



# **SPELLS**

**FROM**

# **KARA-TUR**

**A COMPENDIUM OF SPELLS**

**CONVERTED FROM AD&D TO 5E**

**BY**

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# SPELLS FROM KARA-TUR

In 1985, TSR released a sourcebook for AD&D called **Oriental Adventures**. Written by Gary Gygax, David Cook, and Francois Marcela-Froideval, it was a self-contained game using the fundamentals of the AD&D rules set, but set in Kara-Tur, a fantasy version of Earth's Far East.

**Oriental Adventures** borrowed heavily from Asian sources to develop game materials. The authors took inspiration from China, Korea, Japan, and all over Southeast Asia. Folklore provided magic and monsters. History provided heroes and artifacts, weapons and armor. Movies provided fantastic martial arts.

Kara-Tur became the first game world TSR released after Greyhawk, as Ed Greenwood's *Forgotten Realms* was not released until 1987. At some point thereafter, Kara-Tur was folded into the *Forgotten Realms*.

If you'd like to know more about Kara-Tur, see the [Forgotten Realms Wiki](#).

## LAND OF MAGIC

Kara-Tur lies far to the east of Faerûn on Toril, separated by hundreds of miles of Hordelands. Trade, adventurers, and artifacts occasionally find their way to Faerûn via the Golden Way. Beyond those few examples, however, little is known.

The Weave is approached differently in Kara-Tur. Many spells and spell-like effects are indistinguishable from those known in Faerûn; indeed, they are often known by the same names.

This tome focuses on those spells unique to the lands of Kara-Tur.

## SPELLS

This work updates spells from the original AD&D sourcebook to the 5th Edition rules. It will surely be a valuable resource to those wishing to provide a flavor of Kara-Tur to their 5th Edition games.

Spells have been removed from the original Shukenja and Wu Jen spell lists and placed into one unified list, alphabetically by spell name.

Dungeon Masters should feel free to assign them to different class spell lists as they wish.

Spells from **Oriental Adventures** which duplicate existing 5e spells have been omitted.

In addition, certain spells have been omitted due to lack of relevance, such as those dealing only with alignment.



## ABJURE

4th-level abjuration

**Casting Time:** 1 action

**Range:** 10 ft

**Components:** V, S, M

**Duration:** Instantaneous

If you know the true name of an extraplanar creature, such as a fiend or celestial, you may return it to its native plane using this spell. The target creature must succeed on a Wisdom saving throw or be forcibly returned to its home plane.

## ACCURACY

1st-level enchantment

**Casting Time:** 1 action

**Range:** 30 ft

**Components:** V, S, M

**Duration:** 1 minute

You temporarily enchant a normal missile to improve the chance to hit distant targets. You can only enchant missiles capable of being used by Medium or smaller humanoids; e.g., a hand axe could be enchanted, but a ballista bolt could not. Upon casting the spell, the missile glows faintly, to ease determining which missiles are enchanted.

For the duration of the spell, all range categories for the missile are double normal. A hand axe's range would improve from 20/60 to 40/120; a short bow's range from 80/320 to 160/640. In addition, the missile is considered magical for the purpose of determining damage resistance.

**At Higher Levels:** When you cast this spell using a spell slot of 2nd level or higher, you can enchant an additional missile for each slot level above 2nd.

## ADVICE

5th-level enchantment

**Casting Time:** 1 action

**Range:** 10 ft

**Components:** V

**Duration:** Instantaneous

You give profound and thoughtful advice to a creature you can see, which can see and hear you, and which can understand you. The target must succeed on a Wisdom saving throw or be compelled to follow your advice. These can be instructions to do anything, including acts which are foolish or self-destructive. The creature then does its best to follow your advice. If the advice would place the creature in great peril or cause its death, the creature must succeed on a second Wisdom saving throw with advantage or commit the act. For example, if your *advice* was "Leap into that pit of acid," the creature would make the second saving throw immediately before leaping into the pit.

*Advice* does not prevent the creature from knowing who gave it such advice. If it succeeds on its saving throw, it will become your enemy if it wasn't already.

## AIMING AT THE TARGET

5th-level invocation

**Casting Time:** 1 reaction

**Range:** Self

**Components:** S

**Duration:** Instantaneous

You focus your ki, performing breathing exercises to release the spell's energy. This permits you to concentrate on a single action irrespective of other actions.

You gain advantage on saving throws to avoid breaking concentration on a spell. This is one of two spells in this book you can cast without breaking concentration on another spell (*find the center* is the other).

## AIR WALK

5th-level alteration

**Casting Time:** 1 reaction

**Range:** Self

**Components:** V, S, M

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

You gain the ability to tread upon air as though it were solid ground. As long as you remain at the same altitude as when you cast the spell, you may move at your normal rate. You move more slowly if you ascend - half your normal rate - and more quickly if you descend - half again your normal rate. For example, if your speed is 30, when you ascend your movement is slowed to 15, and when you descend your movement increases to 45.

## ANCIENT CURSE

7th-level abjuration

**Casting Time:** 1 action

**Range:** 120 ft

**Components:** V, S, M

**Duration:** Instantaneous

You call down a terrible and enduring curse on one creature within range. That creature must be guilty of a great wickedness. You decide the exact nature of the curse (with your DM's approval). These might include the failure of the target's crops every year; or that he and his descendants unto the seventh generation live out squalid, miserable lives; or that he have no sons to carry his name; or that the fleas of a thousand camels infest his bedclothes.

When you cast the spell, you must be in the presence of the evildoer, and you must announce the *curse* clearly to the target in a language it can understand. *Ancient curse* is a long-term spell, and its effects are often not immediate. It is not necessarily permanent; in the last example given, for example, the exhaustion incurred by being unable to sleep will kill the target in a short time, where in the first example the effect could continue for decades. In addition, an *atonement* spell can lift the curse.



## ANIMATE WOOD

1st-level alteration

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S, M

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

You cause wooden items to move and bend and attack your foes. The spell makes the wood supple and supplies motive force, allowing the item to strike, grasp, entangle, etc., though the movement is ponderous and stiff, which causes the item to act last in initiative order. In no case does the spell grant the item a movement rate.

The spell does not change the form of an item. An arrow is a straight shaft, though it may writhe like a snake. A bush is a bush, though it may lash out with its branches.

Animated items can be ordered to attack using the following stat block line:

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**Wood Strike.** *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) damage.

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Damage must be of an appropriate type. For example, an arrow would be piercing, while a shrubbery would be slashing.

The item has AC 10 and 5 hit points.

The amount of material which can be animated depends on whether or not it is alive. Although it can be used on all types of wooden items, the spell is most effective on living plants.

You can animate a single plant of living wood (5 ft tall or less), or a piece of non-living wood the size of a javelin.

**At Higher Levels:** When you cast this spell using a spell slot of 2nd level or higher, you can enchant an additional piece of wood of the listed types for each slot of 2nd level or higher.



## APPARITION

2nd-level illusion

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M

**Duration:** 1 hour

You transform the target's face into a horrifying visage. You can create nearly any combination of terrifying features, from blue skin to tusks to an elephantine nose, but you may not duplicate the features of any known creature.

When they first see the *apparition*, creatures of CR1 or less must succeed on a Wisdom saving throw or be frightened for 1 minute or until they take any damage.

## ARMOR OF CLOTH

3rd-level conjuration

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S, M

**Duration:** 1 hour

You magically create shimmering robes of pure force. These robes grant you Armor Class equivalent to chain mail (AC16).

**At Higher Levels:** When you cast this spell using a higher-level spell slot, you gain +1 AC for every slot level above 3rd with which you cast the spell. For example, if you cast *armor of cloth* using a 7th level spell slot, you gain AC 20.

## ATONEMENT

5th-level alteration

**Casting Time:** 1 reaction

**Range:** 30 feet

**Components:** V, S, M

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

You remove the effects of unwilling or unknown deeds from one creature you can see within range, such as *charm person* or *oath* spells. An unwilling target may make a Charisma saving throw to avoid the effect of your *atonement*.

## AURA

6th-level divination

**Casting Time:** 1 action

**Range:** 1 mile

**Components:** V, S

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

You read the aura of an area, determining the magical tendencies, morals, and ethos of items and those dwelling within 1 mile, centered on you. You could stand on a hilltop and see the aura of every dwelling or structure in a town below you, seeing whether the occupants are good, evil, lawful, or chaotic, as well as concentrations of magic within their houses. In addition, cursed places and places haunted by undead have a distinctive aura. The aura even appears if you cannot see a dwelling – a faint glow over treetops may indicate a temple or cave deep in the jungle.

## **BENEFICENCE**

*1st-level enchantment*

**Casting Time:** 1 action

**Range:** Self

**Components:** V

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

You surround yourself in a mystical aura of harmony and wisdom. All who see you recognize you as a person of virtue and kindness, and are predisposed to treat you in a kindly and respectful manner.

You have advantage on Charisma (Persuasion) and other social Charisma checks.

*Beneficence* does not deprive those affected of their free will and does not guarantee your suggestions will be followed.

## **BIND**

*2nd-level alteration*

**Casting Time:** 1 reaction

**Range:** 15 feet

**Components:** V, S, M

**Duration:** Instantaneous

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

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

## **BODY OUTSIDE BODY**

*7th-level conjuration*

**Casting Time:** 1 reaction

**Range:** 15 feet

**Components:** V, S, M

**Duration:** Instantaneous

By means of this spell you create two duplicates of yourself which appear within range. These duplicates have all your ability scores, skills, and equipment. They do not have your magical powers, class abilities, or magic items. Their hit points are 25% of yours, rounded down.

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

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

## **CALL**

*8th-level summoning (ritual)*

**Casting Time:** 10 minutes

**Range:** 60 ft

**Components:** V, S, M

**Duration:** Instantaneous

This powerful dweomer summons a single creature whose true name you know to your presence. The *called* creature must succeed on a Wisdom saving throw or instantly travel to a point you designate within range. The creature must be on the same plane of existence as you, and the *call* does not place the creature under any magical compulsion to remain or aid you.

## **CASTIGATE**

*3rd-level abjuration*

**Casting Time:** 1 action

**Range:** 30 ft

**Components:** V, S, M

**Duration:** Instantaneous

You deliver a blasting rebuke upon your foes, the effect of which depends on the alignment of those affected.

Each creature in a 30-foot-radius sphere centered on you must make a Wisdom saving throw. A target of the same alignment as you is deafened for 1 minute on a failed save. A target with a difference of one alignment component - lawful, neutral, chaotic, good, evil - takes 2d6 points of psychic damage on a failed save, or half as much damage on a successful one. A target whose both alignment components differ from yours takes 3d6 points of psychic damage on a failed save, or half as much damage on a successful one.

## **CHAMELEON**

*1st-level illusion*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M

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

You alter the coloration of a living target to match that of the environment. This camouflage grants the target advantage on Dexterity (Stealth) checks for the duration of the spell.

## **CLOUD LADDER**

*1st-level alteration (ritual)*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S, M

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

You reach into a campfire's smoke to mold and shape ordinary smoke into a misty yet solid ladder. Up to 10 ft of *cloud ladder* can be created per level of the caster.

The ladder is always steady and rigid; it need not be propped against a solid object to stay where it is placed. Once you place it, it remains rooted in that place until the spell's duration expires or you will it out of existence. Only you can climb the *ladder*.

**At Higher Levels:** When you cast this spell using a spell slot of 2nd level or higher, you can grant an additional creature the ability to climb the *ladder* for each slot of 2nd level or higher.

## CLOUD TRAPEZE

8th-level alteration

**Casting Time:** 1 action

**Range:** 10 feet

**Components:** V, S, M

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

You summon a magical cloud on which you can soar at incredible speed, gently lifting into the air and whizzing away. You can take up to 6 other creatures of Medium or smaller size with you. Your cloud has a flying speed of 10 miles; in other words, if you ride the cloud for the spell's entire duration you will have traveled 100 miles. You and your passengers feel none of the effects of such swift travel, for the cloud's ride is steady and calm. At the end of the spell or when you choose, the cloud settles gently to the ground and disappears.

## CLOUDBURST

3rd-level alteration

**Casting Time:** 1 action

**Range:** 90 feet

**Components:** V, S, M

**Duration:** 1 minute

A drenching downpour pounds the ground in a 20-foot-radius, 40-foot-high cylinder centered on a point within range. The *cloudburst* quenches normal fires in the area of effect, and douses magical fires for the duration of the spell.

Fire spells cast into the *cloudburst's* area of effect are extinguished, and in the process turn the *cloudburst* into a mass of scalding steam. A creature which enters original area of effect or within 10 feet for the first time on a turn or starts its turn there must make a Dexterity saving throw. On a failed save, the creature takes 1d10 fire damage and is blinded. On a successful save, the creature takes half as much damage and is not blinded.

## CREATE SPRING

2nd-level alteration

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M

**Duration:** Instantaneous

You cause a spring of pure, fresh water to burst forth from a natural surface such as rock or earth. The spring gushes a gallon of water per minute. The water is fresh, clear, and cool. The material component is several small pieces of bamboo tied together with string during casting.

## CREEPING DARKNESS

5th-level evocation

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S, M

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

You create a 20-foot-radius amorphous cloud of inky blackness centered on a point you choose within range. It lasts for the duration or until strong wind disperses it, ending the spell.

As a bonus action, you can move the sphere up to 30 feet. It can seep through cracks and float in the air, as desired.

The cloud is impenetrable to all types of vision except *true seeing* or similar magical effects. It also acts as a *silence* spell within its area of effect.

## CRYSTALBRITTLE

9th-level alteration

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** Instantaneous

Any non-magical metal you touch turns into a crystalline material which can be easily smashed by a single blow. For example, you could turn the iron gates of the city of Yah-tzi into crystal and smash them to shards with a blow from your staff.

## DANCING BLADE

4th-level evocation

**Casting Time:** 1 action

**Range:** 30 ft

**Components:** V, S, M

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

You animate any non-magical sword, causing it to hover, fly up to 30 feet, and attack other creatures. As a bonus action, can use a Bonus Action to cause the sword to attack one creature of your choice within 5 feet of it using your melee spell attack bonus.



## DEFLECTION

*1st-level evocation*

**Casting Time:** 1 action

**Range:** 20 ft

**Components:** V, S, M

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

When you cast this spell, your target is surrounded by a mystical shield. When the target is struck by a ranged or melee weapon attack, the target must succeed on a Dexterity saving throw. The DC of the saving throw is the number rolled on the attacker's to-hit roll. If the saving throw succeeds, the target reduces that attack's damage to zero.

## DETECT SHAPECHANGER

*4th-level divination*

**Casting Time:** 1 action

**Range:** 30 ft

**Components:** V, S, M

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

For the duration, you can see the true form of any shape-changing creature. The spell reveals the most commonly used shape of that creature. If the creature is in that shape when the spell is cast, the spell reveals it to be a shapechanger but does not reveal the creature's other forms.

## DETECT HARMONY

*1st-level divination (ritual)*

**Casting Time:** 1 action

**Range:** 30 ft

**Components:** V, S, M

**Duration:** Instantaneous

When you cast this spell, you gain general information about the balances of karmic forces - good, evil, law, chaos - in the area of effect. It does not reveal the exact nature of creatures in the area of effect or their exact alignment. Answers are always vague: "There is more evil than good here," if cast on an area, or "This creature is compassionate but sometimes falls from grace" if cast on a Samurai who has a muderous hatred of goblins.

## DIVINE WIND

*7th-level conjuration (ritual)*

**Casting Time:** 1 action

**Range:** 1 mile

**Components:** V, S, M

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

You summon a mighty, hurricane-force wind to batter the area of effect.

Creatures caught within the *divine wind* must make a Strength saving throw at the start of each of its turns. A target takes 2d10 bludgeoning damage on a failed save, or half as much damage on a successful one. In addition, a creature which fails its saving throw is blown 10-40 feet in the direction of the wind.

All movement in the area of effect is at 25% of normal rounded down; e.g., if a creature's normal movement is 30 feet, that creature may only move 5 feet per Move action.

Melee combat in the area effect is done with all combatants suffering disadvantage. Ranged combat is not possible, with missiles being whipped away by the shrieking wind. Flight, either normal or magical, is impossible.

Small boats and vehicles such as carts are overturned or capsized. Large vehicles and boats have a 50% chance of being overturned each round they remain in the *divine wind*. Wooden buildings are blown down 25% of the time. The only safe shelter is a cave or a stone building, such as a castle.

Seas and lakes become raging tempests. Deserts are whipped into massive sandstorms. Snowy regions become whiteout blizzards. Crops are ruined.

## DIVINING ROD

*1st-level divination (ritual)*

**Casting Time:** 1 action

**Range:** 120 ft

**Components:** V, S, M

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

This spell allows you to attempt to locate common items or forces which may be otherwise undetected. When you cast the spell, you must state the particular item for which you wish to search. You must be specific; "Treasure" will cause the spell to fail, but "The golden goblet of the Shogun of Mikedono" is sufficiently specific.

Once cast, the rod - a forked stick cut from an evergreen tree - guides you in the direction of the object, provided the item is within the spell's range. If an impenetrable obstacle is reached, the rod will run into it and stop. You must hold the rod with both hands.

If there is no item within the spell's range which matches the description you gave during casting, the rod does not react.

## DREAM SIGHT

*2nd-level alteration*

**Casting Time:** 1 action

**Range:** Special

**Components:** S, M

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

When you cast this spell, you fall into a deep sleep during which you dream of the world around you in the present time. In the dream, you can see and hear and will your spirit to move about. Your spirit can pass through solid objects, though it cannot pass through magically-protected areas. Your spirit can move up to 120 ft from your body, and can only be detected by spells like *true seeing* or the like.

At the end of the spell, or when you will it, your spirit returns to your body. While the spell is active, you cannot move, speak, or take actions or reactions using your physical body. If your body is disturbed before the end of the spell, you must succeed on a DC12 Constitution saving throw. If you succeed, your spirit returns to your body. If you fail, your body falls into a deep coma, and your spirit is unable to return. Another creature can cast *dream sight* and guide your spirit back. Otherwise your spirit can only be restored by such powerful magic as *wish*, *heal*, or *greater restoration*.

## DREAM VISION

*3rd-level alteration (ritual)*

**Casting Time:** 1 action

**Range:** Special

**Components:** V, S, M

**Duration:** Special

When you cast this spell, you gain the ability to send messages to others in the form of dreams. You must know the identity of the recipient, whether by name or by some verbal means which leaves no possibility of misrouting the message.

Upon finishing the spell's casting, you fall into a deep sleep, during which you cannot move, speak, or take actions or reactions using your physical body. Your spirit leaves your body and travels through the Astral Plane to the recipient, where you may enter her dreams and deliver the message. The recipient must be asleep in order to receive the message.

The message can be of any length, and the recipient retains a perfect memory of it after waking. The recipient cannot communicate with you; the message is one-way only.

Once the message is delivered, your spirit returns to your body. If your body is disturbed before the end of the spell, you must succeed on a DC12 Constitution saving throw. If you succeed, your spirit returns to your body. If you fail, your body falls into a deep coma, and your spirit is unable to return. Another creature can cast *dream sight* and guide your spirit back. Otherwise your spirit can only be restored by such powerful magic as *wish*, *heal*, or *greater restoration*.

## DROUGHT

*7th-level evocation (ritual)*

**Casting Time:** 10 minutes

**Range:** 5 miles

**Components:** V, S, M

**Duration:** 14 days

This fearsome spell raises the temperature and dries the land all around you as a hot wind blows all to dust. When you cast *drought*, the sky quickly clears and remains clear, and no rain falls for the spell's duration. The temperature soars 20 degrees per day until it reaches its maximum of 120 degrees during the day and 100 at night. Fields become dry and cracked in three days, small streams run dry after six days, and all but the deepest wells dry up in ten days. Rivers are reduced to a trickle by the end of the spell. Plants and crops wither and die. Wild creatures flee the area of effect.

Creatures exposed to the heat are subject to the Extreme Heat rules (DMG 110).

*Control weather* and similar magics cannot cancel the effects of *drought*, but can slow the effects by manipulating temperature and precipitation amounts. The reverse of *drought*, *ice blight*, cancels the spell.

Casting *drought* is extremely taxing for you. Immediately on casting the spell, you must make a Constitution saving throw. On a failure, you are reduced to 0 hit points. On a failure, you are reduced to 1 hit point and are incapacitated and poisoned. In either event, you lose all spell slots you had remaining until the end of your next long rest.

## DROWSY INSECTS

*1st-level conjuration*

**Casting Time:** 1 action

**Range:** 90 ft

**Components:** V, S, M

**Duration:** 1 minute

You summon a small swarm of biting insects within 20 feet of a point you choose within range. The bites cause no damage, but creatures within the spell's area of effect must succeed on a Constitution saving throw or fall unconscious until the spell ends, taking damage, or someone uses an action to shake or slap the sleeper awake.

## DUO-DIMENSION

*7th-level alteration*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S, M

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

You cause yourself to have only two dimensions, height and width without any depth, like a sheet of paper. When viewed from the side, you are invisible. This allows you to make Dexterity (Stealth) checks at advantage anywhere, even in plain view, and on a successful check be considered invisible.

As a bonus action, you can declare that you are keeping yourself turned to the side against one opponent. This makes you unaffected by any form of attack from that opponent. However, any damage you suffer from area spells or damage from other sources is doubled.

## ELEMENTAL BURST

*1st-level conjuration*

**Casting Time:** 1 action

**Range:** 60 ft

**Components:** V, S

**Duration:** Instantaneous

You utter a twisted phrase of magical potency and indicate a point within range. The point must be an item composed of one of the five elements - wood, fire, water, stone, or air. The element releases the magical energy within it in a sudden burst. Creatures within 5 feet of the point must succeed on a Dexterity saving throw or take 1d8 points of bludgeoning damage.

## ELEMENTAL SERVANT

*7th-level conjuration (ritual)*

**Casting Time:** 1 action

**Range:** 30 ft

**Components:** V, S, M

**Duration:** Instantaneous

You summon an elemental of any type - air, water, earth, or fire - and compel it to perform a service. The elemental can make a Wisdom saving throw to avoid the spell.

The service must be within the powers of the elemental, completed within 14 days, and be done within the natural element of the elemental. Water elementals cannot perform tasks which take them onto land, and vice versa, for example.





You need not supervise the elemental, agreeing to meet it at a specific place when the mission is completed, after which the elemental returns to its own plane. Elementals resent being summoned and forced to perform services and may attempt to exact revenge at a later date.

### ELEMENTAL TURNING

4th-level abjuration

**Casting Time:** 1 action

**Range:** 30 ft

**Components:** V, S, M

**Duration:** Instantaneous

As an action, you visualize a type of elemental and utter a fearsome magical phrase. Each elemental of that type that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the elemental fails its saving throw, it is turned for 1 minute or until it takes any damage.

A turned elemental must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the disappears to its own plane.

### EMOTION

4th-level enchantment

**Casting Time:** 1 action

**Range:** 30 ft

**Components:** V, S

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

You choose a creature within range which can see, hear, and understand you becomes subject to one of the following *emotions*, each of which lasts for the spell's duration.

**Fear:** The target must succeed on a Wisdom saving throw or be affected by the *fear* spell. This effect may be countered by the *rage* effect of this spell or a Barbarian's *rage*.

**Hate:** The target gains advantage on saving throws and to-hit rolls against one creature you designate. In addition, the target gains +2 on damage rolls against that creature. *Hate* is countered by *hopelessness*.

**Hopelessness:** The target must succeed on a Wisdom saving throw or cease all activity and submit to your demands. *Hopelessness* is countered by *hate*.

**Rage:** The target becomes subject to a magical effect which duplicates a Barbarian's *rage* ability.

### ENCHANTED BLADE

2nd-level evocation

**Casting Time:** 1 action

**Range:** Special

**Components:** V, S, M

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

You cause a sword blade of crackling energy to appear in your hands. It is the size of a katana, but is weightless. Sparks flash on the glowing blade.

The *enchanted blade* can be wielded in two ways: in melee combat or by firing a bolt of energy up to a range of 60 feet. In either case, you must make a spell attack to determine whether or not you hit.

The *enchanted blade* can deal electrical damage up to your level in d6 before disappearing. Before rolling to hit, you must declare how many damage dice will be used. If you hit, you roll that many dice. If you miss, you do no damage. In either case, you subtract that many dice from the *enchanted blade's* damage potential.

When you hit an a target, the target must make a Constitution saving throw. A target takes full damage on a failed save, or half as much damage on a successful one.

## ENDURANCE

*4th-level alteration*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M

**Duration:** 24 hours

You temporarily reverse the effects of exhaustion. All exhaustion effects are removed from the target until its next long rest. When the magic wears off, the target suffers an additional level of exhaustion. For example, if when *endurance* is cast the target has three levels of exhaustion, when the target finishes its next long rest it will suffer the effects of level 4 exhaustion.

## ESP

*2nd-level divination*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S, M

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

You reach out with your mind and scan the surface thoughts of one creature within range. Only creatures capable of thought can be scanned; in other words, a goblin could be scanned, but a gray ooze could not.

## EXACTION

*7th-level alteration*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S, M

**Duration:** Instantaneous

You confront a powerful being from another plane and require a duty or service from it. You must offer the being something of equal value in fair trade. The *exaction* spell then functions as a *quest* spell (q.v.) until the service is performed.

Upon completion of the task, the being is immediately magically transported to your location, irrespective of your locations on separate planes of existence, where accounts are settled, after which the being is free to do as it wishes.

Should you fail to fulfill your part of the bargain, the being may cast *exaction* upon you without material components or using any spell slots. In addition, the being may choose to attack you. If it does so, it is immune to all of your spells.

## FACE

*3rd-level illusion (ritual)*

**Casting Time:** 1 action

**Range:** 90 ft

**Components:** V, S, M

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

You create the illusion you are of a higher social level, office, or position than you actually are. The spell surrounds you with the appropriate air of confidence, aura of power, mannerisms, speech, and etiquette appropriate to the rank. You gain advantage in Charisma-based skill checks peculiar to the rank you assume.

Those familiar with the position you assume can make a Wisdom saving throw. If they succeed, they notice subtle flaws in your illusion. Those familiar with the position and of a higher rank make the saving throw with advantage.

For example, if you cast *face* and walk into a crime scene acting as a police inspector, you gain advantage on Charisma-based checks to interact with lower-ranked police, criminals, and witnesses. A real police inspector could make a saving throw to see through your illusion, and a police commissioner would make the saving throw with advantage.

## FATE

*4th-level divination (ritual)*

**Casting Time:** 1 hour

**Range:** Special

**Components:** V, S, M

**Duration:** Instantaneous

You foresee the general course of another person's life by delving into the possible paths she might take and predicting a major future event in her life.

Both you and the target must be able to see, hear, and communicate with one another. You must know significant details of the person's life - birth date, past deeds, family history, etc. You may not ask specific questions. Neither you nor the target have any control over the nature of the event predicted. Nor are the exact circumstances of the future event known.

If your DM knows of some even which will occur to the target, she can use this to provide the answer. For example, if your DM knows that the target will be a target for assassination by a ninja clan, she might say, "Soon your life will be very perilous thanks to someone you have insulted. Expect danger from unexpected sources. Courage, cunning, and caution will help you prevail."

If your DM knows of no specific event, she can roll on the table on the next page.



## d20 Outcome

- 1 You will overcome some great opponent in a titanic struggle
- 2 You will gain a great fortune but lose it before you can reap the benefits
- 3 You will be elevated to a high position and enjoy the respect and admiration of those around you
- 4-5 You will be elevated to a high position but evil scheming will bring about your fall
- 6-7 You will suffer a humiliating defeat at the hands of a great enemy

## d20 Outcome

- 8-9 You will come into a great fortune which will bring ruin and hardship to your house
- 10-12 Powerful beings will show compassion to you, sparing your life at an unexpected moment
- 13-15 The actions of your family will bring misfortune upon you
- 16-17 A stranger will bring disguised good fortune
- 18 You will gain great favor through a courageous and heroic action
- 19 A stranger will bring ill fortune
- 20 A fearful enemy will seek devious revenge upon you when you least expect it

The DM should note the fate of the person and arrange for those events to come about. The DM may also create other fates, of course.

The fate is not an absolute event, unyielding, destined to occur irrespective of character actions; rather, it is the potential for what *may* occur. The actions of a character are the player's choice, and those actions may alter the final outcome. Knowing one's fate can allow one to avoid or alter it.

A creature can have only one fate at a time. Once determined, the fate cannot be changed, though the outcome may change based on character agency.

Determining a creature's fate does not make that creature immune to death. The target can still die before her fate comes to pass.

## FIERY EYES

*1st-level alteration*

**Casting Time:** 1 reaction

**Range:** Self

**Components:** V, S

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

You cause your eyes to glow with an unnatural fire. They project beams of bright light up to 15 ft, as if from a lantern.

Any creature which can see you must succeed on a Wisdom saving throw; on a failure it hesitates, fascinated by the light, and may not take an action on its next turn. In addition, if cast in conjunction with a spell such as *charm person*, *fascinate*, or *hypnotic pattern*, that creature makes its saving throw against that spell with disadvantage.

## FIND THE CENTER

*8th-level alteration*

**Casting Time:** 1 bonus action

**Range:** Self

**Components:** S

**Duration:** 10 minutes

A more powerful version of *aiming at the target*, you can cast *find the center* after a spell which requires concentration. The casting is a series of breathing exercises which allows you to devote your subconscious mind to concentrate on the other spell while you move, engage in combat, cast spells – in other words, any activity you could normally undertake – while the spell on which you're concentrating remains active. That concentration cannot be broken unless you die, become unconscious, suffer a *feeblemind* effect, or the spell's duration ends.

## FIRE BREATH

*5th-level evocation*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S, M

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

You can use a bonus action on each of your turns to exhale a cone of magical fire. Each creature in a 30 foot cone must make a Dexterity saving throw, taking 9d6 fire damage on a failed save, or half as much damage on a successful one.

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

## FIRE ENCHANTMENT

*4th-level enchantment*

**Casting Time:** 1 action

**Range:** 120 ft

**Components:** V, S, M

**Duration:** Instantaneous

You enchant a normal or magical fire within range, through which you channel a *suggestion* spell centered on the fire you've enchanted. All creatures within 30 feet of the fire must succeed on a Wisdom saving throw or be subject to the spell. All of the rules which apply to the *suggestion* spell apply to your *fire enchantment*.

## FIRE RAIN

*3rd-level evocation*

**Casting Time:** 1 action

**Range:** 120 ft

**Components:** V, S, M

**Duration:** Instantaneous

Threads of magical fire stream from the sky in a 20-foot-radius, 40-foot-high cylinder centered on a point within range. Each creature in the cylinder must make a Dexterity saving throw. A target takes 8d6 fire damage on a failed save, or half as much damage on a successful one.

The *fire rain* ignites flammable objects in the area that aren't being worn or carried.

*Fire rain* is only effective outdoors. It cannot be used indoors or underground. Creatures in a building or under cover are protected. The building or cover may be set alight by the spell, however.

**At Higher Levels:** When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for each slot level above 3rd.

### **FIRE SHURIKEN**

*1st-level evocation*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M

**Duration:** Instantaneous

You create a razor-sharp pinwheel of flame and hurl it at your enemy. It throws off fiery sparks as it flies, and when it strikes it bursts into flame.

Make a ranged spell attack against the target. On a hit, the target takes 1d8 piercing damage and 1d8 fire damage. A flammable object hit by this spell ignites if it isn't being worn or carried.

**At Higher Levels:** When you cast this spell using a spell slot of 2nd level or higher, the spell creates one more *fire shuriken* for each slot level above 1st. The *fire shuriken* all strike simultaneously, and you can direct them to hit one creature or several.

### **FIRE WINGS**

*3rd-level evocation*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S, M

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

Your arms are transformed into phoenix-like wings of magical fire. You and the objects you wear or carry suffer no damage from this fire, but a creature which enters an area adjacent to you for the first time on a turn or starts its turn there takes 1d4 points of fire damage.

Since your arms are transformed, you cannot cast spells or hold anything. Rings or bracers you were wearing are transformed along with your arms, however, and can still be used.

You gain a flying speed of 80 feet. In addition, your *fire wings* shed bright light in a 10-foot radius and dim light for an additional 10 feet.

The *wings* are ill-suited to combat, but can be used to batter foes. As an action you can make a melee spell attack with disadvantage. On a hit you do 2d6 fire damage.

### **FLAME WALK**

*3rd-level alteration*

**Casting Time:** 1 action

**Range:** Special

**Components:** V, S, M

**Duration:** Special

When you cast this spell you gain immunity to the effects of normal fires and resistance to damage from magical fire. In addition, you gain advantage to saving throws against magical fire.

**At Higher Levels:** When you cast this spell using certain higher-level spell slots, you can affect another humanoid: two with a 4th-level slot, three with a 6th-level slot, and four with a 8th-level slot.

### **FORCE SHAPECHANGE**

*6th-level abjuration*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M

**Duration:** Instantaneous

You point at a creature you know or suspect is a shapechanger and force it to reveal its true form. That creature must succeed on a Charisma saving throw or immediately revert to its true form. In addition, the target is wracked by intense pain, taking 3d10 points of psychic damage.

**At Higher Levels:** When you cast this spell using higher-level spell slots, you can affect another creature: two with a 7th-level slot, three with a 8th-level slot, and four with a 9th-level slot.

### **GAMBLER'S LUCK**

*6th-level enchantment*

**Casting Time:** 1 reaction

**Range:** Touch

**Components:** V, S, M

**Duration:** 10 minutes

You attempt to influence luck and fate, though you have no control over the outcome.

When you cast the spell, roll percentile dice. If the result is 01-60, the outcome is good. If the result is 61-100, the outcome is bad.

A good outcome improves all of your die rolls by +1 for the duration of the spell. Percentile dice rolls improve by 10%.

A bad outcome inflicts you with a maniacal addiction to gambling for the duration. You must accept any bet or offer of game of chance, except dares or those wagers which are suicidal; i.e., you do not agree to commit suicide or let someone kill you on a coin toss. You would, however, agree to submit to imprisonment on the roll of a die.

### **GIANT SIZE**

*8th-level alteration (ritual)*

**Casting Time:** 10 minutes

**Range:** Self

**Components:** V, S, M

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

This spell allows you to grow to stupendous proportions. You instantly grow to the size of a cloud giant, assuming a cloud giant's physical statistics and hit points but none of its special abilities, immunities, or resistances. Any gear you wear is transformed into your new form, but any items you carry are not. E.g., if you wear a *ring of protection* your new form still has that benefit, but your *staff of the magi* becomes a toothpick at your new gigantic feet.

You cannot cast spells while *giant sized*. You can, however, uproot a tree and use it as a club, changing the cloud giant's weapon damage to bludgeoning, or hurl stones as a cloud giant can.

## GLASSEE

6th-level transmutation

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M

**Duration:** 10 minutes

You render a piece of metal, stone, or wood, as transparent as glass for duration of the spell. The area affected is a 3x3 feet square, of up to 4 inches thick if metal, 6 inches thick if stone, or 20 inches thick if wood.

You can make the spell work either one of two ways, determined upon casting the spell:

- You create a transparent window through which you can see clearly, and those on the other side can see you.
- You make the area transparent only for yourself, and those on the other side don't even know a window exists.

## HAIL OF STONES

1st-level conjuration

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S, M

**Duration:** Instantaneous

You cause a rain of stones to fall in a 20 ft area centered on a point you can see within range, potentially causing damage to creatures in that area. Roll a separate ranged spell attack for each creature in the area of effect. Each creature struck takes 1d4 bludgeoning damage.

## ICE BLIGHT

7th-level evocation (ritual)

**Casting Time:** 10 minutes

**Range:** 5 miles

**Components:** V, S, M

**Duration:** 14 days

This fearsome spell summons freezing winds, ice, and snow into a wide area centered on you. Once cast, clouds gather, wind begins to blow, rain begins to fall, and the temperature begins to plummet – 40 degrees in the first day. Each day the conditions worsen. The temperature can drop no further than -20 degrees F. Rain changes to snow when the temperature falls below freezing. Snow accumulates to no more than 48 inches. Strong winds pile the snow into drifts taller than a man. Creatures exposed to the cold are subject to the Extreme Cold rules (DMG 110).

*Control weather* and similar magics cannot cancel the effects of *ice blight*, but can slow the effects by manipulating temperature and precipitation amounts. The reverse of *ice blight*, *drought*, cancels the spell.

Casting *drought* is extremely taxing for you. Immediately on casting the spell, you must make a Constitution saving throw. On a failure, you are reduced to 0 hit points. On a failure, you are reduced to 1 hit point and are incapacitated and poisoned. In either event, you lose all spell slots you had remaining until the end of your next long rest.



## ICE KNIFE

*2nd-level evocation*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M

**Duration:** Instantaneous

You create a dagger of magical ice and hurl it at a target within range. A successful hit causes 1d4 points of piercing damage, plus 1d4 points of cold damage.

Should you miss your target, the knife strikes nearby and explodes with a snap, releasing a wave of cold energy. All creatures within 5 feet of the target must succeed on a Dexterity saving throw or take 1d4 points of cold damage.

## IMMUNITY TO WEAPONS

*6th-level alteration*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

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

You make one target immune to normal weapons. Non-magical weapons simply pass through the recipient as if she were immaterial. This *immunity* only applies to weapons, not attacks made by natural weapons.

**At Higher Levels:** When you cast this spell using higher-level spell slots, you gain immunity to magical weapons: +1 with a 7th-level slot, +2 with a 8th-level slot, and +3 with a 9th-level slot.

## INANIMATE SERVANTS

*6th-level conjuration*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** 24 hours

You transform non-living objects into assistants able to follow your commands and move about. The objects have a movement rate of 20 feet, using whatever form of locomotion is appropriate to the object.

These servants will not engage in combat. They can only be used to perform tasks, though they can perform tasks with great strength and skill, needing no more direction than a common laborer. The objects can perform any task in which you, or another creature designated during casting, have proficiency. They could assist a creature proficient with *carpenter's tools* to erect a house, a creature with *cobbler's tools* to make shoes, or *alchemist's supplies* to make potions and poisons. Where checks must be made, the *servants'* proficiency is equal to yours or the supervisor you designate.

**At Higher Levels:** When you cast this spell using higher-level spell slots, you create additional *servants*: two with a 7th-level slot, three with a 8th-level slot, and four with a 9th-level slot.

## INTERNAL FIRE

*9th-level evocation*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S, M

**Duration:** Instantaneous

Your magic creates a deadly inferno of raging heat deep within the bowels of your victims, causing them to be consumed by fire from within. Death occurs instantly.

Roll 10d10; the total is how many hit points of creatures this spell can affect. Creatures within range are affected in ascending order of their current hit points.

Although there is no saving throw for *internal fire*, magical effects which provide resistance or immunity to fire damage make the wearer immune to the spell.

## INVISIBILITY TO SPIRITS

*3rd-level illusion (ritual only)*

**Casting Time:** 10 minutes

**Range:** Touch

**Components:** V, S, M

**Duration:** 1 hour

You use costly magical inks worth 250gp to write sutras of protection on every part of another's bare skin.

When you finish, that creature is rendered invisible to aberrations, celestials, elementals, fey, fiends, and undead, though she is perfectly visible to other creatures.

This invisibility is subject to the same conditions as the *invisibility* spell; e.g., if the invisible creature attacks a creature to which she was invisible, the spell ends.

## IRONWOOD

*5th-level alteration*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M

**Duration:** Instantaneous

You change the structure of a piece of wood from wood to steel. Coloration, texture, and weight are unaffected; only the hardness is affected. You can affect up to a Medium sized plant or wooden object with this spell.

If cast on a living plant, the spell has a 50% chance of failure. If the casting is successful, *ironwood* does not interfere with or interrupt the plant's normal life cycle, but gives every part of the plant, from root to leaf bud, the tensile strength of steel.

If *ironwood* is cast on a plant creature, that creature make a Wisdom saving throw. On a failure, the creature is literally rooted to the spot as it becomes rigid and paralyzed. The creature's AC becomes 20.

## KNOW HISTORY

*1st-level divination (ritual)*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M

**Duration:** Instantaneous

This spell magically divines the common name, background, and reputation of any item, creature, or location you can see within range, provided such a history exists.

When used to reveal a shapechanging creature or a creature which has been polymorphed, the target must succeed on a Wisdom saving throw or its true form will be revealed.

The spell does not reveal secret identities, possessions, alignment, or magic items.

## KNOW MOTIVATION

*1st-level divination*

**Casting Time:** 1 action

**Range:** 30 ft

**Components:** V, S, M

**Duration:** Instantaneous

You magically sense the basic needs, desires, and emotions of any one unshielded mind within range. You detect base drives, such as greed, hunger, hatred, fear, love, etc.

## LONGEVITY

*6th-level alteration*

**Casting Time:** 1 day

**Range:** Self

**Components:** V, S, M

**Duration:** Instantaneous

You increase your lifespan beyond its normal limit. When you cast the spell, you must succeed on a Constitution saving throw. You gain 2d10 years in lifespan on a successful save, and die if you fail.

There is no limit to the number of times the spell can be cast, though the saving throw must be repeated with each casting.

## MAGNETISM

*3rd-level alteration*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S, M

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

You create a powerful magical magnetism within yourself or a creature that you can see within range.

If you cast the spell upon yourself, you gain the ability to selectively draw iron and steel objects to you. You can affect one item per turn as a bonus action. If the item is held by another, such as a weapon, the holder must succeed on a Strength saving throw. On a failure, the object flies out of its hand toward you. If the item summoned is of greater mass than you, you will be drawn toward the item, through the air if the difference in mass is great.

If cast on a target not you, the target must succeed on a Wisdom saving throw or be bound by the spell; if it succeeds, it is immune to this spell if you cast it again. While affected by this spell, the creature draws iron and steel objects within 15 feet of it toward itself, subject to the mass restriction.

## MELT METAL

*4th-level evocation*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M

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

You gently touch a piece of normal, non-magical metal and cause a charge of fiery magical energy to pass from your fingertip to the metal, creating such heat that the metal melts and flows at the rate of one cubic inch per round.

Bars and locks can easily be cut through using *melt metal*, but it cannot be used in combat. *Melt metal* requires such focus that you can engage in no other activity while concentrating on the spell.

## MEMORY

*3rd-level enchantment*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M

**Duration:** Instantaneous

You plant a false memory in the mind of another intelligent creature which is able to understand you. The target must succeed on a Wisdom saving throw or be bound by the spell; if it succeeds, it is immune to this spell if you cast it again. If it is asleep when you cast the spell, it makes its saving throw with disadvantage.

Memories of events up to 10 minutes can be implanted. *Memory* gives you limited knowledge of the target creature's existing memories, enough that you can thread your new memory into the existing memories seamlessly. The new memory can supplant an existing memory or be an entirely new creation.

The new memory can be used to change the target's attitude - to be more friendly or hostile to those you choose - but the spell does not carry the same magical power as a *suggestion* spell.

You may also erase the target's memories, causing a gap in memory of up to 10 minutes.

*Dispel magic*, *greater restoration*, *remember*, and similar magics reverse the effects of *memory*.

**At Higher Levels:** When you cast this spell using higher-level spell slots, you increase the amount of time you can affect: ten additional minutes for each spell slot above 4th.

## MENTAL STRENGTH

5th-level alteration

**Casting Time:** 1 bonus action

**Range:** Touch

**Components:** V, S, M

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

You mentally fortify yourself against magical effects which affect your will. You gain advantage on all effects which cause you to make a Wisdom saving throw, and if the effect does not normally grant a Wisdom saving throw you gain the ability to make one without advantage.

## METAL SKIN

5th-level alteration

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M

**Duration:** 10 minutes

You transform the skin of a creature you touch into a gleaming, steel-hard surface. The target's AC becomes 20 for the duration of the spell, but the target becomes slow and stiff. The target moves at half its normal rate and always goes last in initiative. (If the target already had its turn in the round in which the spell is cast, at the start of the next round its initiative changes to the last position.)

The target's skin is considered metal for the purposes of the *magnetism* spell.

An unwilling target must succeed on a Constitution saving throw to avoid the spell's effects.

## METAL TO RUST

6th-level alteration

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M

**Duration:** Instantaneous

With a single touch, you reduce ferrous metal to a crumbling pile of rust. You can affect an amount of metal up to or equal to plate armor for a Large creature. Only non-magical metal can be affected by this spell.





## OATH

*3rd-level abjuration*

**Casting Time:** 1 action

**Range:** 10 feet

**Components:** V, S, M

**Duration:** Instantaneous

You attempt to force an unwilling creature to perform a task in return for some consideration. The creature must be able to see, hear, and understand you. The *oath* must be limited to tasks which can be accomplished by the creature using its natural abilities, and cannot cause the creature to harm itself or another.

For example, you could force a bandit captain to never rob again, or force a marauding dragon to return to its lair, or that a daimyo not tax his peasants beyond a certain point. You could not force that daimyo to renounce his position and become a beggar monk, or the dragon to hurl itself into the sea.

The target must succeed on a Wisdom saving throw to avoid the *oath*. Creatures subdued in battle by you personally make the saving throw with disadvantage.

Once the spell is cast, both parties have the freedom to renege on the *oath*. If you break the *oath*, the other party instantly knows of it, and is immediately freed of it. If the target breaks the *oath*, it is immediately wracked by pain, suffering the incapacitated condition and one level of exhaustion. Each hour, the target suffers another level of exhaustion until the target is dead or the magic dispelled.

## OBEDIENCE

*7th-level enchantment*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M

**Duration:** Special

You force any living creature which can see, hear, and understand you to totally obey your will. You must touch the creature. The creature must succeed on a Wisdom saving throw or be affected.

The creature is not magically compelled to obey you, and retains its free will. However, you can as a free action utter a few mystic words which cause intense, wracking pain to convulse the creature's body. This pain is so intense the creature can do nothing, not even speak – while you cause it pain, the creature is stunned. In addition, the creature takes 2d10 points of psychic damage each time you inflict the pain.

At the end of each of the creature's long rests, it can make a new Constitution saving throw with disadvantage. On a success, the creature ends the effect on itself.

## OMEN

*1st-level divination (ritual)*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S, M

**Duration:** Instantaneous

By casting this spell, you forecast the general fortunes of a significant undertaking as auspicious or inauspicious. To cast the spell, you randomly cast yarrow stalks in a special, confined area and read the pattern they make when they land.

When you cast the spell - commonly before beginning a journey or engaging in battle - the DM will consider your planned action using information only she knows before relating the result of the spell.

## PACIFY

*4th-level alteration*

**Casting Time:** 1 action

**Range:** 30 ft

**Components:** V, S

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

You utter a few relevant sutras and produce a still calm over an area. Each creature that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is pacified for 1 minute or until it takes any damage. While pacified, it is unable to attack or harm others in any way. In addition, those affected may not impede the movement of other creatures.

## PAIN

*6th-level alteration*

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S, M

**Duration:** Instantaneous

With a gesture, you cause wracking agony to afflict a number of creatures. Each creature in a 20-foot radius centered on a point within range must make a Constitution saving throw. A creature takes 6d8 psychic damage on a failed save, or half as much damage on a successful one. In addition, a creature becomes incapacitated for 1 minute on a failed save.

## PLANAR CALL

*9th-level summoning (ritual)*

**Casting Time:** 10 minutes

**Range:** 60 ft

**Components:** V, S, M

**Duration:** Instantaneous

This spell is identical to *call*, except if the creature is on the same plane as you, the creature does not get a saving throw. In addition, the creature summoned can be on any plane of existence. If the creature is on a different plane, it gets a saving throw.

## POSSESS

*5th-level enchantment (ritual)*

**Casting Time:** 1 action

**Range:** 120 ft

**Components:** V, S, M

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

You project your spirit into the body of an intelligent creature or humanoid, forcing that creature to behave according to your will. The target must succeed on a Charisma saving throw or be possessed.

Once you possess the creature's body, you can use an action to cause it to do move or make a basic attack, irrespective of the consequences to the body. For every point of damage inflicted on the animal, you suffer half damage, rounded down but never less than 1. For example, if the animal's body takes 11 points of slashing damage, you also take 5 points.

Should the animal die while you possess its body, you must succeed on a Constitution saving throw, the DC of which is equal to the amount of damage done to it when it was reduced to 0 hit points. If you fail, your soul is lost on the Fugue Plain. If you succeed, your soul immediately flees back to your body.

You may not use any of the possessed creature's special class abilities or spells, if any.

When released, the creature retains no memory of actions it performed while *possessed*, nor does it have any knowledge of who *possessed* it.

While under the effect of the spell, your body remains in a catatonic state. You cannot move, speak, or take actions or reactions using your physical body. If your body is disturbed before the end of the spell, you must succeed on a DC12 Constitution saving throw. If you succeed, your spirit returns to your body. If you fail, your body falls into a deep coma, and your spirit is unable to return. Another creature can cast *dream sight* and guide your spirit back. Otherwise your spirit can only be restored by such powerful magic as *wish*, *heal*, or *greater restoration*.

### POSSESS ANIMAL

*3rd-level enchantment*

**Casting Time:** 1 action

**Range:** 10 ft

**Components:** V, S, M

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

You project your spirit into the body of a beast with a lower maximum hit point total than you, forcing that creature to behave according to your will. The target must succeed on a Charisma saving throw or be possessed.

Once you possess the beast's body, you can use an action to cause it to do anything within its ability, irrespective of the consequences to the body. For every point of damage inflicted on the animal, you suffer half damage, rounded down but never less than 1. For example, if the animal's body takes 11 points of slashing damage, you also take 5 points.

Should the animal die while you possess its body, you must succeed on a Constitution saving throw, the DC of which is equal to the amount of damage done to it when it was reduced to 0 hit points. If you fail, your soul is lost on the Fugue Plain. If you succeed, your soul immediately flees back to your body.

While under the effect of the spell, your body remains in a catatonic state. You cannot move, speak, or take actions or reactions using your physical body. If your body is disturbed before the end of the spell, you must succeed on a DC12 Constitution saving throw. If you succeed, your spirit returns to your body. If you fail, your body falls into a deep coma, and your spirit is unable to return. Another creature can cast *dream sight* and guide your spirit back. Otherwise your spirit can only be restored by such powerful magic as *wish*, *heal*, or *greater restoration*.

### PRAYER

*3rd-level conjuration*

**Casting Time:** 1 bonus action

**Range:** 30 ft

**Components:** V, S, M

**Duration:** 1 minute

This spell duplicates the effects of the *bless* spell without requiring concentration.

### PROTECTION FROM CHARM

*2nd-level abjuration*

**Casting Time:** 1 reaction

**Range:** Touch

**Components:** V, S, M

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

You bolster your willpower, granting yourself advantage on saving throws against *charm* magic, including spells and effects.

### PROTECTION FROM NORMAL MISSILES

*3rd-level abjuration*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M

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

For the duration, the willing creature you touch has immunity to bludgeoning, piercing, and slashing damage from nonmagical ranged weapons.

### PYROTECHNICS

*2nd-level alteration*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M

**Duration:** Instantaneous

You harness the energy of a source of fire you can see within range and shape it to your will.

You can create two effects with *pyrotechnics*. First, you can cause the source to explode into intensely bright, sizzling light. Creatures within 10 feet of the source must succeed on a Wisdom saving throw or be blinded until the end of their next turn. Second, you cause the source's smoke to become thick and choking. Creatures within 10 feet of the source must make a Constitution saving throw or become poisoned until the end of their next turn.

In either case, the fire source is extinguished by the spell.

## QUELL

4th-level enchantment

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M

**Duration:** Instantaneous

You point your finger at a target within range and utter a few mystic words. The target must be able to see and hear you, and must be intelligent though it need not understand you. The target must succeed on a Wisdom saving throw or instantly surrender.

In addition, if the creature can understand you, you may demand some service from the target. The creature must make another Wisdom saving throw. If it succeeds, all effects of the *quell* spell are immediately broken. If it fails, it is magically forced to comply with your demand. The service can be anything which cannot cause its death or injury, and which has hope of success in a short time. For example, the creature will not leap into a fire (unless it is immune to fire), but it will dash into a burning building to save an object or person.

Once the service is completed, the *quell* spell ends. If the creature is powerful enough, it may attempt to seek vengeance on you. If the service you demand has no criteria for completion, such as "guard and protect me," the target can attempt a new saving throw at the end of each long rest.

## QUEST

7th-level enchantment

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S, M

**Duration:** Instantaneous

You compel a creature within range which you can see and which can see, hear, and understand you to perform a specific action or service and return with proof it has done so. That creature can succeed on a Charisma saving throw to avoid the spell's effects.

A *quest* can only be removed by you or a powerful extraplanar creature, such as a deity.



## QUICK GROWTH

6th-level alteration

**Casting Time:** 1 action

**Range:** 30 ft

**Components:** V, S, M

**Duration:** Instantaneous

You hasten the growth of one plant or plant creature within range, causing it to blossom and bear leaf and fruit out of season. For example, you could cause a pear-tree seedling to grow, leaves sprout, blossoms appear, and fruit ripen before the eyes of onlookers.

The spell does not alter the size or characteristics of the plant, except to make it grow to its full adult state.

## REANIMATION

4th-level necromancy

**Casting Time:** 1 action

**Range:** 10 ft

**Components:** V, S, M

**Duration:** 24 hours

You revive a recently-slain creature into a state of half-life, neither living nor dead. The creature may be dead for no more than 24 hours.

The reanimated creature has 1 hit point, is incapacitated, and can only move at half its normal speed. It need not eat, drink, or sleep. It can speak, but its memory is cloudy and confused, and it has trouble remembering even the most basic details of its past life. If not carefully monitored, it will wander off in a random direction.

**At Higher Levels:** When you cast this spell using a spell slot of 5th level or higher, the corpse will be animated an additional 24 hours for each slot level above 5th.

## REMEMBER

5th-level divination (ritual)

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M

**Duration:** Instantaneous

*Remember* has two ways it can be cast. You must choose one when you cast it.

The first restores memories lost through effects which affect the memory, such as amnesia, insanity, being possessed, or a *feblemind* spell. *Remember* immediately restores all memories lost in such a fashion.

The second restores limited access to memories of a creature's past lives. The target must succeed on a Wisdom saving throw. Success restores some memories of the target's past life or lives as a different person or creature.

## REMORSE

4th-level abjuration

**Casting Time:** 1 action

**Range:** 30 ft

**Components:** V, S, M

**Duration:** Instantaneous

You deliver a blistering lecture on a person's evil ways, filling the victim with guilt and regret for its misdeeds.

Choose a creature within range who can see, hear, and understand you. That creature must succeed on a Wisdom saving throw or repent of its evil action, and vow to never commit such an action again (suffering the consequences of an *oath* spell), and seeks to atone for its crimes by making an appropriate offering or performing an expiating deed.

For example, a brigand struck with *remorse* would forswear such robbery and attempt to return his ill-gotten gains to their rightful owners. If returning the booty is impossible, he could combat other brigands in his area, protecting pilgrims and peasants from banditry for an amount of time approximately equal to the time he was a villain.

## REPULSION

6th-level alteration

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S, M

**Duration:** Instantaneous

A blast of energy bursts forth from you, forcing your foes to flee you. Each creature in a 60-foot cone must make a Wisdom saving throw with disadvantage. If a creature fails its saving throw, it must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

## REQUEST

2nd-level abjuration

**Casting Time:** 1 action

**Range:** 10 ft

**Components:** V, S, M

**Duration:** Instantaneous

You ask one creature which can see, hear, and understand you for a service or deed. You must know the identity of the creature before casting the spell. The creature must succeed on a Charisma saving throw or be compelled to complete the request to the best of its ability. The request must be within the creature's power or the spell is wasted.

The request must be carefully worded, for the creature will follow the letter of the request, not the intent.

Casting this spell is extremely taxing. After the spell is cast, you are utterly drained. You lose all remaining spell slots until you finish a long rest. Your hit points are reduced to 1 (curative magic can increase your hit points again, though spending hit dice will have no effect).

The material component is an offering of appropriate value to the target, anywhere from 500gp to 5,000gp. The offering must be of interest to the target; mere cash is unlikely to be sufficiently tempting. The DM will decide the exact nature of the offering required.

## RESIST

1st-level alteration

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M

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

You harden yourself or one other creature to the rigors of adventuring. The target gains resistance to fire and cold damage. In addition, one level of exhaustion, if any, is removed from the target, and the target need consume no food until its next long rest.

## SECRET SIGNS

1st-level alteration

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** Special

**Duration:** Instantaneous

You create a secret method of communication between you and one other creature within range you can see and which can see, hear, and understand you. The creature with which you wish to communicate must be named when the spell is cast.

By means of *secret signs*, you can communicate a complete thought of 25 words or less through a single gesture or utterance, even the placement of an object. The material component is whatever is used to send the *secret signs*. Thus the spell can be cast even when you are bound and gagged.

*Secret signs* cannot be used to trigger, cast, or deliver any other spells or spell-like effects.

## SERVANT HORDE

5th-level conjuration

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M

**Duration:** 60 minutes

You create 10 servants, each of which has the limitations and capabilities of the *invisible servant* spell. The servants are the same; you just create more of them.

**At Higher Levels:** When you cast this spell using a spell slot of 6th level or higher, you create an additional 6 servants for each slot level above 7th.

## SHADOW DOOR

5th-level illusion

**Casting Time:** 1 reaction

**Range:** 10 feet

**Components:** V, S, M

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

You create the illusion of a door or sliding panel on a solid wall within range, through which you appear to step. You are in fact rendered *invisible*, subject to the limitations and effects of that spell. Those opening the door see an empty 10 by 10 foot room.

## SMITE

6th-level evocation

**Casting Time:** 1 bonus action

**Range:** 60 feet

**Components:** V, S, M

**Duration:** Instantaneous

Uttering a single word, you invoke the wrath of an extraplanar power. Choose a point within range. Each creature in a 20-foot-radius sphere centered on that point must make a Constitution saving throw. On a failed save, a target takes 3d10 points of radiant damage and is blinded and stunned. On a successful one, a target takes half as much damage and is blinded.

## SMOKE SHAPE

2nd-level alteration

**Casting Time:** 1 action

**Range:** 10 feet

**Components:** V, S, M

**Duration:** 1 minute

You shape and mold smoke, mist, or fog into any shape you fancy, from a misty warrior to a solid-looking boulder of smoke. You can as a bonus action on your turn cause the *smoke shape* to move 30 feet in any direction you choose. The shape remains smoke or fog, but retains its form until the spell's duration expires. The detail is not great, but sufficient to fool onlookers at a distance; Wisdom (Perception) checks to see through your illusion are made with advantage.

## SMOKY FORM

2nd-level alteration

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M

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

You change yourself or any one creature you touch, including everything worn or carried, into a cloudy mass of smoke. The mass has roughly the same shape and appearance of the target, but is as insubstantial as smoke. While in this form, you are immune to damage from non-magical weapons. You can't cast spells or engage in combat while in *smoky form*.

*Smoky form* does not alter the target's dimensions and cannot be used to, for example, slip through a crack in a wall or under a door. It does, however, give the target the weight of smoke. Thus, you could step off a cliff and waft gently to the ground without suffering damage.

A creature in *smoky form* is susceptible to wind. Breezes will blow a *smoky form* in the direction of the breeze. Breath weapons such as a dragon's fire breath have normal effect and also move a creature in *smoky form* 60 feet away from the breath weapon. A *gust of wind* or stronger magic involving wind does 1d10 points of damage per level of the spell. *Divine wind* utterly destroys a creature in *smoky form*.

Unwilling targets must succeed on a Dexterity saving throw to avoid the spell.

## Snake Barrier

4th-level evocation

**Casting Time:** 1 action

**Range:** 60 ft

**Components:** V, S, M

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

You create a barrier against snakes, reptiles, and serpent-like creatures, including dragons. The spell when cast creates an invisible sphere of magical energy centered on you which expands to the range of the spell. Any creatures of the above type in the area of effect when the spell is cast must succeed on a Wisdom saving throw. An affected creature takes 6d4 points of psychic damage on a failed save, or half as much damage on a successful one. In addition, the affected creature will be carried outside the barrier.

Creatures of the above type which attempt to cross the barrier once erected must make the saving throw in order to cross it at all, and if they do, they take damage as specified.

Casting this spell in the presence of intelligent serpent-like creatures enrages them.

## Snake Charm

1st-level enchantment

**Casting Time:** 1 action

**Range:** 30 ft

**Components:** V, S

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

You weave a hypnotic pattern which affects snakes. Each snake within range that can see or hear you must make a Charisma saving throw. If the snake fails its saving throw, it is affected for 1 minute or until it takes any damage.

A charmed snake must cease all activity except a semi-erect, swaying dance.

## Snake Summoning

2nd-level conjuration

**Casting Time:** 1 action

**Range:** 60 ft

**Components:** V, S

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

You summon fey spirits that take the form of snakes and appear in unoccupied spaces that you can see within range. Choose one of the following options for what appears:

- One snake of challenge rating 2 or lower
- Two snakes of challenge rating 1 or lower
- Four snakes of challenge rating 1/2 or lower
- Eight snakes of challenge rating 1/4 or lower

Each snake is also considered fey, and it disappears when it drops to 0 hit points or when the spell ends.

The snakes are friendly to you and your companions. Roll initiative for the snakes as a group, which has its own turns. They obey any verbal commands that you issue to them (no action required by you). If you don't issue any commands to them, they defend themselves from hostile creatures, but otherwise take no actions.

**At Higher Levels:** When you cast this spell using certain higher-level spell slots, you choose one of the summoning options above, and more creatures appear: twice as many with a 4th-level slot, three times as many with a 6th-level slot, and four times as many with an 8th-level slot.

## Spell Immunity

4th-level abjuration (ritual)

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S, M

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

You make yourself immune to the effects of a specific spell of 4th level or lower which you have experienced. This immunity applies only to cast spells, not spell effects from a magic item or spell-like abilities. Only one *spell immunity* may be active at any one time.

## Spirit Self

5th-level alteration

**Casting Time:** 1 reaction

**Range:** 120 feet

**Components:** V, S, M

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

You send your spirit outside your body while maintaining a semblance of life in your physical form. Your spirit is free to move around, and your body assumes a half-aware state. As a bonus action, your spirit can instruct your body to engage in simple activities such as walking, talking, or eating, while your spirit does something else. You retain the ability to cast a spell, but doing so instantly forces your spirit to return to your body.

Damage taken by either form counts against your hit points total. If the body is destroyed, you are slain. If your body is moved outside the spell's range, or the spell's duration expires before your spirit moves back into your body, your spirit is unable to return to your body. Your spirit must be led back using a spell such as *dream sight* or *restore spirit*.

## Spiritwrack

6th-level evocation (ritual)

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S, M

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

This spell allows you to torment and weaken a specific fiend that is physically present on the same plane as you and within range. It does this by inflicting increasingly unbearable pain and then harm on the entity, and some will automatically agree to the caster's demands the moment they realise what is about to occur.

Before you begin the spell, you must prepare a special illuminated vellum scroll with the bound entity's true name written on it with special ink and dyes made from crushed gems, ichor and other esoteric materials. The scroll takes a week to make and costs 6,000gp. It is consumed by casting this spell.

As soon as you begin to cast the spell, the target must succeed on a Charisma saving throw or be paralyzed for the duration of the spell. It is almost certain to try and escape to its home plane if able. Otherwise, it is immediately afflicted by increasingly horrific pains and distress.

At the start of the second round, the target suffers 10d10 necrotic or radiant damage (depending on the plane from which they hail), and their agony increases still more.

At the start of their third round, the target suffers damage sufficient to reduce them to 0 hit points, and they are banished to their home plane for 10 years.

### STEAM BREATH

*3rd-level evocation*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M

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

You can use a bonus action on each of your turns to exhale scalding clouds of mist. Each creature in a 30 foot cone must make a Dexterity saving throw, taking 5d6 fire damage on a failed save, or half as much damage on a successful one.

**At Higher Levels:** When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for each slot level above 3rd.

### STILL WATER

*1st-level alteration*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S, M

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

You calm even the most turbulent waters, rendering them placid and still for the duration. All water within 30 ft of you becomes calm and settled: stormy oceans become smooth, a raging flooded river flows calmly.

If cast on a water elemental or other creature connected to the Elemental Plane of Water, that creature must succeed on a Constitution saving throw or be incapacitated for the spell's duration or until it takes damage from an attack.

### SUBSTITUTION

*3rd-level alteration (ritual)*

**Casting Time:** 30 minutes

**Range:** Special

**Components:** V, S, M

**Duration:** Instantaneous

You prepare a special doll designed to absorb damage you would otherwise take. The doll, which costs no less than 500gp in materials to craft, can be any distance from you, provided you are both on the same plane of existence.

The doll is imbued with the power to absorb 6 hit points of damage you suffer, no matter where you may be. This substitution is automatic. Once the damage transfer is triggered, the doll is consumed by fire.

**At Higher Levels:** When you cast this spell using a spell slot of 4th level or higher, the damage absorbed increases by 6 for each slot level above 3rd.

### SUMMONING WIND

*8th-level alteration (ritual)*

**Casting Time:** 10 minutes

**Range:** Self

**Components:** V, S

**Duration:** Instantaneous

Harnessing the wind, you send an important message of 25 words or less to one or more creatures. The number of creatures which can be contacted is 10 times your level. The specific identity of each creature need not be known, but some common identifier must be made clear, more specific than a race or class or even subclass. You could send a message to "the soldiers of the palace guard," or "the elders of Fujiwara clan," or even "the monks of Plum Blossom Monastery." The message is delivered on a gentle breeze, whispering its words into the ears of those you intend.

### SURELIFE

*8th-level alteration*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S, M

**Duration:** 1 minutes

You protect yourself against one sure cause of death, one normally guaranteed to cause your death. The event can only be a "natural" one, not a spell, magical effect, or action of a character or creature. Thus, you could prevent yourself from dying from falling into lava or being crushed under an avalanche, but not from dying from a red dragon's fiery breath or from being carved to bits by ninja swords. The event must be specific, and *surelife* only protects against that event.

Should the event occur during the spell's duration, you suffer no damage from it.

### SWIM

*1st-level alteration*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S, M

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

You grant one creature within range a swim speed like any aquatic creature, though not the ability to breathe water or hold one's breath beyond normal limits. So long as the creature isn't encumbered, it can swim at its normal speed without making Strength (Athletics) checks.

### SWORD OF DECEPTION

*5th-level evocation*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M

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

You create a shimmering, pale green sword at a point within range. The sword hovers and dances in the air. As a bonus action you can make a melee spell attack against a creature within 5 feet of the sword.

The *sword* does 1d8 points of slashing damage. In addition, a creature struck by the *sword* is beset with a mild curse which causes that creature to have disadvantage on the next saving throw it makes.

### **SWORD OF DARKNESS**

*6th-level evocation*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M

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

You create a dull, jet black sword at a point within range. The sword radiates a palpable aura of evil. When you cast the spell you designate one creature as a target; the sword attacks that creature only. As a bonus action you can make a melee spell attack against that creature. The attack does no damage, but the target's Strength is reduced by 1d4. The target dies if its Strength is reduced to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.

### **TOOL**

*7th-level conjuration*

**Casting Time:** 1 bonus action

**Range:** 10 feet

**Components:** V

**Duration:** Permanent

You instantly create one or more common items or tools, up to 50 cubic feet of material, but thinking about the items and saying, "Now where did I put that [name of thing]?"

The item instantly appears in a location you choose within 10 feet of you. The items can never be money, magic items, weapons, or armor, but they can be adventuring equipment or even mounts such as horses.

### **TRANCE**

*1st-level divination (ritual)*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

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

You place yourself into a deep trance, during which you sense the powers and forces within 120 ft of you.

While in the trance, you discover supernatural or magical forces exist in the area of effect. You feel the presence of any one curse, permanent magical effect, aberration, celestial, elemental, fey, fiend, or undead. You determine the type of thing, but gain no further information about it.

While in the trance, you cannot move, speak, or take actions or reactions; you are oblivious to anything but the trance.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, you gain knowledge of one other creature or effect from the list for each slot level above 2nd.





## TRANSFIX

4th-level enchantment

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M

**Duration:** Special

*Transfix* is a more powerful version of the *hold person* spell. You speak a word of power and designate an area of 20 feet radius within range. Each target in the area of effect, and each creature which enters it once cast, must succeed on a Wisdom saving throw or be paralyzed for the duration. At the end of each hour, the target can make another Wisdom saving throw. On a success, the spell ends on the target. A creature removed from the area of effect is immediately freed from the spell's effects. The spell endures so long as one creature is subject to it.

In addition, you can state some condition which when met releases creatures affected, such as "wait here until I return" or "stay there for all eternity!" If the condition is met, the creatures are automatically released from the spell.

## TSUNAMI

9th-level evocation (ritual)

**Casting Time:** 10 minutes

**Range:** 1 mile

**Components:** V, S, M

**Duration:** 1 minute

*Tsunami* can only be cast on a large, open body of water, such as an ocean or lake. You create a massive wall of water which moves with great speed toward shore before crashing down and destroying all in an area within range you can see.

You can make the *tsunami* up to 300 feet long, 300 feet high, and 50 feet thick. When the *tsunami* appears, each creature within its area must make a Strength saving throw. On a failed save, a creature takes 6d10 bludgeoning damage, or half as much damage on a successful one.

At the start of each of your turns after the *tsunami* appears, the *tsunami*, along with any creatures in it, moves 50 feet away from you. Any Huge or smaller creature inside the *tsunami* or whose space the *tsunami* enters when it moves must succeed on a Strength saving throw or take 5d10 bludgeoning damage. A creature can take this damage only once per round. At the end of the turn, the *tsunami's* height is reduced by 50 feet, and the damage creatures take from the spell on subsequent rounds is reduced by 1d10. When the *tsunami* reaches 0 feet in height, the spell ends.

A creature caught in the *tsunami* can move by swimming. Because of the force of the wave, the creature must make a successful Strength (Athletics) check against your spell save DC in order to move at all. If it fails the check, it can't move. A creature that moves out of the area falls to the ground.

## VANISH

7th-level alteration

**Casting Time:** 1 bonus action

**Range:** Touch

**Components:** V

**Duration:** Special

You touch a non-living, inanimate object of up to 1,000 pounds weight and magically teleport them to a place on the Ethereal Plane, where it remains until you decide you want it to return to you. If you die while the object is *vanished*, the object is forever lost. There is a 5% possibility that a creature which dwells on the Ethereal Plane will stumble across your item and steal it.

## VEIL

6th-level illusion

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S, M

**Duration:** 2 hours

You alter the appearance of the surrounding area – up to 120 cubic feet – in such a way that the illusion appears real, and it is not dispelled by touch. Only spells like *true seeing* and similar magical effects can pierce your *veil*.

## VENGEANCE

4th-level invocation

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S, M

**Duration:** 10 minutes

By casting this spell in the face of impending death, you exact retribution after you die.

After you are slain, your spirit remains for one turn to carry out whatever final thought you had fixed in your mind. This final action must be one which you could complete during one of your turns. If a spell is to be used, the specific spell must be named when you cast *vengeance*, and must be a spell you are capable of casting when you cast *vengeance*; in other words, you must have spell slots remaining to cast the spell specified.

Your *vengeance* is directed at the creature or thing which caused your death. Your vengeful spirit has no regard for itself or the lives of others, and carries out its final deed even if it imperils the lives of your friends or innocents.

At the start of initiative the round after you die, the deed is performed. If your body is present, your spirit reanimates it to carry out the deed. If your body is not present, your spirit manifests in ghostly form. Once the deed is accomplished, your spirit goes to its final reward.

## VESSEL

*6th-level conjuration (ritual)*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S, M

**Duration:** 24 hours

You use your skill at origami to create a seaworthy vessel from a single sheet of paper by folding it into a small junk while intoning words of power. Upon completion of the spell, you utter the final words of the spell and blow air over the boat's paper sails. In one minute the boat grows to full size.

The junk is large enough to carry you and 12 passengers of size Medium or smaller. The vessel has no need for crew, magically moving under its own power at a speed of 120 feet.

## VOCALIZE

*2nd-level alteration*

**Casting Time:** 1 action

**Range:** Touch

**Components:** S, M

**Duration:** 1 minute

When you cast *vocalize* the target gains the ability to cast spells which normally require a verbal component without making a sound, so long as the casting time is within the duration of *vocalize*.

## WALL OF BONES

*4th-level conjuration/necromancy*

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S, M

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

You cause a wall of bones to erupt from the earth. The wall appears within range on a solid surface and lasts for the duration. You choose to make the wall up to 40 feet long, 10 feet high, and 2 feet thick or a circle that has a 20-foot diameter and is up to 10 feet high and 2 feet thick. The wall is not solid, though creatures sheltering behind it have half cover.

When the wall appears, each creature within its area must make a Dexterity saving throw. On a failed save, a creature takes 4d8 piercing damage, or half as much damage on a successful one.

A creature can move through the wall, albeit slowly and painfully. For every 1 foot a creature moves through the wall, it must spend 4 feet of movement. Furthermore, the first time a creature enters the wall on a turn or ends its turn there, the creature must make a Dexterity saving throw. It takes 4d8 slashing damage on a failed save, or half as much damage on a successful one.

## WARNING

*2nd-level divination*

**Casting Time:** 1 action

**Range:** 20 ft

**Components:** V, S

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

You heighten your senses and awareness to danger. Until the spell ends, you cannot be surprised by any creature or event inside the area of effect. In addition, you gain advantage to checks to notice traps or hidden danger, including invisible foes and creatures using Dexterity (Stealth), within the area of effect. The spell warns only you about such dangers; it is up to you to share that information with your comrades.

## WATER TO POISON

*5th-level alteration*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M

**Duration:** 1 hour

You change any water or drinkable fluid to an ingestive poison. A creature which smells the fluid and has a passive Perception of 18 or better notices the poison. A creature which ingests the poison must make a Constitution saving throw. That creature takes 9d6 points of poison damage on a failed save, and half as much damage on a successful one. In any case, that creature will be poisoned for 1 hour.

## WEAPON BLESS

*1st-level conjuration (ritual)*

**Casting Time:** 1 action

**Range:** Touch, one weapon

**Components:** V, S, M

**Duration:** Special

You magically prepare one weapon for combat against a particular foe. Using specially-prepared magical inks costing 200gp, you write upon the weapon sutras of power and the identity of the foe.

The identity must be specific, though the true name of the foe need not be known. "A hobgoblin" is insufficiently specific, though "The hobgoblin who leads the Blood Tusk clan" is sufficient.

That weapon grants advantage to the first attack made against that particular foe. If the attack hits, the damage rolled is doubled. The weapon is considered magical for the purposes of resistances.

If the weapon is used against any other creature or in any other way before attacking the specified creature, the spell is wasted.

## WHIP

2nd-level evocation

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S, M

**Duration:** Instantaneous

You conjure a magical whip of mystical force.

You can use the *whip* in combat as a reach weapon. Make a melee spell attack against the target. If the attack hits, the creature takes 1d6 piercing damage.

In addition, the whip makes a cracking noise which keeps foes at bay. When you use the *whip*, even if you miss, creatures within range which can see and hear you take no damage but must succeed on a Wisdom saving throw or be frightened of you.

## WHIRLWIND

8th-level conjuration (ritual)

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S, M

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

You summon a powerful tornado which touches down in a 10-foot diameter space within range. As an action, you can attempt to the *whirlwind* to move 60 feet in any direction, by succeeding on an Intelligence (Arcana) check. If you fail, you lose control of the *whirlwind*.

In addition, if you move it beyond the spell's range, you lose control of the *whirlwind*. If you lose control of the *whirlwind*, you do so for the duration of the spell. Thereafter, the *whirlwind* moves in a random direction.

All creatures within 10 feet of the *whirlwind* must make a Strength saving throw. On a failed save, a creature takes 8d8 bludgeoning damage and is pushed 60 feet (or until it encounters an unyielding surface, such as a wall) in a random direction. On a successful save, the creature takes half as much damage and isn't pushed. On a natural 20, the creature through some freak of nature is undamaged, unmoved, and unscathed.

Once the spell has been cast, it lasts the full duration. You cannot voluntarily end it.

## WIND WALK

7th-level alteration

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S, M

**Duration:** Concentration, up to 12 hours

You transform your body and those of up to two of your companions into a cloud-like mist. You gain a flying speed of 120 feet.

**At Higher Levels.** When you cast this spell using a spell slot of 8th level or higher, you may transform more creature: two more with an 8th level slot, and four more with a 9th level slot.

## WITHDRAW

2nd-level alteration

**Casting Time:** 1 bonus action

**Range:** Self

**Components:** V, S, M

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

For yourself only, you magically leave the stream of time. Time passes far more slowly for you, so that 1 round for you is equal to 1 minute of real time.



While subject to this spell, you can only read, think, meditate, cast divination spells such as *omen*, and use curative magic on yourself only. Any other activity ends the spell.

Though you exist outside the time stream, you still occupy the same space, and remain subject to area effects. You automatically fail saving throws to avoid area effects as a *fireball* spell or a dragon's breath due to the difficulty in properly sensing the passage of 'normal' time.

### WITHERING PALM

*7th-level evocation*

**Casting Time:** 1 bonus action

**Range:** Touch

**Components:** V

**Duration:** Instantaneous

You touch a creature and cause its body to wither and weaken. Make a melee spell attack against a living creature. On a hit, the creature takes 4d10 necrotic damage. In addition, the target must succeed on a Constitution saving throw or lost 1d4 points each of Strength and Constitution.

### WOOD ROT

*5th-level evocation*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S, M

**Duration:** Instantaneous

When you cast this spell, you cause a pale, sickly fire to leap from your finger to one wooden object or plant creature up to size Medium within range. The target instantly crumbles to dust as though eaten by rot and worms.

Nonliving wooden objects simply crumble. Plant creatures must make a Constitution saving throw. A target takes 8d6 necrotic damage on a failed save, or half as much damage on a successful one.

### WOOD SHAPE

*3rd-level alteration*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S, M

**Duration:** Instantaneous

You gain the ability to shape and form natural wood into any shape you wish, like the *smoke shape* spell. Doors can be created within a wooden wall, or a chest can be made from a tree trunk.



## ABOUT THE AUTHOR

R P Davis is a freelance writer, editor, and adventure designer. He's been a tabletop gamer the entire time he's been sentient, and a role-playing addict for more than 30 years. In that time he's written countless things, from simple spell effects to D&D campaign worlds to complete role-playing games. Most of it sucked, but he likes to think he learned from the process.

You can find him at [The DM's Guild](#), [his website](#), and on [Facebook](#).

## CREDITS

### IMAGES

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Cover image from Pexels. Cover created by the author. Interior images by Nate Furman, Miguel Santos, Luigi Castellani, and Joyce Mauriera.

### TEXT

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The main text was made with [The Homebrewery](#).

### THE FINE PRINT

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