator but can't speak

**Challenge** 6 (2,300 XP)

**Antimagic Susceptibility.** The wasp is incapacitated while in the area of an *antimagic field*. If targeted by *dispel magic*, the wasp must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

**Deathburst.** When the wasp is reduced to 0 hit points, each creature within 10 feet of it must succeed on a DC 15 Dexterity saving throw or take 28 (8d6) acid damage.

### Actions

**Sting.** *Melee or Ranged Weapon Attack:* +7 to hit, Reach 5 ft. or Range 25 ft., one creature. *Hit:* 5 (1d4 + 4) piercing damage plus 19 (3d12) acid damage, and the target takes an additional 19 (3d12) acid damage at the start of its next turn.

## DIAMOND FALCON

Medium fey, unaligned

**Armor Class** 17  
**Hit Points** 83 (15d8 + 15)  
**Speed** 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	24 (+7)	13 (+1)	8 (-1)	14 (+2)	10 (+0)

**Saving Throws** Dex +8, Int +2  
**Skills** Perception +5  
**Damage Immunities** poison, psychic  
**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned  
**Senses** darkvision 60 ft., passive perception 15  
**Languages** Diamond Falcon, understands Sylvan but can't speak it  
**Challenge** 5 (1,800 XP)

**Keen Sight.** The falcon has advantage on Wisdom (Perception) checks that rely on sight.

### Actions

**Multiattack.** The falcon makes three attacks: one with its beak and two with its talons

**Beak.** *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 13 (1d12 + 7) piercing damage.

**Talons.** *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 10 (1d6 + 7) slashing damage.

## DUST DEVIL

Small elemental, unaligned

**Armor Class** 14  
**Hit Points** 36 (8d6 + 16)  
**Speed** 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	12 (+1)	6 (-2)	10 (+0)	6 (-2)

**Damage Resistances** lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons  
**Damage Immunities** poison  
**Condition Immunities** exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious  
**Senses** darkvision 60 ft., passive perception 10  
**Languages** Auran  
**Challenge** 1 (200 XP)

**Air Form.** The dust devil can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

### Actions

**Whirlwind.** Each creature in the elementals space and within 5 feet of it must make a DC 13 Strength saving throw. On a failed save, a target takes 2d6 bludgeoning damage and the dust devil can move the target up to 5 feet. On a successful save, the target takes half as much damage and isn't moved.

## FLAMEHEART DEFENDER

*Small construct, unaligned*

**Armor Class** 16 (natural armor)

**Hit Points** 55 (10d6 + 20)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	14 (+2)	3 (-4)	11 (+0)	3 (-4)

**Damage Immunities** poison

**Condition Immunities** charmed, exhaustion, frightened, paralyzed, petrified, poisoned

**Senses** darkvision 60 ft., passive perception 10

**Languages** understands the languages of its creator but can't speak

**Challenge** 2 (450 XP)

**Defender Aura.** The defender has a 5-foot aura of defense. Any enemy that starts its turn within 5 feet of the defender is marked by the defender until the start of the defender's next turn.

**Flameheart Core.** When the defender is reduced to 0 hit points, each creature within 10 feet of it must succeed on a DC 13 Dexterity saving throw or take 14 (4d6) fire damage.

### Actions

**Conjured Flame.** *Melee or Ranged Spell Attack:* +5 to hit, reach 5 ft. or range 25 ft., one target. *Hit:* 16 (3d10) fire damage.

## FIRE WARRIOR

*Medium elemental, neutral*

**Armor Class** 15 (breastplate)

**Hit Points** 20 (3d8 + 6)

**Speed** 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	6 (-2)	10 (+0)	7 (-2)

**Saving Throws** Str +5, Con +4

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical weapons

**Damage Immunities** fire, poison

**Condition Immunities** exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Ignan

**Challenge** 1 (200 XP)

**Heated Body.** A creature that touches the fire warrior or hits it with a melee attack while within 5 feet of it takes 2 (1d4) fire damage.

**Heated Weapons.** When the fire warrior hits with a metal melee attack, it deals an extra 3 (1d6) fire damage (included in the attack)

**Illumination.** The fire warrior sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

**Water Susceptibility.** For every 5 feet the fire warrior moves in water, or for every gallon of water splashed on it, it takes 1 cold damage.

### Actions

**Battleaxe.** *Melee Weapon Attack:* +5 to hit, Reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage or 8 (1d10 + 3) slashing damage if wielded with two hands plus 3 (1d6) fire damage.

## HAMMERFIST CRUSHER

Medium elemental, neutral

**Armor Class** 16 (natural armor)

**Hit Points** 95 (10d8 + 50)

**Speed** 15 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (-1)	20 (+5)	5 (-3)	10 (+0)	5 (-3)

**Saving Throws** Str +7, Con +7

**Damage Vulnerabilities** thunder

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical weapons

**Damage Immunities** poison

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

**Senses** darkvision 60 ft.

**Languages** Terran

**Challenge** 4 (1,100 XP)

**Lumbering Hulk.** The hammerfist crusher is so slow that it has disadvantage on any attack roll against a conscious creature.

**Siege Monster.** The hammerfist crusher deals double damage to objects and structures

### Actions

**Crushing Hammerfist.** *Melee Weapon Attack:* +7 to hit, Reach 5 ft., one target. *Hit:* 32 (5d10 + 5) bludgeoning damage.

## IRON COHORT

Medium construct, unaligned

**Armor Class** 15 (natural armor)

**Hit Points** 57 (6d8 + 30)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	20 (+5)	3 (-4)	11 (+0)	3 (-4)

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical weapons

**Damage Immunities** poison

**Condition Immunities** charmed, exhaustion, frightened, paralyzed, petrified, poisoned

**Senses** darkvision 60 ft., passive perception 10

**Languages** understands the languages of its creator but can't speak

**Challenge** 2 (450 XP)

### Reactions

**Bodyguard.** While the cohort is within 5 feet of a creature it has been commanded to protect, it can use its reaction when that creature is targeted with an attack to become the target instead.



## MAGMA BEAST

Medium elemental, neutral evil

**Armor Class** 13 (natural armor)

**Hit Points** 85 (13d8 + 26)

**Speed** 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	14 (+2)	7 (-2)	10 (+0)	10 (+0)

**Skills** Perception +2

**Damage Vulnerabilities** cold

**Damage Immunities** fire, poison

**Condition Immunities** poisoned

**Senses** darkvision 60 ft., passive perception 12

**Languages** Ignan, Terran

**Challenge** 2 (450 XP)

### Traits

**Heated Body.** A creature that touches the magma beast or hits it with a melee attack while within 5 feet of it takes 3 (1d6) fire damage.

### Actions

**Magma Claw.** *Melee Weapon Attack:* +5 to hit, Reach 5 ft., one target. *Hit:* 14 (2d10 + 3) fire damage, and the target is set on fire.

While on fire, the target's speed is reduced by 10 feet, and it sheds bright light in a 15-foot radius and dim light for an additional 15 feet. Also while on fire, the target takes 3 (1d6) fire damage at the start of each of its turns.

The target or a creature within 5 feet of it can use an action to grant the target a DC 13 Dexterity saving throw. On a success, the fire is extinguished.

## OBEDIENT SERVANT

Medium construct, unaligned

**Armor Class** 13 (natural armor)

**Hit Points** 65 (10d8 + 20)

**Speed** 30 feet

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	14 (+2)	3 (-4)	11 (+0)	3 (-4)

**Damage Immunities** poison

**Condition Immunities** charmed, exhaustion, frightened, paralyzed, petrified, poisoned

**Senses** darkvision 60 ft., passive perception 10

**Languages** understands the languages of its creator but can't speak

**Challenge** 1 (200 XP)

**Arcane Onslaught.** Any marked enemy that starts its turn within 5 feet of the servant takes 1d4 force damage.

**Opportune Strike.** If the servant hits a creature with an opportunity attack, the target is also marked until the end of the servant's next turn.

### Actions

**Force Strike.** *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 25 ft., one target. *Hit:* 11 (2d10) force damage.

## RELENTLESS HARRIER

*Small construct, unaligned*

**Armor Class** 15 (natural armor)

**Hit Points** 130 (20d6 + 60)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	14 (+2)	3 (-4)	11 (+0)	3 (-4)

**Damage Immunities** poison

**Condition Immunities** charmed, exhaustion, frightened, paralyzed, petrified, poisoned

**Senses** darkvision 60 ft., passive perception 10

**Languages** understands the languages of its creator but can't speak

**Challenge** 4 (1,100 XP)

**Relentless Advantage.** Once per turn, the harrier can deal an extra 9 (2d8) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the harrier that isn't incapacitated, or if the attack is made with advantage.

**Nimble Combatant.** If the relentless harrier hit the same creature with both its bite and claw attacks on its turn, until the end of its turn, it can disengage as a bonus action.

### Actions

**Multiattack.** The relentless harrier makes two attacks: one with its bite and one with its claw.

**Bite.** *Melee weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage.

**Claw.** *Melee weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

## ROCKFIRE DREADNOUGHT

*Large elemental, neutral*

**Armor Class** 17 (natural armor)

**Hit Points** 128 (12d10 + 60)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	20 (+5)	6 (-2)	10 (Mod)	7 (-2)

**Damage Vulnerabilities** thunder

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical weapons

**Damage Immunities** fire, poison

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

**Senses** darkvision 60 ft., tremor sense 60 ft., passive Perception 10

**Languages** Ignan, Terran

**Challenge** 6 (2,300 XP)

**Illumination.** The elemental sheds bright light in a 30-foot radius and dim light in an additional 30 ft..

**Rockfire Form.** A creature that enters a space within 5 feet of the elemental or starts its turn there takes 6 (1d12) fire damage. Additionally, a creature that touches the elemental or hits it with a melee attack while within 5 feet of it takes 6 (1d12) fire damage.

**Siege Monster.** The elemental deals double damage to objects and structures.

**Water Susceptibility.** For every 5 ft. the elemental moves in water, or for every gallon of water splashed on it, it takes 1 cold damage.

### Actions

**Multiattack.** The elemental makes two slam attacks.

**Slam.** *Melee Weapon Attack:* +7 to hit, Reach 10 ft., one target. *Hit:* Damage 15 (2d10 + 4) bludgeoning damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 13 (2d12) fire damage at the start of each of its turns.

## STALWART DEFENDER

Medium construct, unaligned

**Armor Class** 20 (natural armor)

**Hit Points** 95 (10d8 + 50)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	20 (+5)	3 (-4)	11 (+0)	3 (-4)

**Damage Immunities** poison

**Condition Immunities** charmed, exhaustion, frightened, paralyzed, petrified, poisoned

**Senses** darkvision 60 ft., passive perception 10

**Languages** understands the languages of its creator but can't speak

**Challenge** 5 (1,800 XP)

**Defender Aura.** The stalwart defender has a 5-foot aura of defense. Any enemy that starts its turn within 5 feet of the defender is marked by the defender until the start of the defender's next turn.

**Sentinel.** Marked creature's provoke opportunity attacks from the stalwart defender even if they disengage. Additionally, if the defender hits a creature with an opportunity attack, its speed is reduced to 0 for the rest of that turn.

### Actions

**Multiattack.** The stalwart defender makes two serrated blade attacks.

**Serrated Blade.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 17 (3d8 + 4) slashing damage, and the target's speed is reduced by 20 feet until the end of the defender's next turn.

## STORMSTONE FURY

Medium elemental, neutral

**Armor Class** 15 (natural armor)

**Hit Points** 83 (11d8 + 33)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	16 (+3)	6 (+2)	10 (+0)	6 (-2)

**Damage Resistances** lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons

**Damage Immunities** poison

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

**Senses** darkvision 60 ft., tremorsense 60 ft., passive Perception 10

**Languages** Auran, Terran

**Challenge** 5 (1,800 XP)

**Stormstone Form.** The fury can move through a space as narrow as 3 inches wide without squeezing.

### Actions

**Slam.** *Melee Weapon Attack:* +8 to hit, Reach 5 ft., one target. *Hit:* Damage 16 (2d10 + 5) bludgeoning damage plus 11 (2d10) lightning damage.

**Thunderclap.** Each creature in a 10-foot radius sphere centered on a point the fury can see within 50 feet of it must make a DC 16 Constitution saving throw. On a failed save, a target takes 10 (3d6) lightning damage and 10 (3d6) thunder damage, or half as much damage on a success.

# CHANGE NOTES

## VERSION 1.0

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- First Draft

## VERSION 1.5

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- Rebalanced the damage of "When you hit" incantations
- Updated the wording on many incantations to bring them in-line with Martial Exploits and Divine Prayers

# POWER CONVERSION HOMEBREW

This is part of a larger collection of Power Conversions available on the DM's Guild:

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- Primal Rites
- Psionic Disciplines

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