

GOHNOG'S EXCEPTIONAL

SPELLS & RITUALS

FIFTH EDITION



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CONTENTS

5 INTRODUCTION

6 SPELL LISTS

8 SPELL DESCRIPTIONS

8 ACID CLOUD (6TH-LEVEL CONJURATION)

8 AIR BUBBLE (3RD-LEVEL CONJURATION)

8 AIR SHIELD (2ND-LEVEL EVOCATION)

8 AMPLIFY (2ND-LEVEL ALTERATION)

8 ANIMAL EMULATION (3RD-LEVEL ABJURATION)

9 ANIMAL IMITATION (1ST-LEVEL CONJURATION)

9 ANIMATE FOREST (9TH-LEVEL TRANSMUTATION)

9 APATHY (7TH-LEVEL ENCHANTMENT)

9 ARCANE TATTOO (4TH-LEVEL ALTERATION)

9 AURA OF RETRIBUTION (3RD-LEVEL EVOCATION)

9 BALL OF SPIKES (3RD-LEVEL CONJURATION)

10 BEGGAR'S LUCK (ENCHANTMENT CANTRIP)

10 BLACKFIRE (3RD-LEVEL EVOCATION)

10 BLOOD PUPPET (4TH-LEVEL NECROMANCY)

10 BORROWED KNOWLEDGE (4TH-LEVEL DIVINATION)

11 BUG'S EYE VIEW (2ND-LEVEL ENCHANTMENT)

11 BURST OF RESIN (2ND-LEVEL CONJURATION)

11 CAMOUFLAGE (1ST-LEVEL ILLUSION)

11 CHALK TRICK (3RD-LEVEL TRANSMUTATION)

11 CLEAR MIND (1ST-LEVEL ABJURATION)

11 COOK (1ST-LEVEL EVOCATION)

12 CROSSBREED (9TH-LEVEL TRANSMUTATION)

12 CURSE OBJECT (5TH-LEVEL ENCHANTMENT)

12 DEATH SLEEP (6TH-LEVEL NECROMANCY)

12 DEATH WEB (3RD-LEVEL TRANSMUTATION)

13 DEHYDRATE (5TH-LEVEL TRANSMUTATION)

13 DIVINE PRESENCE (7TH-LEVEL ENCHANTMENT)

13 DUPLICATE OBJECT (3RD-LEVEL CONJURATION)

13 EARTH ARMOR (4TH-LEVEL ABJURATION)

13 EMOTIONAL CONTAGION (8TH-LEVEL ENCHANTMENT)

14 ERADICATE (6TH-LEVEL TRANSMUTATION)

14 EXPLORER'S TRAIL (1ST-LEVEL DIVINATION)

14 FACADE (4TH-LEVEL ILLUSION)

14 FEAR TRAP (3RD-LEVEL ENCHANTMENT)

14 FIERY GAZE (3RD-LEVEL ABJURATION)

15 FIND COMPANION (3RD-LEVEL CONJURATION)

15 FIND SPIRIT COMPANION (4TH-LEVEL CONJURATION)

16 FIRE ROBE (4TH-LEVEL EVOCATION)

16 FIRE STEP (5TH-LEVEL TRANSMUTATION)

17 FIRE WRITE (1ST-LEVEL EVOCATION)

17 FLAMING HAND (3RD-LEVEL CONJURATION)

17 FLARE (EVOCATION CANTRIP)

17 FLIGHT (4TH-LEVEL TRANSMUTATION)

17 GODS SMITE (5TH-LEVEL DIVINATION)

18 GOTHNOG'S STOUT STRONGHOLD (8TH-LEVEL CONJURATION)

18 HAND FAN (CONJURATION CANTRIP)

18 HANDYMAN (CONJURATION CANTRIP)

18 HAUNT (5TH-LEVEL ILLUSION)

CONTENTS

- 18 HEART ATTACK (6TH-LEVEL NECROMANCY)
- 19 HELL FIRE (6TH-LEVEL CONJURATION)
- 19 HELPING HAND (2ND-LEVEL ABJURATION)
- 19 HIDE CAMP (4TH-LEVEL ILLUSION)
- 19 HOVER (3RD-LEVEL TRANSMUTATION)
- 19 HUSH (1ST-LEVEL ABJURATION)
- 20 ICE BINDINGS (2ND-LEVEL EVOCATION)
- 20 IMITATE (1ST-LEVEL TRANSMUTATION)
- 20 LADDER (1ST-LEVEL CONJURATION)
- 20 LIFE LEECH (5TH-LEVEL NECROMANCY)
- 20 MAGMA BLAST (4TH-LEVEL CONJURATION)
- 20 MAGNETISM (4TH-LEVEL ABJURATION)
- 21 MAGNIFY (ABJURATION CANTRIP)
- 21 MAKE/BREAK CAMP (3RD-LEVEL CONJURATION)
- 21 MESSENGER BIRD (2ND-LEVEL CONJURATION)
- 21 MONEY SHOT (CONJURATION CANTRIP)
- 21 NECROMORPH (9TH-LEVEL NECROMANCY)
- 22 ONE WITH THE LIGHTNING (8TH-LEVEL ABJURATION)
- 22 PILLAR OF RETRIBUTION (9TH-LEVEL EVOCATION)
- 22 PRISON OF AMBER (8TH-LEVEL INVOCATION)
- 22 PROTRACTION (4TH-LEVEL TRANSMUTATION)
- 22 PLAGUE TRAP (3RD-LEVEL EVOCATION)
- 23 POOL OF ACID (3RD-LEVEL EVOCATION)
- 23 PREVENT HEALING (3RD-LEVEL NECROMANCY)
- 23 PROTECT HANDS (2ND-LEVEL ALTERATION)
- 23 RECALL WEAPON (2ND-LEVEL CONJURATION)
- 23 REDUCE MASS (3RD-LEVEL TRANSMUTATION)
- 24 ROT GRUB (6TH-LEVEL NECROMANCY)
- 24 SCARE (1ST-LEVEL ILLUSION)
- 24 SEIZE SUMMONING (4TH-LEVEL ENCHANTMENT)
- 24 SHADOW ARMOR (TRANSMUTATION CANTRIP)
- 24 SPECTRAL BOW (2ND-LEVEL CONJURATION)
- 24 SPIKE DEFENSE (2ND-LEVEL ABJURATION)
- 25 SPIKE FIELD (3RD-LEVEL CONJURATION)
- 25 SPOTLIGHT (1ST-LEVEL EVOCATION)
- 25 SPRING TRAP (2ND-LEVEL EVOCATION)
- 25 STONE BENDING (6TH-LEVEL TRANSMUTATION)
- 25 STONING (4TH-LEVEL TRANSMUTATION)
- 26 STUNNING TRAP (2ND-LEVEL EVOCATION)
- 26 SHADOW ARMOR (TRANSMUTATION CANTRIP)
- 26 SUMMON PLANE (7TH-LEVEL CONJURATION)
- 26 SWORD OF LIGHT (1ST-LEVEL CONJURATION)
- 26 TEMPLE (3RD-LEVEL TRANSMUTATION)
- 27 TIME SHIFT (8TH-LEVEL TRANSMUTATION)
- 27 TORCH ENHANCEMENT (2ND-LEVEL EVOCATION)
- 27 TORNADO (5TH-LEVEL CONJURATION)
- 27 TORTURE (1ST-LEVEL NECROMANCY)
- 28 TRACKER (1ST-LEVEL ALTERATION)
- 28 UNCANNY EXPANSION (3RD-LEVEL TRANSMUTATION)
- 29 UNDO (4TH-LEVEL TRANSMUTATION)
- 29 UNSEEN LACKEY (3RD-LEVEL CONJURATION)
- 29 UNSTOPPABLE WALL (7TH-LEVEL EVOCATION)
- 29 WATER BLAST (2ND-LEVEL EVOCATION)
- 29 WATER WAVE (4TH-LEVEL EVOCATION)
- 30 WATER WHIP (EVOCATION CANTRIP)
- 30 WEAKEN HIDE (2ND-LEVEL TRANSMUTATION)
- 30 WEATHER WITCH (1ST-LEVEL DIVINATION)
- 30 WEB SHOT (2ND-LEVEL CONJURATION)
- 30 WEIGHTLESSNESS (1ST-LEVEL TRANSMUTATION)
- 31 **NEW MONSTER: THE NECROMORPH**
- 32 **VARIANT SPELL SYSTEM: THE AETHER**

INTRODUCTION

Spells and rituals are perhaps the most iconic aspects to most fantasy role playing games. The purpose of this book is to expand upon the standard magical repertoire, giving spell casters over 100 unique spells.

In addition to the obvious benefits that these spells provide, many also offer rich opportunities for character and story development. In some cases, a brief historical reference has been provided for a spell to give it a bit of a back story that the DM can then weave into her own campaign setting.

USING SPELLS

The rules governing the use of spells are fairly well established and straight forward, using the vancian-style magic system. Even within that framework however, there are ways to enhance the spell casting experience to make it feel fresh and unique.

CREATIVE DESCRIPTIONS

Every user of magic is unique, and so there is no reason to believe that each would cast the same spell in exactly the same way.

Let's take a well known classic like Magic Missile as an example. Just about every arcane spell caster uses it. It's a staple of the wizard's spellbook. Yet there is no reason to think that every spell caster's magic missile would look exactly the same. Even if the effect is identical, the appearance of the missile would be influenced by the caster's personality, culture and perhaps even their mood at the moment of casting.

To an evil, half-drow caster, the missile might appear as a glowing purple dart, whereas the missile from a good halfling might appear as a miniature luminescent sparrow.

Players should take every spell casting as an opportunity to express themselves creatively, and give everyone else at the table insight into their character.

SPELL FLEXIBILITY

Another concept that can keep spells fresh and interesting is for the players and DM to explore creative flexibility with spells. This can include using spells for purposes for which they were not intended, improvising material components, and stretching the boundaries of the rules through role play.

Unintended Uses. A spell caster can use many spells for purposes other than those considered by the one who created them. It can be something as minor as using the rope dangling from a Rope Trick to swing over a chasm, or as complex as using Telepathy to enter the dreams of a madman to manipulate them, and help cure him of his madness.

Of course the DM must make the final judgment as to whether or not an idea will work, but they should always consider two things when making their decision; is it cinematic, and is it awesome?

Spell Improvisation. Allowing the players to use creativity with their use of material components can make for a very interesting and exciting game. It can also alleviate a great deal of frustration for players who are having a hard time acquiring rare

material components. That's not to say that the DM should allow a one-for-one substitution. In fact, it is highly recommended that if the caster substitutes a material component, it should be reflected in the spell – for better or worse.

By substituting a material component, there should some change to how the spell works. The more significant the difference, the greater the effect on the spell. For example, when casting a Wall of Stone, the material component is a small black of granite. Let's say that the caster can't find a cube of granite, and so decides to substitute a small black of sandstone. Being a softer stone, this could mean that the wall is weaker, reducing its strength to 15 hit points per inch of thickness instead of the normal 30.

The DM should encourage creativity, and so if the player comes up with a substitute that might even be superior to the one required, the spell might even be more effective.

Stretching the Rules. Every spell that exists was presumably created by a spell caster who pushed their abilities beyond their training to create something new. Although this should be a rare occurrence, allowing a player to have their character modify a spell on the fly, or indeed create their own spell from scratch can really immerse them in the game, and can have a long lasting impact on your campaign world.

When modifying a spell, the player should have a good reason why their character is doing it. Perhaps it's a desperate situation and in the heat of the moment, their character decided to try something crazy. In cases like this, the DM will have to come up with some rules on the fly to decide what happens when the spell is cast. For example, a character sees a friend of his falling from a cliff, and in a last ditch effort to save them, focuses his Web spell into a long, slender thread to grab them before they hit the ground. After the game, the player can then discuss adding this new spell variant to their spell list.

Another option is to allow players to create brand new spells for their character from scratch. If they decide to go this route, they should work closely with the DM to make sure that the spell makes sense, is in balance with the game mechanics, and fits the setting. Once the player and DM hammer out the details, the spell should be introduced gradually. For example, the player could describe how the character develops the spell in character. Maybe when he is sitting around the campfire while traveling, the player describes their character writing notes in his book and experimenting with some new material components.

The time to create such a spell is up to the DM, but it should take some significant amount of time, and the higher level the spell, the more time it should take. Coming up with a new cantrip might only take a month or so, while a 9th level spell might take decades to perfect.

CONCLUSION

As with all things in role playing games, those who use these spells should feel free to modify them as they see fit to make them their own, and to fit the style and mood of their particular setting.

We hope that you enjoy what we have created here and that it inspires you to go forth, be creative, and think outside the box.

SPELL LISTS

BARD

Cantrips

Beggar's Luck
Flare
Hand Fan
Handyman
Money Shot
Magnify
Shadow Armor

1st Level

Camouflage
Cook
Fire Write
Hush
Imitate
Ladder
Spotlight
Sword of Light
Weightlessness

2nd Level

Air Shield
Amplify
Helping Hand
Messenger Bird
Protect Hands
Recall Weapon
Spectral Bow
Spring Trap
Torch Enhancement
Weaken Hide
Web Shot

3rd Level

Air Bubble
Blackfire
Chalk Trick
Fear Trap
Find Companion
Make/Break Camp
Reduce Mass
Uncanny Expansion
Unseen Lackey

4th Level

Arcane Tattoo
Borrowed Knowledge
Undo

6th Level

Acid Cloud

8th Level

Gothnog's Stout Stronghold

CLERIC

Cantrips

Handyman

1st Level

Clear Mind
Sword of Light

2nd Level

Stunning Trap

3rd Level

Prevent Healing
Temple

4th Level

Blood Puppet
Find Spirit Companion
Protraction
Stoning

5th Level

Dehydrate

7th Level

Divine Presence

9th Level

Pillar of Retribution

DRUID

Cantrips

Shadow Armor
Water Whip

1st Level

Animal Imitation
Camouflage
Clear Mind
Cook
Explorer's Trail
Hush
Tracker
Weather Witch

2nd Level

Air Shield
Bug's Eye View
Messenger Bird
Recall Weapon
Spike Defense

Water Blast
Weaken Hide
Web Shot

3rd Level

Air Bubble
Animal Emulation
Pool of Acid

4th Level

Earth Armor
Find Spirit Companion
Hide Camp
Water Wave

5th Level

Dehydrate
Tornado

6th Level

Stone Bending

9th Level

Animate Forest

PALADIN

Cantrips

Beggar's Luck
Hand Fan
Handyman

1st Level

Clear Mind
Sword of Light

2nd Level

Helping Hand
Recall Weapon
Stunning Trap

3rd Level

Temple

5th Level

Gods Smite

RANGER

Cantrips

Shadow Armor

1st Level

Animal Imitation
Camouflage

Cook
Explorer's Trail
Hush
Tracker
Weather Witch

2nd Level

Bug's Eye View
Messenger Bird
Recall Weapon
Spectral Bow
Torch Enhancement

3rd Level

Animal Emulation
Make/Break Camp

4th Level

Hide Camp

SORCERER

Cantrips

Flare
Hand Fan
Money Shot
Magnify
Shadow Armor
Water Whip

1st Level

Camouflage
Cook
Fire Write
Hush
Ladder
Scare
Torture
Tracker
Weather Witch
Weightlessness

2nd Level

Air Shield
Amplify
Burst of Resin
Helping Hand
Ice Bindings
Recall Weapon
Spectral Bow
Stunning Trap
Torch Enhancement
Water Blast
Weaken Hide
Web Shot

3rd Level

Air Bubble
 Animal Emulation
 Ball of Spikes
 Blackfire
 Chalk Trick
 Death Web
 Duplicate Object
 Fear Trap
 Fiery Gaze
 Flaming Hand
 Hover
 Make/Break Camp
 Plague Trap
 Pool of Acid
 Reduce Mass
 Spike Field

4th Level

Arcane Tattoo
 Borrowed Knowledge
 Earth Armor
 Facade
 Find Spirit Companion
 Flight
 Hide Camp
 Magma Blast
 Seize Summoning
 Undo
 Water Wave

5th Level

Curse Object
 Life Leech
 Tornado

6th Level

Acid Cloud
 Death Sleep
 Rot Grub

7th Level

Apathy
 Unstoppable Wall

8th Level

Gothnog's Stout Stronghold
 One With the Lightning
 Time Shift

9th Level

Necromorph

WARLOCK**Cantrips**

Flare
 Hand Fan
 Magnify

1st Level

Fire Write
 Scare
 Torture
 Weightlessness

2nd Level

Burst of Resin
 Helping Hand
 Protect Hands
 Torch Enhancement

3rd Level

Aura of Retribution
 Blackfire
 Hover
 Make/Break Camp
 Plague Trap
 Prevent Healing
 Spike Field
 Unseen Lackey

4th Level

Blood Puppet
 Borrowed Knowledge
 Fire Robe
 Seize Summoning
 Stoning

5th Level

Curse Object
 Dehydrate
 Fire Step
 Haunt
 Life Leech

6th Level

Acid Cloud
 Death Sleep
 Eradicate
 Heart Attack
 Hell Fire
 Rot Grub

7th Level

Apathy
 Summon Plane

8th Level

Emotional Contagion
 Time Shift

9th Level

Necromorph

WIZARD**Cantrips**

Beggar's Luck
 Flare
 Hand Fan
 Handyman
 Magnify
 Money Shot
 Shadow Armor
 Water Whip

1st Level

Camouflage
 Cook
 Fire Write
 Hush
 Ladder
 Sword of Light
 Weightlessness

2nd Level

Air Shield
 Amplify
 Burst of Resin
 Helping Hand
 Ice Bindings
 Messenger Bird
 Protect Hands
 Spike Defense
 Spring Trap
 Torch Enhancement
 Water Blast
 Web Shot

3rd Level

Air Bubble
 Ball of Spikes
 Blackfire
 Chalk Trick
 Death Web
 Duplicate Object
 Fear Trap
 Find Companion
 Flaming Hand
 Hover
 Make/Break Camp

Reduce Mass
 Spike Field
 Uncanny Expansion
 Unseen Lackey

4th Level

Arcane Tattoo
 Borrowed Knowledge
 Facade
 Find Spirit Companion
 Fire Robe
 Flight
 Magma Blast
 Magnetism
 Protraction
 Seize Summoning
 Undo
 Water Wave

5th Level

Fire Step
 Haunt

6th Level

Acid Cloud
 Death Sleep
 Eradicate
 Stone Bending

7th Level

Summon Plane
 Unstoppable Wall

8th Level

Emotional Contagion
 Gothnog's Stout Stronghold
 One With the Lightning
 Prison of Amber
 Time Shift

9th Level

Crossbreed
 Necromorph

SPELL DESCRIPTIONS

ACID CLOUD

6th-level conjuration

Casting Time: 1 action

Range: 120 feet

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

Duration: 1 minute

This spell calls into existence a pale green cloud of corrosive vapor at a point within range selected by the caster. The cloud is 100 feet in diameter, and inflicts 8d6 hit points of acid damage to any creature within the area of effect, unless they succeed on a Constitution saving throw for half damage. The effect of the acid is cumulative, so each round a creature spends in the acid, they receive a penalty of -1 on their saving throw.

AIR BUBBLE

3rd-level conjuration

Casting Time: 1 action

Range: Caster

Components: V, S

Duration: Concentration, up to 1 hour

This spell creates a bubble of air around the caster that protects him from gases and liquids. This means that any sort of cloud, vapor, smoke, or liquid will be kept out. This can allow the caster to be unaffected by dense smoke, noxious fumes, or pass under a waterfall without getting wet.

Anything that causes physical damage such as spells like acid splash, or abilities like a black dragon's breath, can damage the bubble. The bubble has 20 hit points, and any damage that exceeds that, will effect the caster normally. For example, if an attack inflicts 24 hit points of damage, the bubble would stop 20 of that, and the caster would take 4 points of damage. Once the bubble is destroyed, it is gone and would have to be cast again to be used.

Physical attacks are unaffected by the bubble, and do not damage the bubble when they pass through it, though a melee attacker will be aware that there is something surrounding the caster.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the hit points of the bubble increase by 20 for each slot level above 3rd.

AIR SHIELD

2nd-level evocation

Casting Time: 1 action

Range: Caster

Components: V, S

Duration: Concentration, up to 1 minute

The air shield is a cyclone of controlled wind that the caster puts around himself. This shield of air protects the caster from missiles and ranged attack spells (fire bolt, eldritch blast, ray of frost, etc.) by blowing them off course, giving all attackers a disadvantage to attack the caster.

If there is anyone within 5 feet of the caster, there is a chance that they will be hit by the attack, and must make a Dexterity save (DC 12) to avoid damage.

Unfortunately, the shield works both ways, and so the caster cannot accurately make ranged attacks without suffering the same disadvantage.

AMPLIFY

2nd-level alteration

Casting Time: 1 action

Range: 500 foot radius

Components: S, M (a tiny bell which is rung or two tiny cymbals which are clapped together)

Duration: 1 minute

This spell effects an area up to 500 feet around the caster, allowing them to perceive all sounds in that area (requiring no perception roll) for the duration of the spell. This can allow the caster to hear faint footsteps or whispered conversations behind a closed door.

If there are any spells in the area that prevent sound or audible scrying, they have a chance of being neutralized by this spell. If the spell is of 3rd level or lower, the spell just ends. For each applicable spell of 4th level or higher, the caster must make an ability check using your spellcasting ability. The DC equals 10 + the spell's level. On a successful check, the spell ends.

Note that even if a magical silence holds, the tiny sound made by the bell or cymbals is still heard.

At Higher Levels. When cast using a spell slot of 3rd level or higher, the duration increases by 1 minute for each slot level above 2nd.

This spell was invented by the wizard Kreetag, who was once almost felled because a silenced area prevented him from casting his magic. He set out to create a spell that could be cast in utter silence, even if he was gagged or otherwise unable to speak. With the help of a blacksmith, he fashioned two tiny cymbals of silver and imbued them the magic to penetrate silence.

These were then attached to a pair of rings, worn on the third and fourth fingers. Kreetag was then able, with a simple tap of his two fingers, dispel any silence which kept his power in check.

ANIMAL EMULATION

3rd-level abjuration

Casting Time: 1 action

Range: Caster

Components: V, S, M (a piece of the animal to be emulated)

Duration: 10 minutes

This is a versatile spell that allows the caster to emulate one feature from any natural animal for up to 10 minutes. This means that the caster can morph his forearms to be like those of a spider to climb walls, sprout wings like an eagle, or have his eyes become those of a hawk.

The caster can emulate a feature from any non-magical creature he has encountered. The spell cannot grant special attack powers such as acid or poison, but it could give the caster sharp talons.

At Higher Levels. When this spell is cast using a spell slot of 4th level or higher, the caster can increase the duration by 10 minutes for each slot level above the 3rd.

ANIMAL IMITATION

1st-level conjuration

Casting Time: 1 action

Range: Caster

Components: V, S

Duration: 10 minutes

This spell allows the caster to perfectly mimic the sounds of any natural animal or beast, and will be audibly indistinguishable from the real thing. The caster can make a variety of such sounds, such as the mating call of an elk, the growl of an angry bear, or even a pack of wolves chasing a frightened rabbit.

The caster can make a wide range of animal sounds for the duration of the spell, although he can only sound like one animal at a time. The caster must have heard the sound(s) to be imitated at least once.

At Higher Levels. When cast using a spell slot of 2nd level or higher, the duration increases by 10 minutes for each slot level above 1st.

ANIMATE FOREST

9th-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a phoenix feather)

Duration: Concentration, up to 1 hour

This spell causes a large section (1000 feet in diameter) of forest to animate and fall under control of the caster. This functions much like animate plants, but on a much larger scale. Additionally, the caster can sense everything happening within the animated area, so hiding from the caster is just about impossible. This spell is not limited to a traditional forest, and can include grassland, swamp, mushroom groves, or any place with a sufficient number of living plants.

The effects end after 1 hour or if the caster leaves the area of effect.

APATHY

7th-level enchantment

Casting Time: 1 action

Range: 300 feet

Components: V, S, M (a small white stone)

Duration: 1 hour

Through this enchantment, the caster begins to radiate a vast aura of listlessness and indifference, effecting every intelligent creature (excluding allies) within range. Anyone in the area of effect immediately suffers a level of exhaustion, and for every 20 minutes thereafter, suffers one additional level of exhaustion until the spell ends or they move outside of the spell's influence.

The first level of exhaustion causes the victim to have a disadvantage on skill checks, the second level halves their

movement speed, and the third gives them a disadvantage on saving throws and attacks.

Once a creature is no longer under the influence of this spell, the exhaustion abates at a rate of one level per minute.

ARCANE TATTOO

4th-level alteration

Casting Time: 1 hour

Range: Touch

Components: V, S, M (a vial of expensive ink worth at least 10 gp)

Duration: 1 week

The caster can store a spell in the form of a tattoo on the flesh of another creature. This functions much like a scroll except that it only works with spells that have a range of "Self," and the spell to be stored must be cast into the tattoo when it is created, by its creator.

The tattooed creature need only touch the tattoo as a bonus action with the intent of triggering the spell for it to work. If a tattoo is created on a creature with little or no intelligence, then it must be triggered by someone who is aware of its power and wills to do so. For example, a wizard could place a Blade Ward tattoo on their horse and trigger it when desired.

The tattoo lasts for 1 week from the time it was created, after which the magic and the tattoo fade. Only one tattoo can be placed on a creature at one time, and if another tattoo is added to that creature, the other will simply disappear.

The actual design of the tattoo will reflect the nature of the spell in some way, and an observant wizard might be able to discern its true purpose with an arcana check (DC 15). The tattoo is always visible (though it can be placed anywhere on the body) and always radiates magic of the kind that is stored within it.

At Higher Levels. When cast using a spell slot of 5th level or higher, the duration increases by 1 week for each slot level above 4th.

AURA OF RETRIBUTION

3rd-level evocation

Casting Time: 1 action

Range: Caster

Components: V, S, M (a blessed weapon)

Duration: Concentration, up to 1 minute

While it lasts, this spell creates a 5-foot radiant aura around the caster. Any hostile creature entering or starting its turn within the aura must make a Constitution saving throw or take 1d10 hit points of radiant damage. This aura moves with the caster and can affect every hostile creature within it for the duration.

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

BALL OF SPIKES

3rd-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a metallic marble or ball bearing)

Duration: Concentration, up to 1 minute

The caster calls into existence a four-foot sphere of metal, covered in 6 inch spikes, in any unoccupied area within range. Each turn, as a bonus action, the caster can have the sphere move 10 feet in any horizontal direction. Any creature in sphere's path must make a Dexterity saving throw or take 3d8 points of piercing damage and be knocked prone. On a successful save, the victim takes half damage and is not knocked down. The same target cannot be attacked twice by the sphere in the same round.

The sphere can also be commanded to smash into doors or roll over objects, inflicting the same amount of damage.

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

BEGGAR'S LUCK

Enchantment cantrip

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 hour

This spell enchants a single intelligent creature, making them more likely to acquire money through the act of begging. Anyone seeing and hearing him beg for money will feel a wave of sympathy for his situation, and will be more likely to give him a few coins.

Practically speaking, this means that over the course of an hour, the enchanted beggar can earn anywhere between 5 and 200 copper pieces, depending on the overall wealth of the area.

As an example, along a well traveled road the enchanted beggar can earn 5d10 (25) copper pieces in an hour. In a village or town, that amount is doubled, in a city it is tripled, and in a major city or capital, the amount is quadrupled.

This spell loses its effectiveness over time if used too often in the same area, and so each consecutive use in the same area within a 12 hour period will have a cumulative 10% chance that the local people will start to get annoyed at the beggar. In other words, if one were to use this spell 10 times in a row in the same place, it is almost certain that they would be run out of the area by the locals and/or authorities.

This spell was created by the wizard and tavern master Armin of Dürnbrek as a way to covertly help the poor of his city, and so preserve his image as an uncaring bastard. Eventually he passed on the spell to some of the local hedge wizards who maintained his tradition of imparting this enchantment anonymously on the beggars of Dürnbrek. Coincidentally, in the decades that followed, the city became well known for having one of the lowest populations of homeless poor of any major city in the kingdom of Norbrek.

BLACKFIRE

3rd-level evocation

Casting Time: 1 action

Range: 150 feet

Components: V, S, M (a tiny ball of pine resin mixed with powdered charcoal and sulfur)

Duration: Instantaneous

A dark streak stabs from your finger to a point you choose within range, which then blossoms with a low roar into an explosion of deep purple fire. Each creature in a 20-foot-radius sphere centered on that point must make a Dexterity saving throw. A target takes 4d6 cold damage on a failed save, or half as much damage on a successful one.

The blackfire acts very much like fire, consuming similar fuel. It spreads around corners and ignites flammable objects in the area.

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.

This spell was never as popular as Fireball, due primarily to its association with certain drow houses that fell out of favor some time ago. It is still known by a few obscure factions within the drow culture, but it is rarely used today.

BLOOD PUPPET

4th-level necromancy

Casting Time: 1 action

Range: 100 feet

Components: V, S, M (a drop of the victim's blood)

Duration: Concentration, up to 1 minute

By using a drop of the target's blood, the caster can control any creature like a puppet. The creature must succeed on a Wisdom saving throw or fall under the caster's control. The caster can then move the creature around however they like, though they cannot make them speak, cast spells or use any special abilities. They could be made to attack someone, walk off a cliff, or choke an ally. The only thing that will break the spell is if the caster's concentration is broken by taking damage.

BORROWED KNOWLEDGE

4th-level divination

Casting Time: 1 action

Range: Touch

Components: V, S, M (a dram of honey)

Duration: 1 hour

This spell allows the caster to become proficient in any skill in an instant, simply by touching a creature that has that skill. The caster can gain the knowledge for himself, or he can transfer it from one to another by touching both the one who has the skill and the recipient, while casting the spell. The recipient gains the same proficiency bonus as the creature from whom the skill was borrowed, though they still use their own ability modifier.

If the creature is willing, the proficiency is acquired automatically, but an unwilling victim is allowed a Wisdom saving throw to resist sharing their knowledge. If an unwilling creature is asleep or unconscious, they make their save at a disadvantage.

This spell can be used to acquire any skill, including physical abilities, language, tools, instruments and knowledge. It cannot be used to gain specific memories or magical abilities.

The borrowed proficiency is only temporary, and will be lost when the spell ends. The creature from whom the knowledge was borrowed retains their proficiency, even while the spell is in effect.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the gained proficiency lasts for 1 additional hour for each slot level above 4th.

BUG'S EYE VIEW

2nd-level enchantment

Casting Time: 1 minute

Range: 1000 feet

Components: V, S, M (A live insect)

Duration: Concentration, up to 5 minutes

When cast upon any normal insect that the caster can see, this spell allows him to control the insect and see through its eyes. While looking through its eyes, the caster is effectively blind and cannot take any actions.

Control over the insect ends after 5 minutes, if it travels more than 1000 feet away from the caster, or if it is killed. Should the insect die while under the caster's control, he must make a Constitution saving throw or take 1d6 psychic damage and be stunned for one round.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the duration increases by 5 minutes for each slot level above 2nd.

BURST OF RESIN

2nd-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a tiny ball of tree sap)

Duration: 1 hour

When cast on a flat surface, this spell creates an invisible rune. When it is touched by a living creature (small or larger) it triggers an eruption of amber-like resin that hardens instantly, trapping any unfortunate creature within a 5 foot area. The victim can avoid being trapped by making a successful Dexterity save. A trapped creature can use an action to attempt to free themselves by making a Strength check (DC 16), and if they are able to use some sort of weapon or tool, they gain an advantage to do so.

The resin reaches a maximum height of 3 feet, so anything smaller than that could have a chance to suffocate, and may require outside help to escape from the resin.

The spell's duration begins at the moment the trap is set, so the amount of time that a creature could be trapped depends on how much time has passed.

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

CAMOUFLAGE

1st-level illusion

Casting Time: 1 minute

Range: 10 feet

Components: V, S, M (a piece of colored cloth)

Duration: 1 hour

When cast upon one inanimate object of no greater than 36 cubic feet (like as a door, a chest, or even a corpse), the spell causes it to blend with its environment. Although it is not invisible, it is very

well camouflaged and will be likely go completely unnoticed by the casually observer. Any deliberate searches of the area using a Perception check will be at disadvantage.

At Higher Levels. When this spell is cast using a spell slot of 2nd level or higher, the amount that can be affected increases by 10 cubic feet for each slot level above the 1st.

CHALK TRICK

3rd-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a bit of chalk)

Duration: 4 hours

Using a piece of chalk, the caster draws a door on a flat surface, creating an invisible portal to an extradimensional space that lasts until the spell ends. The doorway can be any size up to that of a normal doorway (approximately 3 feet by 8 feet), though in order to be useful, it should be large enough for the caster to pass through.

The extradimensional space is accessed by simply walking through the chalk doorway. The space within is roughly 400 square feet, and can hold as many as 10 medium creatures. The space can appear however the caster desires, though any fixtures are illusory and have no physical form.

Attacks and spells can't cross through the entrance into or out of the extradimensional space, but those inside can see out through the doorway. Since this is an extradimensional space, anyone inside is considered to be on a different plane with regard to spells.

Anything inside the extradimensional space is expelled when the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the spell's duration increases by 2 hours for each slot level above 3rd.

CLEAR MIND

1st-level abjuration

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

The caster can target 1 intelligent creature within range and cause their mind to be instantly cleared of a number of various mind-altering effects. These include the effects of a sleep spell, being dazed, stunned or unconscious, or even alcohol intoxication. Additionally, the spell heals 1 hit point of damage.

The spell will also grant the victim an additional saving throw against charm effects at the start of their next turn.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the spell can effect 1 additional target for each slot level above 1st.

COOK

1st-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a flint or tinder)

Duration: 1 minute

This spell is used to cook food without requiring a fire. When cast upon up to 1 pound of food, it will cook itself to the ideal temperature over the period of 1 minute. This spell will not work against living flesh, however it can be effective against undead that have flesh (like zombies or ghouls) or plant-based creatures (like shambling mounds). If used as a weapon, the caster must make a ranged spell attack which inflicts 1d6 hit points worth of fire damage if it hits. Every round thereafter, the creature must make a Constitution saving throw or take an additional 1d6 hit points until the creature either makes its save or the spell ends.

At Higher Levels. When this spell is cast using a spell slot of 1st level or higher, the amount of food that can be cooked increases by 1 pound, or if used as a weapon, the damage is increased by 1d6, for each slot level above the 1st.

CROSSBREED

9th-level transmutation

Casting Time: 1 week

Range: 10 feet

Components: V, S, M (a vial of blood from a silver dragon)

Duration: Permanent

By use of this spell the caster can create an entirely new creature. During the week of this ritual, the caster must concentrate 12 hours per day, pausing only to rest and eat. Any other action will cause this spell to fail. The caster must have the two living parent creatures under his control before beginning the lengthy ritual.

The magic draws a portion of life essence from each of the two parent creatures, mingling them and producing a large cocoon wherein the new hybrid grows during the final 24 hours of the spell. The parent creatures are unharmed by this procedure.

The new creature has characteristics of both parents, and although the caster has some control over the outcome, there will likely be a few surprises. This means that if there is a very specific result desired, many attempts may have to be made. The DM should use whatever method they prefer to create the new creature's appearance, stats and abilities.

Whatever the result, there is a 90% chance that the hybrid will be sterile, and a 15% chance that it will go berserk and attack the caster. Crossbreeds can be crossbred more than once.

CURSE OBJECT

5th-level enchantment (ritual)

Casting Time: 1 action

Range: Touch

Components: V, S, M (a drop of the caster's blood)

Duration: 1 month

This spell imbues a non-magical item with a curse that affects anyone who has it in their possession. The hapless victim will begin to feel tired and shaky. This exhaustion builds over the course of an hour, giving them a disadvantage on all ability checks. Additionally, they will have trouble sleeping, experience vivid hallucinations of ghostly entities that only they can see, and become increasingly paranoid, causing them to mistrust everyone including friends and family. These conditions will

continue as long as the cursed item is on their person or until the spell's duration ends.

The curse can be cast upon any object from a simple coin to a piece of jewelry to an article of clothing. It could be cast on something larger such as a favored chair, bed, or anyplace the intended victim might spend a significant amount of time.

This spell is not affected by dispel magic, but remove curse will cancel it.

DEATH SLEEP

6th-level necromancy

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: 24 hours

This spell can be terrifying to those who witness it. The caster projects a beam of virulent purple energy from their fingertip, striking a single creature within range. It also produces a terrifying, ethereal wail of anguish as if it emanated from the victim's soul. The victim must succeed on a Constitution saving throw or appear to drop dead on the spot.

In fact, the creature is not dead, but is put into a cataleptic state that makes them appear to be dead to all outward appearances, and any spells that might be used to determine their status will not reveal the truth. Any attempts to heal them or raise them from the dead will have no effect.

If the creature succeeds on their saving throw, they will merely be stunned for 1 minute. Greater restoration will dispel the effect.

DEATH WEB

3rd-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a spider egg sack)

Duration: 1 minute

This spell is similar to the web spell, except that it also creates poisonous spiders. This spell conjures a mass of thick, sticky webbing at a point of the caster's choice within range. The webs fill a 20 foot cube from that point for the duration of the spell. If the webs aren't anchored between two solid masses or layered on a flat surface, the conjured web collapses on itself, and the spell ends. Webs layered over a surface have a depth of 5 feet.

Every creature that starts its turn in the web or attempts to pass through it must make a Dexterity saving throw. On a failed save, the creature is restrained until it breaks free. A creature restrained by the webs can use its action to make a Strength check to escape. In addition to being trapped, those restrained by the web are swarmed by dozens of small, poisonous spiders that bite them. Each turn that they are in the web, they must make a Constitution saving throw, or become poisoned and suffer 3d6 hit points of poison damage. A successful save means that they only take half damage and are not considered to be poisoned.

The webs are flammable, and if exposed to fire, burn away in 1 round, dealing 2d4 hit points of fire damage to any creature within the web.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the area increases by 10 feet for each slot level above 4th.

DEHYDRATE

5th-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a small sponge or similar absorbent object)

Duration: Concentration, up to 1 minute

This particularly cruel spell allows the caster to drain the moisture from a living creature. The caster points at the desired target, and with the other hand, begins squeezing a dry sponge which suddenly begins to expel a stream of water which is being siphoned from the victim.

The victim must make a successful Constitution saving throw or begin to dehydrate. As they are slowly desiccated, the creature suffers the loss of 1 Constitution point at the beginning of their turn, making each successive saving throw more difficult. If the creature reaches 0 Constitution points, they die and turn to dust.

As soon as the victim makes a successful saving throw, they no longer take any Constitution damage and the spell ends. Their moisture can be restored by slowly drinking water over the next few days, recovering 1d4 Constitution points per long rest.

If the spell is used on an inanimate organic matter, it will extract the water with no saving throw required. This can be used to harvest water from a tree or dry out fire wood to make it easier to burn.

Drinking any of the water extracted from a living creature has the side effect of healing the drinker of 1d4 hit points of damage. This can only be done once per person, and it must be ingested within 1 hour after extraction.

DIVINE PRESENCE

7th-level enchantment

Casting Time: 1 action

Range: 120 feet

Components: V, S, F

Duration: 1 minute

This spell causes the caster to radiate the very essence of their deity, inspiring incredible awe in all those who are nearby. Any creature that fails a Wisdom saving throw immediately falls to the ground and prostrates themselves before the caster, believing that they bow before a divine presence. Any flying creatures that are incapable of hovering must land immediately in order to prostrate themselves. Those effected are considered to be incapacitated for the duration of the spell.

Each round, effected creature may use an action to attempt a new saving throw to end the effect. Any creature that succeeds on their saving throw is at a disadvantage to all actions for the duration of the spell.

DUPLICATE OBJECT

3rd-level conjuration

Casting Time: 1 action

Range: Touch

Components: V, S, M (a platinum piece)

Duration: 24 hours

This spell allows the caster to touch a non-magical object (up to 5 cubic feet and less than 50 pounds) and make an exact duplicate. The object is identical to the original in every way except that there is a faint, non-specific magical aura that can be seen with detect magic, and it will turn to gray dust 24 hours after it was created.

The object must be a single object, though it can have moving parts. For example, a duplicated chest would still have working hinges and lock.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the spell can effect 5 additional cubic feet and 50 additional pounds of material for each slot level above 3rd.

EARTH ARMOR

4th-level abjuration

Casting Time: 1 action

Range: Caster

Components: V, S

Duration: 1 minute

This spell causes any dirt or stone in the area to cling to the caster as a layer of temporary armor. It does not affect the caster's armor class, but rather absorbs up to 20 hit points worth of damage. This protection lasts for 1 minute or until its hit points are exhausted.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the armor's hit points increase by 10 for each slot level above 4th.

EMOTIONAL CONTAGION

8th-level enchantment

Casting Time: 1 minute

Range: An area 1000 feet square within 500 feet.

Components: V, S (the somatic gestures are very complex)

Duration: Special, up to 1 hour.

The spell can be used to quell a riot, start one, or perhaps make some quick friends. The caster selects an individual from the crowd, and focuses upon him. Throughout the casting of the spell, the emotions of that individual will spread to others, and continue to do so up to the maximum area. Any humanoid in the area will quickly feel the same emotions of the original target, from joy to peacefulness to rage.

Targets with 6 hit dice or fewer are effected automatically, but those of higher level can make a Wisdom saving throw to avoid succumbing the emotional effects. Once the effects have taken hold, the emotions of the original creature have no bearing. The spell lasts for 1 full hour, unless actions or other influences are used to counter its effects.

Those under the influence of these emotions are not likely to be aware of any outside influence in the moment, but may realize that the emotions were not their own in hindsight. Depending on the emotion, such victims might be easily swayed into aiding in a cause, defending a town, or attacking it. Any additional spells which might charm or otherwise influence affected targets in the same general direction are cast at an advantage.

ERADICATE

6th-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (an ounce of mithril about the size of a coin)

Duration: Instantaneous

You cause a one inch diameter point of utter blackness to appear within the visual range of your spell, creating a momentary hole in reality. Any medium or smaller creature within 20 feet must make a Dexterity save or get sucked into it, disappearing from reality forever. If anyone is within 5 feet, they make their save at a disadvantage. Larger creatures within 20 feet suffer 10d10 hit points of force damage as bits of them are torn away.

All other material in the area is also eradicated, including all objects not secured to the ground or otherwise anchored. Weight, mass or size makes no difference, as long as it fits within the area.

This sudden vacuum creates a concussive blast that radiates from the point where it appeared, out to a distance of 60 feet. Anyone in that area (including the caster) takes 4d8 thunder damage, unless they make a successful Constitution save for half damage.

This singularity will also effect the caster if they are foolish enough to cast it too close.

In his book "The Nature of Unreality," the wizard Keriathen notes that this spell will effect areas of anti-magic. He was unsure why, though he suspected that since the hole is in reality itself, neither magic nor anti-magic existed beyond. Keriathen went on to write many other books regarding about unreality, but since it only seemed to apply to this obscure and extremely dangerous spell, few scholars took his writings seriously.

EXPLORER'S TRAIL

1st-level divination

Casting Time: 1 action

Range: 10 miles

Components: V, S, M (a loadstone)

Duration: 8 hours

Using this spell, the caster marks an invisible point on the ground. Then as they move, a thread of faint magic, that visible only to the caster, connects them to that point. This allows them to follow their exact path back to the original point.

This spell lasts for up to 8 hours, which means that the caster could travel for up to 4 hours if they want to leave enough time for a round trip. Once the spell expires, the trail vanishes.

This map exists only in the caster's mind, and so it cannot be detected with magic.

At Higher Levels. The spell's duration increases by 1 hour for every caster level above 1st.

FACADE

4th-level illusion (ritual)

Casting Time: 1 hour

Range: 120 feet

Components: V, S, M (a charm-sized house)

Duration: 1 month

This spell is cast upon a building, such as a house, inn, or at higher levels, a small keep. When completed, the magic will make the building appear as one of a completely different sort. A house might be made to look like a rundown shack, or a warehouse seem as a small tavern.

The spell will affect a structure up to 1000 square feet in size, and it can be altered to appear as small as 10% of its original dimensions, or up to twice as large. The colors, condition, and aesthetic features of the illusion are all up to the caster's imagination. Note that if made to appear larger, the false image cannot extend over another structure.

At Higher Levels. When this spell is cast using a spell slot of 5th level or higher, the size of original building can be 50% larger for each slot level above 4th. For example, using a 5th level slot, the caster can effect a 2000 square foot building.

FEAR TRAP

3rd-level enchantment

Casting Time: 1 action

Range: 10 feet

Components: V, S, M (a pinch of powdered glass)

Duration: 1 hour

This spell creates an invisible rune that causes anyone that touches it to become frightened for 2d6 rounds, causing them to flee back in the direction they came. The spell covers a 10 foot area, and any creature stepping into it must make a Wisdom save to avoid being effected.

Once cast, the spell remains in effect for up to an hour unless dispelled. The caster is not immune to the spell, so it is important to remember where it was placed.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the duration increases by 1 hour for each slot level above 3rd.

FIERY GAZE

3rd-level abjuration

Casting Time: 1 action

Range: Caster

Components: V, S, M (Any hot ember)

Duration: 1 minute (concentration)

This spell causes the caster's eyes look as if they have turned to flame. The following round, the caster can, as a bonus action, stare at anything within 60 feet and attempt to burn it. The target must make a Dexterity save or be hit with twin rays of fire, inflicting a total of 2d6 hit points worth of fire damage. Only one creature can be targeted per round, and although the attack is a bonus action, the caster must stare at the target for the whole round.

While the spell is in effect, the caster is free to move about, take actions or cast non-concentration spells, but they must maintain his gaze on a target in order to burn it.

This spell can also be used to set alight flammable materials. Easily combustible items like parchment can be set alight in a single round, whereas solid wooden beams might take several consecutive rounds.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 2d6 for each slot level above 3rd.

FIND COMPANION

3rd-level conjuration (ritual)

Casting Time: 6 hours

Range: 60 feet

Components: V, S, M (4 gems worth at least 40 gold pieces each)

Duration: Instantaneous

Similar to the spell find familiar, this ritual summons a creature of either celestial or fiendish origins (caster's choice) to serve the caster. The summoned creature does so voluntarily, and will remain as companion to the caster until the caster dies, the companion dies, or their bond is broken. The bond can be broken at will by either caster or companion with no ill effects, so it is in the caster's best interests to treat her companion well.

The companion can take nearly any form the caster desires when the ritual is performed, but once the form is taken, they cannot change. The chosen form can be of any creature of large size or smaller, and with a challenge rating of 1 or lower. It will have the basic physical abilities of that creature, but not any magical abilities. In other words, a companion in the form of a giant eagle could fly normally, but a young fairy dragon would not be able to turn invisible or cast spells.

The companion's Intelligence, Wisdom and Charisma will be 10 plus 1d4.

The companion acts independently of the caster, having a mind and personality of its own, but it almost always obeys their master's commands. The only exceptions would be if the companion felt that such actions would either risk their life or their master's life.

In combat, it rolls its own initiative and acts on its own turn. A companion can attack and take other actions as normal, though it will not willingly throw its life away. The companion can be healed like any living creature, and when it drops to 0 hit points, it disappears, leaving behind no physical form. The bond between the companion and the caster is a strong one that imparts many benefits, but it also comes at a cost. If the companion is killed while still bonded to its master, the caster must make a Wisdom saving throw or take the companion's maximum hit points in psychic damage and fall unconscious for 1 hour. A successful save means only half damage, and they are stunned for 10 minutes.

While the companion is within 1 mile of the caster, they can communicate with it telepathically. Additionally, as an action, the caster can see through their companion's eyes and hear what it hears until the start of their next turn, gaining the benefits of any special senses that the companion has. During this time, the caster is deaf and blind with regard to their own senses.

Finally, when the caster uses a spell with a range of touch, their companion can deliver the spell as if it had cast the spell. The companion must be within 500 feet of the caster, and it must use its reaction to deliver the spell when they cast it. If the spell requires an attack roll, the caster uses their attack modifier for the roll.

A caster can't have more than one companion at a time, but unlike a familiar, this companion cannot be dismissed into a pocket dimension. It remains as a living, breathing creature the bond is broken. Once a companion is released from its bond or killed, the caster must wait for 1 month before attempting to summon another.

DMs Note. Since the companion's form is created by the celestial or fiendish spirit, they can literally look like any living creature; even an imaginary one. For example, it could appear to be an elephant the size of a horse, a small beholder with crow feet, or a miniature tarrasque. The caster could even have them appear as a humanoid species such as human, elf, dwarf, and so on. In some of these cases, the DM will have the final say with regards to whether a form is allowed and its physical stats.

FIND SPIRIT COMPANION

5th-level conjuration

Casting Time: 4 hours

Range: 60 feet

Components: V, S, M (rare incense worth 300 gp per member)

Duration: 1 month

This spell summons a unique spirit companion that binds itself to a small group of intelligent creatures. This bond imparts benefits to the group for the duration of the spell. The specific nature of the companion and the benefits depend on the specific incense used.

The first step in this ritual is to select the group to be bound to the spirit. The number in the group can be anywhere from 2 to 8, and all must be present during the ritual. Each bond member adds their portion of the incense to a brazier in turn, speaking the same summoning word given to them by the caster. During this process, the members chooses the specific nature and benefits of the summoned spirit.

Once attracted, the spirit binds itself to each member in turn, causing a small glowing sigil to appear on the forearm of everyone in the group. When this happens, each loses a bit of their life force, reducing their hit points by 1 hit die for the duration of the spell.

The bond members must select one of the following companion spirit types when the ritual is performed.

Communication Companion – This companion tends to be very light and playful, often asking a lot of questions about the world around them. This lightheartedness can be grating on the more serious members of the group, but they must be careful not to snap or they might scare off their companion.

The Communication Companion provides the following benefits:

- The bonded group can communicate telepathically for up to 1 minute per day per bond member. For example, a group of 4 could communicate telepathically for up to 4 minutes per day. This time can be divided up however the group sees fit.
- Bond members are aware of the condition of each group member at all times. They will be able to sense if a member is stressed, injured, stunned, excited, unconscious, and so on, though they will not necessarily know why.
- Bond members can scry on any other member (as the spell)

for 10 seconds per day.

- When working together in any kind of group activity, the bond members is able to pool their collective senses, and so gain an advantage on their skill checks. For example, if they are searching a room for hidden doors, each person gains an advantage to their investigation skill. This benefit applies to all senses, so if the group stops to listen for sounds or are on watch together, this benefit applies.

Magical Companion – This companion is stoic and disciplined, speaking only occasionally to the group. More often than not, they will communicate only with the caster who facilitated the summoning. The Magical Companion can hold a number of spells, which any team member can release. After a long rest, a spellcaster in the group casts a number spells into the companion spirit that can be accessed at any point before the next long rest. The number of spells that can be stored is half of the number in the group (rounded down), but at least one. At this time, the caster decides any variables except targeting.

Each bond member can release a spell as if they had cast it, even if they have no spellcasting ability, abiding by any targeting restrictions. If they are not a spellcaster of the appropriate type, they do not use their proficiency on any ranges spell attack. The DC is determined by the original caster.

Healing Companion – This companion is caring and kind, often seen in the bond mates dreams as a nurturing mother figure (whatever that means to them). After each long rest, the Healing Companion offers a pool of healing magic equal to 10 hit points per bond member. For example, a group of 6 would have a healing pool of 60 hit points. A bond member can claim part or all of the healing magic as an action at any time. Once a portion of the healing magic is claimed, the amount available is reduced accordingly for the rest of the day.

Additionally, by using 15 hit points worth of healing magic, a bond member can either cure one disease or end one condition afflicting them, such as being blinded, deafened, paralyzed, or poisoned.

Finally, a bond member can stabilize another member by using their action to impart 10 hit points of the healing energy to their dying companion. If there is not enough magic remaining, they can sacrifice a portion of their own life energy to make up the difference, losing that number of hit points until healed.

Transference Companion – This companion is cold and professional. It communicates very little with those to whom it is bonded, and when it does, it is always short and to the point. The transference Companion provides the following benefits once per day:

- A bond member can claim all or part of a +4 bonus on their next saving throw. Once claimed, the bonus is unavailable to the rest of the group.
- As a move action, a bond member can voluntarily accept a disadvantage on their next attack to give another member an advantage on her next attack roll.
- As a bonus action, a bond member can voluntarily take 10 points of damage to give another team member 10 temporary hit points, which last for up to 10 minutes.

- As a reflex action, each team member can grant his saving throw bonus (including any magic, ability score, class, and race-based bonuses) to another bond member.
- A spellcaster can target a bond member with a spell and have it take effect on another team member as well. For example, the caster could use a touch spell such as cure wounds on a nearby ally as well as another injured bond member who is too far away. This transference does not work with spells that only affect the caster.

This spell can be renewed on the eve that it is meant to expire, requiring only a tenth of the material components as the initial ritual.

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

FIRE ROBE

4th-level evocation

Casting Time: 1 action

Range: Caster

Components: V, S, M (a piece of char cloth)

Duration: 1 minute

This spell covers the caster in a cloak of fire. The fire does not effect the caster at all, except that they feel comfortably warm, even in the coldest temperatures. This fiery cloak imparts a +1 bonus to the caster's AC, and has a chance of inflicting fire damage to melee opponents.

Whenever someone makes a successful attack on the caster while cloaked by this spell, the attacker must make a Dexterity saving throw or suffer 1d6 hit points of fire damage. This happens for every melee attack for the duration of the spell.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage from the fire increases by 1d6 for each slot level above 4th.

FIRE STEP

5th-level transmutation (ritual)

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a pinch of wood ash and powdered silver)

Duration: 30 seconds

This spell allows the caster and as many as 5 others to teleport over any distance by stepping into one fire and emerging from another. The fire must be large enough to step into, such as a large fireplace or campfire. When cast upon an appropriate fire, the flames turn a deep purple color and cease to produce heat. The caster must then speak the name of a specific location that is known to him. The fire will flare momentary and anyone who steps into the fire will emerge from the nearest appropriate fire to the location spoken.

If the caster is not sure whether there is a fire at the location, this can be rather risky since the destination could be quite a distance from the desired destination. At the other end of the portal, the fire will also turn purple and cool for 30 seconds, which could be rather startling for those not expecting it.

The DM will have to determine the final destination, and what is awaiting them on the other side. The fire can be magical or mundane, so it could be possible for a caster to set up permanent magical fires of some kind at locations that he uses most often.

One need not step all the way through the fire, and so the caster could use it to peek through and see what is waiting for them at the other end, though their time is limited.

It takes 1 turn to step through the fire, so no other actions are possible while doing so. This means that a maximum of 5 people (including the caster) can use the passage, though this would leave no time to see what was on the other side first.

The passage is not two-way, meaning that nothing from the other end can step through, nor can anyone passing through return without casting the spell again.

At Higher Levels. When this spell is cast using a spell slot of 6th level or higher, the duration increases by 6 seconds for each slot level above 5th.

FIRE WRITE

1st-level evocation

Casting Time: 1 action

Range: 100 feet

Components: V, S, M (a bit of charcoal)

Duration: 10 minutes or special

The caster holds the charcoal like a piece of chalk, and writes a short message in the air. These actions are reflected by a flaming message which appears anywhere the caster can see within 100 feet. This glowing message is very bright but not very hot. It can be seen a long way off and if the flames are touched the victim takes 1 point of fire damage.

Additionally, the caster can have the flaming letters appear on a door or wall which might burn the message into its surface. Note that the flames are not very hot and it is unlikely to harm the surface unless it is extremely flammable.

FLAMING HAND

3rd-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a burnt piece of cloth)

Duration: Concentration, up to 1 minute

The spell causes a giant hand of flame to spring into being. The caster can immediately use it to make an attack roll against any size large or smaller creature within range. If successful, the target is grappled. At the start of its next turn, the target takes 3d6 fire damage and can attempt to escape the grab by making a successful Strength check. If the creature fails to escape, it will again take the damage of the start of its turn.

If the victim escapes, the caster can have the hand attack again on his next turn for the duration of the spell.

At Higher Levels. When this spell is cast using a spell slot of 4th level or higher, it inflicts an extra 1d6 hit points of damage for each slot level above 3rd.

FLARE

Evocation cantrip

Casting Time: 1 action

Range: 500 feet

Components: V, S, M (flint and tinder)

Duration: 6 seconds

This cantrip can be used in a number of ways, but is intended to signal one's location. The caster simply points his forefinger in the direction he wishes the flare to go (often straight up) and a pea-sized mote of red light flies out to a maximum of 500 feet in the caster's line-of-sight. Upon reaching its mark, the tiny mote bursts into a brilliant light that burns for 1 round and gradually dims for one round after that. At its brightest, it is bright enough to be seen for miles.

The flare can also be fired at an enemy, who must succeed on a Dexterity saving throw to avoid it. A successful hit does 1d4 points of force damage and blinds the creature for 1 round. Note that despite its brilliance, the flare is almost entirely without heat, and will not ignite flammable objects.

FLIGHT

4th-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (an eagle feather and a silver piece)

Duration: Concentration, up to 1 hour

Using this spell, the caster can imbue an inanimate object with the ability to fly, as long as they are touching it. It functions much like the fly spell, except that the speed is up to 100 feet for the duration. The spell can effect a maximum weight of 1500 pounds total (including the object itself), so if the object is large enough, it could carry passengers and/or cargo.

The object and anything on it are still effected by physics, so creatures and objects can still be thrown off by a sharp turn or sudden stop. If the caster loses contact with the object for more than 6 seconds (1 round), the spell ends and it falls normally.

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

GODS SMITE

5th-level divination

Casting Time: 1 bonus action

Range: Caster

Components: V

Duration: Concentration, up to 1 minute

The caster draws upon the divine power of their deity to smite the most vile of foes. The next time they hit a creature with a weapon attack before this spell ends, their weapon glows with divine wrath, inflicting an additional 12d6 hit points of radiant damage to the target in addition to their normal weapon damage.

The victim must also make a Constitution saving throw. If they fail on their save, they are stunned for 1d6 turns and are knocked prone.

GOETHNOG'S STOUT STRONGHOLD

8th-level conjuration

Casting Time: 1 hour

Range: 120 feet

Components: V, S, M (a miniature version of the stronghold made out of platinum worth 500 gp)

Duration: 1 week

Taking a full hour to cast, this spell creates a defensible stronghold manned by 50 unseen soldiers (see spell description). The design of the stronghold is up to the caster, but it can have a footprint of no more than 3600 square feet (a round tower about 65 feet in diameter for example), and a height no more than 80 feet.

The stronghold will grow out of the ground, shaping the stone into the desired form. It will include furniture (formed out of the stone) and a cistern with plenty of water. It will not include any other supplies like food or weapons.

While inside the stronghold, the caster will be aware of the location of every creature within it, and they will also know if anyone approaches within 100 yards of its outer wall.

The spell can be renewed before it expires if it is recast at least 3 hours before the spell is to end. This requires 50 platinum pieces each time it is renewed.

HAND FAN

Conjuration cantrip

Casting Time: 1 action

Range: 10 feet

Components: V, S, M (a tiny hand-fan)

Duration: 6 hours

Originally created by Sha'ir in the Yellow Sea desert, this cantrip helps to cool the user by summoning a hand-fan into existence next to the target. The fan will constantly wave at a steady pace, offering a non-stop breeze to help offset the heat. The caster can call into existence 1 fan per caster level. The spell can be targeted at the caster or another person.

The fan gives the creature an advantage on any saving throw against heat induced exhaustion or to avoid being overcome by non-magical vapors.

HANDYMAN

Conjuration Cantrip

Casting Time: 1 action

Range: 5 feet plus special.

Components: V, S, M (a typical tool used for the task at hand)

Duration: 10 minutes

This cantrip is particularly useful for the handyman wizard. It allows the caster to have one very short, repetitive task continue without his concentration or monitoring. For example, if a thick piece of wood needed to be cut in half, the wizard could simply start cutting the wood while casting the cantrip. A spectral, albeit tangible hand will appear and continue the cutting action for up to 10 minutes.

The wizard is free to move around or attend to other tasks, confident that the hand will continue the cutting action until the wood is cut or the spell expires. The wizard only has to remain within 500 feet of the chore, and he need not maintain line of

sight. Other examples of this task might include hammering a spike, stirring a pot, scrubbing a surface, rotating a wheel, etc.

At Higher Levels. This conjuration can be cast as a full spell, increasing the duration to 1 hour per spell level, and allowing up to 1 task per spell level.

HAUNT

5th-level illusion (ritual)

Casting Time: 1 hour

Range: 300 feet

Components: V, S, M (100 gold pieces worth of incense)

Duration: 3 days

This spell causes an area to become haunted for the duration of the spell. It can effect a spherical area up to 100 feet in diameter and is not hindered by walls or other barriers. The haunted area will become slightly darker than areas around it. There will be disturbing sounds and visions, such as moaning, bleeding walls, ghostly shapes, or other manifestations that the caster desires.

The area will repel the casual passerby, making them fearful to even look upon it. Anyone determined to enter the area must make a Wisdom saving throw to do so, and must save again every hour to remain there. A failed save means that the victim is gripped with fear and will attempt to flee the haunted place at all costs. Once outside of the area, the fear will abate quickly, though they will have a disadvantage on any future saves for that particular haunting.

If someone manages to remain in the area for an hour or more, the manifestations will become more personal, creating horrific visions of murdered loved ones, personal terrors, and generally exploiting their worst fears. After 4 hours, the visions will become more violent, psychically attacking the victim who must make a Wisdom saving throw. On a failed save, the target suffers 4d10 psychic damage. On a successful save, that particular vision ends, with another attacking in 2d10 minutes.

Dispel magic can suppress the haunting for 1 hour.

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

HEART ATTACK

6th-level necromancy

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

Pointing at a single creature within range, the caster causes the victim's heart to stop beating. The victim must succeed on a Constitution saving throw or immediately become wracked by chest pains, drop whatever they are holding and fall prone. They are stunned for the 1st round, fall unconscious on the 2nd round, and die on the 3rd. If the creature makes a successful save, they suffer severe chest pains and are stunned for 1 round.

During the 3 rounds of the attack, spells such as spare the dying, lesser restoration or revivify will interrupt the spell's effects, leaving the victim unconscious for 10 minutes. During the first 2 round of the attack, a successful medicine skill check (DC 18) will stop the victim from dying, leaving them unconscious for 1 hour.

HELL FIRE

6th-level conjuration

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (one half ounce of Hell Coal)

Duration: Concentration, up to 1 minute

This exceptionally unpredictable and dangerous spell allows the caster to summon living fire from the plane of Hell. Preceded by a deep rumbling and a sharp crack, the hell fire erupts in a 10 foot circular area that the caster selects within range. It then begins to spread out in all directions at a rate of 5 feet per turn, burning anything in its path.

At the outer edge of the fire, horrifying demonic shapes can be seen in the flames reaching out to grab any living creatures that move too close. The fire inflicts 8d10 hit points of damage to anyone in the area of effect with no save, and anyone who moves within 5 feet of its outer edge must make a Dexterity saving throw or be pulled into the fire.

Moving out of the fire takes a move action and requires a Dexterity saving throw to escape the gripping claws of flame at the perimeter.

The soul of anyone who dies as a result of the hell fire is dragged into Hell, preventing any spell from bringing them back from the dead. Resurrection is still possible, but would require someone to physically go to Hell to retrieve it.

The hell fire will ignite anything flammable, and so even after the spell ends, normal fires could still be a problem. If the fire is unable to spread for some reason (such as being contained in a small stone room), it will fill the area and burn for the duration. Only nonflammable substances will prevent the fire from spreading, and water will have no effect on it at all, turning instantly to greasy steam on contact.

Hell Coal. This is a substance only found in Hell, and is therefore very rare. There are those who consort with devils and other hellish beings, and they will occasionally make deals to acquire this vile substance. Hell Coal is illegal in most cities, and the going rate on the black market is around 3,000 gold pieces per ounce.

HELPING HAND

2nd-level abjuration

Casting Time: 1 action

Range: Caster

Components: V, S, M (a glove of any size)

Duration: 30 minutes

This spell causes the caster to temporarily sprout a third arm. Being new, the arm cannot perform trained tasks like weapon proficiency, nor can it duplicate the precise somatic motions required for most spells. The arm otherwise functions as a normal arm for simple tasks, such as carrying a torch, leaving the main arms free.

While standard attacks with the new arm are made with disadvantage, grappling attempts are done with advantage. The caster is also able to hold an item while having an opponent grappled. The new arm appears just below a regular one, on a side of the caster's choosing, altering any armor or clothing to fit.

At Higher Levels. When this spell is cast using a spell slot of 3rd level or higher, the duration increases by 30 minutes for each slot level above 2nd.

HIDE CAMP

4th-level illusion

Casting Time: 10 minutes

Range: 120 feet

Components: V, S, M (a bit of lint or fuzz)

Duration: 8 hours

This spell is intended to conceal a campsite from being seen at a distance. The caster must stand at the center of the area she wishes to effect, turning slowly in a circle for the time it takes to cast. When the spell is complete, the area will not be visible if observed from a distance greater than 120 feet, and will appear to be part of the landscape. Sound is also diminished, though loud sounds from within the hidden area will be audible as if from a much greater distance.

Anyone looking directly at the area is allowed a Wisdom saving throw to see if they notice anything. A successful save means that they will notice a shimmering over the area, though they will not see specifically what is within.

Any creature that passes within 120 feet of the area's center will suddenly see through the illusion.

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

HOVER

3rd-level transmutation

Casting Time: 1 action

Range: Caster

Components: V, S, M (a black feather and a copper coin)

Duration: Concentration, up to 10 minutes

This spell allows the caster to hover up to 3 feet off the ground and will himself to move in any direction, with a movement rate of 50 feet for the duration of the spell. At the end of the spell, the caster slows down to a stop and settles to the ground.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the duration increases by 10 minutes for each slot level above 3rd.

HUSH

1st-level abjuration

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (A piece of thick cloth)

Duration: 10 minutes

The caster selects a willing creature within range, and for the next 10 minutes, the target gains an advantage on all sound related stealth checks. The affected creature can cast spells and speak as normal, but his voice will be considerably quieter than usual, and any normal sounds that he or his equipment might make are similarly muffled.

At Higher Levels. When this spell is cast using a spell slot of 2nd level or higher, the caster can target 1 additional creature for each slot level above 1st.

ICE BINDINGS

2nd-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a bit of gray cloth)

Duration: 1 hour

This spell causes ice to form around a creature, imprisoning them, unless they succeed on a Constitution save. The ice can be broken with a successful Strength save (DC 18), which they can attempt once after each minute. Trapped creatures suffer cold damage, losing 1d4 hit points per minute.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the duration increases by 30 minutes for each slot level above 2nd.

IMITATE

1st-level transmutation

Casting Time: 1 action

Range: Caster

Components: V

Duration: 10 minutes

This spell allows the caster to perfectly mimic any voice that they have heard. Originally used by jesters for entertainment, the spell has become popular for other, more nefarious purposes.

Only someone who is very familiar with the individual being imitated has any chance of noticing the false voice for what it is with a successful insight check (DC 15). The DM will have to decide if the listener is familiar enough with the subject being mimicked.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the duration increases by 5 minutes for each slot level above 1st.

LADDER

1st-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a small pair of parallel sticks)

Duration: 5 minutes

Using this spell, the caster can call into being a temporary ladder which can be used to scale small heights, or as a bridge to span small gaps. The ladder can be made of rope or wood, and must have an anchor point at each end. Once created, it remains anchored at both ends for the duration of the spell. The ladder itself can be up to 25 feet in length, and can be set at any angle.

The ends of the ladder will be solidly fixed, so the ladder will not fall or slide while in use. At the end of 5 minutes, the ladder vanishes.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the duration increases by 5 minutes for each slot level above 1st.

LIFE LEECH

5th-level necromancy

Casting Time: 1 action

Range: 100 feet

Components: V, S, M (a living plant which dies upon casting)

Duration: Instantaneous

This spell drains the life energy from any non-native creatures within a 50 foot radius, inflicting 5d8 hit points of necromantic damage and 1 level of exhaustion. A successful Constitution save reduces the damage by half damage and they suffer no exhaustion.

As a result, the area erupts with plant and fungal growth, creating a lush area 100 feet across. Any existing plant or fungal matter in the area grows by 50%. This growth is permanent and grows normally thereafter. Undead are unaffected by this spell.

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

MAGMA BLAST

4th-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a fragment of obsidian)

Duration: Instantaneous

This spell allows the caster to summon a fountain of magma that erupts from the ground and spreads outward, covering a 20 foot diameter area before quickly cooling and hardening. Each creature in the area must make a Dexterity saving throw. A creature directly at the center suffers 12d6 hit points of fire damage on a failed save, or half as much damage on a successful one. Everyone else within 20 feet suffers 10d6 hit points of fire damage on a failed save, or half as much damage on a successful one.

A failed save also means that the creature is trapped by the hardened black stone, requiring 3 turns to free themselves, or 2 if someone assists them. While trapped, the creature is considered to be restrained, and so their speed becomes 0, attack rolls against them have advantage, their attack rolls have a disadvantage, and they have a disadvantage on Dexterity saving throws.

The spell leaves behind a large, jagged and irregular mound of black rock that is about 1 foot high at the edge and 3 feet high at the center.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the diameter increases by 10 feet for each slot level above 4th.

DMs Note. The mound of obsidian left behind can have various effects on the area. For example, the mound is very difficult terrain to move across, but it could also be used as cover or it could block a door that would have to be cleared before opening it.

MAGNETISM

4th-level abjuration

Casting Time: 1 action

Range: 100 feet

Components: V, S, M (a lodestone of any size)

Duration: Concentration, up to 1 minute

The caster targets 2 ferris metal objects (something made from iron or steel) within 100 feet of each other, and those two objects will suddenly be magnetically attracted to each other over that distance. If an object is carried or worn, the bearer must make a Strength saving throw. A failed save means that if an item is being held in the hand, it will be yanked from the holder's grip and fly towards the other object, whereas a worn item could pull the wearer along

with it. If there is a significant difference in the mass of the objects, the larger item will likely move less or even remain stationary (DM's discretion). An object flies toward a stationary creature is likely to inflict damage upon that creature as if it were thrown.

If a saving throw is successful, the creature might feel a slight pull, but can act as normally. They must repeat their saving throw at the start of each successive turn for the duration, or until they move out of the spell's range.

If both objects are secured down in some way, the spell will seem to have no effect unless one of them is unsecured before the spell ends.

At Higher Levels. When this spell is cast using a spell slot of 5th level or higher, the caster can affect 1 additional object for every slot level above 4th.

MAGNIFY

Abjuration cantrip

Casting Time: 1 action

Range: One object the caster can touch

Components: V, S

Duration: Concentration, up to 1 minute

This spell allows the caster to get a very close look at an object, by magnifying it many times. This scrutiny might allow him to notice many otherwise unseen details; small scratches on a lock, suggesting it has been picked, or tiny bits of fur in a door frame indicating the passage of an animal. The cantrip might also aid in the investigation of a body, with the magnification showing signs of tiny bite marks or puncture wounds.

While in effect, the spell grants the caster a +10 bonus to perception checks of the object affected, and can include details that might not be observable without magical aid (DMs discretion).

MAKE/BREAK CAMP

3rd-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a loadstone, flint and steel)

Duration: Instantaneous

This spell allows the caster to set up and break down a campsite quickly and effectively. When cast on an area up to 100 feet across, mundane objects in the area arrange themselves into a rough circle with a roughly 3 foot diameter fire pit in the center that produces a clean, warm fire that will burn for up to 8 hours without adding fuel. It also cobbles together a number of sitting areas out of logs, rocks, or whatever appropriate material is at hand. The camp site is large enough for as many as 8 medium humanoids to gather.

When the reverse of the spell is cast, everything is returned to its natural state, and all signs of a campsite are erased.

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

MESSENGER BIRD

2nd-level conjuration (ritual)

Casting Time: 10 minutes

Range: 60 feet

Components: V, S, M (a thin 5 inch square sheet of copper foil)

Duration: 24 hours

The caster begins this spell by speaking her message to a sheet of thin copper foil and folding it into the shape of a delicate little bird. The caster then whispers the name of a recipient and a destination known to them, which causes the foil bird to instantly animate and take flight.

The bird can travel up to 10 miles per hour, so assuming that no one interferes with its progress, it can cover 240 miles before the spell expires.

While in flight, the messenger bird is very difficult to see and nearly impossible to hit, and so only someone deliberately looking for it during the day has any chance of finding it. To spot this foil bird passing by requires a perception check at a disadvantage (DC 24).

Once it arrives at its destination, it will attempt to find the recipient. If it is unable to do so, it will get as close as it can and wait to be found. The message will only be available to the intended recipient when they touch it. They will then hear the caster's voice whispering to them as if from the bird. Once the message has been delivered, the foil bird unfolds itself back into a crumpled sheet of copper worth about 3 silver pieces.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the duration increases by 24 hours for each slot level above 2nd.

MONEY SHOT

Evocation cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a coin of either copper, silver or gold)

Duration: Instantaneous

This spell allows the caster to turn a coin into a weapon by simply selecting a copper, silver or gold piece, and flicking it at his target. The coin immediately begins to glow as if it just came out of a furnace as it speeds toward its intended victim. The caster must make a successful spell attack roll, with the damage being determined by the coin used. A copper piece causes 1d8 hit points of fire damage, while a silver piece does 1d10, and a gold piece does 1d12.

Although the ideal spell component is a coin, a bit of pure copper, silver or gold of approximately the same mass can work with a 20% chance of failure. If the spell fails in this way, the caster suffers half of the damage that was intended for their target.

At Higher Levels. When cast using a spell slot of 1st level or higher, the damage increases by 1 die for each slot level. For example, using a 2nd level slot with a silver coin would cause 3d10 points of damage.

NECROMORPH

9th-level necromancy (ritual)

Casting Time: 12+ hours

Range: Touch

Components: V, S, M (a specific collection of incenses, oils and resins worth 1000 gold pieces)

Duration: Permanent

Using this vile spell, the caster can make any creature into a powerful undead servant. The victim must be incapacitated, but conscious for the entire ritual, and must succeed on a series of

Wisdom saving throws to resist the transformation. As the ritual progresses, the victim must make a save at the beginning of each hour. Failure means that hour's work is wasted, but not the ritual. Completion requires 12 failures on the part of the victim, but each success delays that completion. Given enough time, anyone can be turned. On the other hand, 12 successful saving throws on the part of the victim means that the ritual fails entirely, though it can be recast, assuming that the caster has the additional materials to do so.

Once the victim succumbs to the negative energies, they become a new breed of undead called a Necromorph (see appendix for details) that must obey the caster's commands. The truly cruel part is that the victim's soul remains trapped within their body, and so they are fully conscious of their situation and actions, even as they are forced to perform horrific acts.

The only way to restore a Necromorph to their original form is a complex ritual that involves slaying their undead form, consecrating the remains and resurrecting them, all of which must be done within 1 hour. To date, no victim of this spell has yet been recovered.

ONE WITH THE LIGHTNING

8th-level abjuration

Casting Time: 1 action

Range: Caster

Components: V, S, M (a conductive piece of metal, such as a copper wire)

Duration: Concentration, up to 1 minute

With this spell, the caster transforms into living lightning, appearing as a crackling, arcing ball of electricity hovering just above the ground. When transformed, the caster maintains his mental capabilities, though he loses many physical capabilities. He cannot speak, walk, grasp objects, and so on, and any items he was carrying at the time become part of his new shape. The caster retains his armor class and hit points.

While in lightning form, the caster gains the following benefits:

- Immunity to hypnosis, charm, sleep, psychic damage, lightning, fire, and non-magical weapons.
- Resistance to any physical attacks, including magical weapons.
- Hover or fly at will, with a movement speed of 400 feet.
- Make a 10 foot, ranged spell attack that inflicts 12d6 hit points of electrical damage.
- Electrical aura that extends 5 feet from the caster. Anyone in that area must make a Constitution saving throw or take 5d6 hit points of electrical damage, or take half of that damage on a successful save.
- Project a small bolt of electricity to ignite any nearby flammable object as a bonus action.
- Automatically succeed on saving throws requiring a Dexterity check.

PILLAR OF RETRIBUTION

9th-level evocation

Casting Time: 1 action

Range: 100 feet

Components: V, S, M (A blessed gem worth at least 100gp)

Duration: Concentration, up to 1 minute

Choosing an unoccupied point anywhere within the spell's range, the caster creates a pillar of brilliant light that is 4 feet wide and 10 feet tall. On each successive round, as a bonus action, the caster can have the pillar of retribution target up to 4 creatures with individual beams of radiance that inflict 8d8 hit points of radiant damage each. Each target can make a Dexterity saving throw for half damage.

The range on the beams is 50 feet, and no more than two can be directed at any one target at a time.

PRISON OF AMBER

8th-level evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a gem worth at least 2000gp)

Duration: 24 hours

The caster selects a target within range, and a dark golden glow begins to coalesce around the victim. The target must make a Constitution saving throw at the start of his next turn. On a success, the victim is slowed for 3 rounds. On a failure, the target is imprisoned in a large chunk of amber-like resin. The creature trapped inside is essentially in suspended animation, and will not die from asphyxiation, starvation, and so on.

The resulting block will be up to 8 feet high, 5 feet wide and 5 feet deep, allowing it to entrap creatures that are large sized or smaller. The resin weighs about 100 pounds, plus the weight of the trapped creature.

PROTRACTION

4th-level transmutation (ritual)

Casting Time: 1 hour

Range: Touch

Components: V, S, M (a vial of platinum ink worth 600 gold pieces)

Duration: 1 month

This spell extends the duration of certain spells up to 1 month. The spells that can be protracted have the following restrictions; they must have a duration greater than instantaneous, they cannot use a spell slot higher than 4th level, they must effect only one creature or area, and if it is used on a creature, they must be willing. Some examples of spells that qualify for protraction include: read magic, enlarge, web, fly, and fog cloud.

The DM should take note of any potential drawbacks of protracting certain spells. For example, it might seem like a good idea for a human to enlarge himself for a month until he realizes that none of his clothes now fit him, nor can he get in his house.

PLAGUE TRAP

3rd-level evocation

Casting Time: 1 action

Range: 10 feet

Components: V, S, M (a bit of infected flesh)

Duration: 1 hour

This spell creates an invisible rune that causes anyone that touches it to become diseased. The spell covers a 5 foot area, and any creature touching it must make a Constitution save to

avoid being infected. Once a creature has contracted the disease, follows its normal course, including infecting others if it is communicable.

The specific disease is determined by the material component used. This can be quite dangerous to the caster, and so they must take extreme precautions to make sure that they do not become infected. When casting this spell, the caster must make a successful Dexterity check (DC 12) to avoid contracting the disease. Even if they fail their save, the trap is still set.

Once cast, the rune remains in place for up to an hour unless it is triggered or dispelled.

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

POOL OF ACID

3rd-level evocation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (A drop of vinegar)

Duration: 1 minute

Choosing an unoccupied location within range, the caster causes a puddle of acid to form on that spot. It starts as a pool 5 feet in diameter, but quickly spreads by 5 feet in diameter on each successive round for the duration. Anyone entering the pool or starting their turn within it takes 2d8 hit points of acid damage. Prolonged exposure to it will cause footwear to break apart and become useless.

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

PREVENT HEALING

3rd-level necromancy

Casting Time: 1 action

Range: 30 feet

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

Duration: 1 minute

When cast upon a target, the victim must make a Constitution saving throw. If successful, the victim takes 3d6 necrotic damage, but if they fail their save, the damage resists magical healing for 1 minute.

During that minute, every time magical healing is used on the victim, he must make another Constitution save to have the healing work. Failure means that the spell or potion is wasted.

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

PROTECT HANDS

2nd-level alteration

Casting Time: 1 action

Range: Caster

Components: V, S, M (A pair of gloves)

Duration: 10 minutes

This spell is favored by alchemists, as it allows them to handle potentially dangerous substances with ease. While this spell is in effect, the caster's hands are covered by a thin magical field that makes them completely impervious to touch-induced damage. This can include things like acids and poisons. It also provides protection from the effects of certain magical creatures, including the petrifying touch of a cockatrice or the corrosion of a black pudding. The spell will not protect against elemental effects such as cold, heat, or electricity, nor will it prevent physical damage.

Note that this spell protects only the hands, and so the caster would not be protected anywhere else.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can increase the duration by 10 minutes for each slot level above 2nd.

RECALL WEAPON

2nd-level conjuration

Casting Time: 1 bonus action

Range: 1 mile

Components: V, S

Duration: Instantaneous

As a bonus action, the caster can recall one chosen weapon to their hand as long as it is within 1 mile and not restrained by any magic. If it is held by an intelligent being, that creature must make a Wisdom saving throw to retain the weapon. The weapon must be prepared ahead of time by spending 1 hour magically marking it. The mark remains until the spell is cast.

If no weapon has been marked, the caster can select a weapon that they own and can see.

REDUCE MASS

3rd-level transmutation

Casting Time: 1 action

Range: Caster

Components: V, S

Duration: 1 hour

Using this spell, the caster can temporarily reduce the mass of any single, non-magical object that she touches. For the duration of the spell, any object that she touches with her hand(s) instantly becomes 10% of its original mass. This allows her to effectively lift significantly more weight than she normally could. For example, a 50 pounds crate would become 5 pounds.

Of course the spell does not guarantee that the caster can lift the object once its mass is reduced, but as long as they are touching the object, others could help her do so. They must be careful, because the instant the object loses contact with the caster, its full mass returns instantly. This could be rather dangerous for anyone else who happens to be helping to hold it at the time.

The caster can use this spell in combat by picking up large objects (such as an anvil or boulder) and hurling it at an enemy within 60 feet. The attack uses the normal throwing rules, with the object inflicting 1d10 hit points of bludgeoning damage per 50 pounds, up to a maximum of 250 pounds (5d10). The DM

will have to use their discretion with regards to whether or not an object would be too awkward to pick up and throw.

Another combat option could include dropping a heavy object from above. In this case, the mass can be as high as 2000 pounds, and regular falling object rules would apply.

ROT GRUB TOUCH

6th-level necromancy

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 minute

With this spell, the caster causes a dozen white, maggot-like parasites to emerge from the palm of his hand. The grubs are each about 2 inches long, and immediately begin to viciously burrow into any living flesh that the caster is touching at the time. The victim can immediately apply flame to the wound (inflicting 2d6 hit points of fire damage) to destroy them, or he can have a spell that cures disease cast upon him. If the rot grubs begin burrowing on an appendage, the victim could have someone remove the limb within the first minute, taking any appropriate damage and penalties for doing so. If no action is taken, the rot grubs will burrow to the heart and kill their host in 2d4 minutes.

The caster has up to a minute to touch a creature before the spell expires. The grubs will not burrow into the caster.

SCARE

1st-level illusion

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: 1 minute

This spell targets a single creature within range, inflicting horrific visions of their companions, friends or loved ones being slaughtered brutally before their eyes. The images are so disturbing, that they cause the victim to become frightened unless they make a successful Wisdom saving throw. The frightened creature is at a disadvantage on all attack rolls and saving throws while the spell is in effect. The creature can make another saving throw to shake off the effects at the start of each of his turns until he succeeds or the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can one additional target for each slot level above 1st.

SEIZE SUMMONING

4th-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V

Duration: 1 minute

This spell allows the caster to seize control of another caster's summoned creature. If the creature fails its Wisdom saving throw, the new caster can command it as if they had summoned it. The

original caster can attempt to regain control of the creature by making an opposed Wisdom check at the beginning of their turn. If the original caster regains control, the spell ends. Otherwise the spell lasts for 1 minute or until the original summoning ends, whichever comes first. If the seize summoning spell ends first, the control of the creature reverts to the original caster.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you can seize control of 1 additional summoned creature for each slot level above 4th.

SHADOW ARMOR

Transmutation cantrip

Casting Time: 1 action

Range: Touch

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

Duration: 1 hour

You touch a willing creature and a protective magical layer of shadow surrounds it until the spell ends, giving it a +1 to its base armor class. The creature's outward appearance changes little except that it always seems to be standing in shadow while the spell is in effect. At night or in deep shadows, this property gives it an advantage on visual stealth checks, except in full sun. Sunlight does not hinder the effectiveness of the armor, though it does make them appear as if wreathed in a dark purple aura.

Any magical radiant damage will dispel the armor.

SPECTRAL BOW

2nd-level conjuration

Casting Time: 1 action

Range: Caster

Components: V, S, M (a small splinter of elm wood)

Duration: 1 minute

The caster produces a ghostly, spectral bow in their hand. This can be a longbow or short bow, though not a crossbow. When the bow is drawn, an arrow appears in the bow and functions normally, except that the arrow vanishes a few seconds after striking its target. These arrows can effect creatures that can only be harmed by magical weapons, though the magic imparts no bonuses to hit or damage. The spell does not grant proficiency with a bow.

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

SPIKE DEFENSE

2nd-level abjuration

Casting Time: 1 reaction

Range: Caster

Components: V

Duration: 1 minute

This spell is most often used as a defense against being grappled, especially by a very large creature. When activated, it causes the caster to sprout 3 inch spikes all over his outer body. Anyone holding the caster at this time will take 3d10 hit points of piercing damage with no attack roll required. After the damage has been dealt, the creature can, as a reflex action, let go of the

caster. If it chooses not to do this, it will take the damage again at the start of its next turn.

At Higher Levels. When this spell is cast using a spell slot of 3rd level or higher, it inflicts an additional 1d10 hit points of damage for each slot level above 2nd.

SPIKE FIELD

3rd-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a small handful of tiny nails, tacks, or scraps of metal)

Duration: Concentration, up to 10 minutes

While chanting the spell, the caster spreads out a handful of tiny nails or bits of metal over an area up to a 25 foot square. As a free action, any time within the next 10 minutes, the caster can activate the spell to cause the metal fragments to suddenly grow into large spikes. Any creature entering or starting their turn in the area of effect takes 3d6 hit points of piercing damage. The area persists for 1 minute after being activated, and any creature entering the area takes damage.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you can increase the damage by 2d6 for each slot level above 3rd.

SPOTLIGHT

1st-level evocation

Casting Time: 1 action

Range: 500 feet

Components: V, S

Duration: Concentration, up to 10 minutes

This spell allows the caster to create a circular area of illumination anywhere within 500 feet of the caster. Originally created by bards to spotlight their performances, it has since been adopted by law enforcement to illuminate a crime scene or search for criminals who may be hiding in the darkness.

The spotlight fills a 20 foot area with a bright light, and an additional 10 feet with dim light. The spotlight can be moved around by the caster at will with a rate of 60 feet per round for the duration of the spell.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the duration increases by 10 minutes for each slot level above 1st.

SPRING TRAP

2nd-level evocation

Casting Time: 1 action

Range: 60 feet

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

Duration: Instantaneous

When cast, this spell causes a five by five foot patch of ground to suddenly snap 'open', as if it were a trap door. Any creature of medium size or smaller must make a Dexterity saving thrown. If the save is successful, the affected creature's movement is stopped and they are knocked prone, next to the patch of ground. If

unsuccessful, the creature is launched 15 feet in a direction of the caster's choosing, and may take falling damage if applicable (DM's discretion). For example, it could be fatal if the creature is launched over a cliff.

Although intended to catch unwary opponents off-guard, it could also be used to move or propel heavy objects (up to 300 lbs.).

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can affect one additional 5 foot square patch of ground for each slot level above 2nd.

STONE BENDING

6th-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 10 minutes

Using this spell, the caster is able to manipulate the shape and movement of all non-magical stone within the spell's range. Any stone within a 60 foot radius of the caster can be reshaped and animated as they will for the duration of the spell. The mass of the stone doesn't matter as long as it is within range, and the caster can choose to effect only a portion of a stone.

For example, the caster could shape the stone into a small hut, fashion a wall, create a rolling wave of stone, and even have stone tentacles reach out of a stone wall to grapple creatures in the area.

The caster could also fashion some of the stone into the shape of large creature, animate it, and have it attack anyone in the area of effect. The animated stone creature should be treated as a stone golem for purposes of attack, damage, and armor class, though it will only have 60 hit points. Due to the high level of concentration necessary to do this, only one such animated stone creature can exist at a time. If it is destroyed, it takes an action to form a new one.

While the spell is in effect, there can be many things changing shape and animating at once, but it requires a great deal of focus, and so if there is more than one thing being shaped or animated during a turn, any check made to maintain concentration on the spell during that turn must be made at a disadvantage.

Any stone that has been shaped with this spell will retain its final form when the spell ends, and anything animated by the spell will suddenly become frozen in its last position.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the duration increases by 10 minutes for each slot level above 6th.

STONING

7th-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

When cast on a creature, they immediately attract any loose rocks nearby at high velocity. They must make a successful Dexterity saving throw each turn or suffer 6d6 bludgeoning damage. Making their save means taking only half damage. If they take maximum damage during any turn, they are stunned for the next turn. The barrage of stones ends after one minute.

STUNNING TRAP

2nd-level evocation

Casting Time: 1 action

Range: 10 feet

Components: V, S, M (a pinch of powdered glass)

Duration: 1 hour

This spell creates an invisible rune that causes anyone that touches it to become stunned for 2d6 rounds. The spell covers a 10 foot area, and any creature stepping into it must make a Constitution save to avoid being stunned.

Once cast, the spell remains in effect for up to an hour unless dispelled. The caster is not immune to the spell, so it is important to remember where it was placed.

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

SHADOW ARMOR

Transmutation cantrip

Casting Time: 1 action

Range: Touch

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

Duration: 1 hour

You touch a willing creature and a protective magical layer of shadow surrounds it until the spell ends, giving it a +1 to its base armor class. The creature's outward appearance changes little except that it always seems to be standing in shadow while the spell is in effect. At night or in deep shadows, this property gives it an advantage on visual stealth checks, except in full sun. Sunlight does not hinder the effectiveness of the armor, though it does make them appear as if wreathed in a dark purple aura.

Any magical radiant damage will dispel the armor.

SUMMON PLANE

7th-level conjuration

Casting Time: 10 minutes

Range: 500 feet

Components: V, S, M (a sphere of glass filled with Ethereal Vapor)

Duration: Instantaneous

When cast, this spell connects with another plane of existence and summons a portion of it to the prime material plane. This can be from any plane of which the caster has knowledge, though they have no control over what comes through. The fragment of plane is a 100 foot diameter sphere, and includes everything that was in that area at the time of the summoning. Once the fragment has appeared, it immediately begins to interact normally with the physics of its surroundings. For example, a fragment from the elemental plane of water would appear for an instant as a sphere, but would immediately cause a deluge as one might expect.

Everything summoned in this way remains permanently on the prime, and the specific repercussions of this incursion will depend on the plane from which it was drawn.

There is a 20% chance that 1d4 creatures that are native to that plane will come through as well, and they are not likely to be in a good mood.

Ethereal Vapor. This exotic vapor must be collected from the Ethereal plane, and must remain isolated from the surrounding environment. To harvest the vapor, a caster must take a glass container into the ether to fill and seal it. The going market price for a vial of ethereal vapor is 5000 gold pieces due to the extreme difficulty in gathering it.

SWORD OF LIGHT

1st-level conjuration

Casting Time: 1 action

Range: Self

Components: S, M (a copper rod exactly 1 inch in diameter and 10 inches long)

Duration: Concentration, up to 10 minutes

This spell causes a 3 foot long blade of intense and tangible light to extend from the end of a copper rod. This blade functions like a short sword, except that it inflicts 1d6 hit points of fire damage plus 1d6 of another type of damage which is determined by the caster. The secondary damage and color of the blade is often based on the caster's alignment, but there is some flexibility. The alignment, color and damage type of the blade is as follows: lawful good/blue/radiance, neutral good/violet/psychic, chaotic good/green/lightning, neutral/white/cold, lawful evil/red/force, neutral evil/yellow orange/acid, and chaotic evil/dark purple/necrotic.

The sword of light can cut through up to 1 inch of non-magical material, and will ignite any flammable objects that it touches. If the copper rod leaves the caster's hand for more than 1 round, the spell ends and the blade vanishes. Swords of light cannot pass through each other, though they will create a rather dramatic display of light and sound when they come into contact.

If the caster rolls a natural 1 on any attack with the sword of light, they inflict 1d6 hit points worth of fire damage upon themselves.

Although the copper rod needn't be absolutely perfect, it will still cost around 1 gold piece to fabricate. Considering the cost and the fact that it is reusable, many casters will add decorative etchings to the rod, making it a unique work of art, though this is not strictly necessary. The rod has no inherent magic, but could be imbued with its own magical abilities if the caster so desired.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 points of fire damage or 1d6 points of secondary damage (caster's choice) for each slot level above 1st.

TEMPLE

3rd-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a silver key)

Duration: 1 hour

This is similar to the arcane spell rope trick, except that the extra-dimensional space takes the form of a temple dedicated to the deity of the caster. The temple can be created on any surface large enough for a door, which appears to grow there. The silver key used to create it is the only way to unlock the temple and get inside.

The interior is about 10 feet by 20 feet with a 10 foot vaulted ceiling. The accoutrements reflect the style and symbolism of the deity, but it will always have an altar and space for up to 8 worshippers to sit or kneel. It will be lit by illusory braziers or candles and smell of an incense sacred to that deity.

While in this temple, the caster's spells will function as if the caster were two levels higher, though they cannot cast spells that extend beyond the bounds of the temple.

Unlike rope trick, the door is visible to all, and when the door is open, one can look into and out of the space clearly with only a faint shimmer, like a heat haze.

A bell will toll 1 minute before the temple expires. Anyone inside when the spell ends will be cast out unceremoniously onto the ground just outside of where the door used to be.

At Higher Levels. When cast using a spell slot of 4th level or higher, the duration increases by 1 hour for each slot level above 3rd.

TIME SHIFT

8th-level transmutation

Casting Time: 1 action

Range: Caster

Components: V, S, M (a silver hourglass worth at least 200 gp)

Duration: Instantaneous

This spell allows the caster to go back in time exactly 1 hour; no more, no less. This is not a physical movement, but rather their current consciousness returns to their body wherever it was one hour prior. At that point they have free will to make any changes they like based on their knowledge of the future. Of course as soon as they start to interfere with the original time line, things begin to change and so what they remember happening may not come to pass if they have disrupted things dramatically.

The original time line no longer exists, and so the caster cannot create a paradox of any kind.

Dungeon Master Note. This can create some rather a complex situations for the players and DM, and so much of what happens is at the DM's discretion. One possibility is to just have everyone re-play the last hour of game time. In this case, the players who did not travel back in time will have to careful not to metagame things that they could not know and have not been told by the caster in character.

Another option would be for the player to tell the DM what they would like to change, and then the DM can simply narrate what happens during that hour.

TORCH ENHANCEMENT

2nd-level evocation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a small ball of pitch and a normal torch)

Duration: 8 hours

Perhaps one of the most useful spells for the adventuring caster, this spell allows a mundane torch to burn brightly for up to 8 hours with little or no smoke. The caster can also control the fire to a degree by extinguishing it at a word and then reigniting it. Other than that, it behave exactly like a mundane torch. It can be extinguished in water and it will set fire to flammable materials.

Once during that 8 hour period, the caster can cause the torch to double the size of the flame, and of course its brightness, for up to 10 minutes.

The torch need not be in the caster hand, though he is the only one who can verbally extinguish it or brighten it. Extinguishing the torch will not extend the magic.

At Higher Levels. When cast using a spell slot of 3rd level or higher, the duration increases by 1 hour for each slot level above 2nd.

TORNADO

5th-level conjuration

Casting Time: 1 minute

Range: 300 feet

Components: V, S, M (A small pinwheel)

Duration: 1 minute

This spell allows the caster to create a tornado at any location of his choosing within the spell's range. During the minute that it takes to conjure the tornado, a whirlwind will gradually form, growing steadily throughout the casting. Once fully formed, the tornado will touch down at the specified spot, affecting anyone within an area 40 feet in diameter and 100 feet high. Creatures in the affected area must make a Strength saving throw to remain on the ground. Smaller creatures suffer a -1 penalty per size category below medium, while larger creatures gain a bonus of +1 for each size category above medium. If there is nothing solid to hold onto, saves are rolled at a disadvantage. Creatures that fail their save are hurled into the air, and are considered restrained until they are free of the tornado.

Anyone in the area (whether they are in the air or on the ground) must make a Dexterity saving thrown each round or take 6d6 hit points of bludgeoning damage from flying debris. A successful save means taking only half damage.

On their turn, a creature who is restrained by the tornado can use an action to attempt to free themselves from the tornado by making a Strength save. Success means that they manage to get free, but they still suffer 2d6 hit points of falling damage.

Once the whirlwind touches down, the caster has no control over it. When the spell ends, the tornado will gradually diminish over the course of a minute.

At Higher Levels. When cast using a spell slot of 6th level or higher, the area of effect increases by 10 feet and the damage increases by 2d6 for each slot level above 5th.

TORTURE

1st-level necromancy

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a small cloth doll in the shape of a humanoid)

Duration: Concentration, up to 1 hour

This dark spell is intended to inflict massive pain on a victim without causing any physical damage. In most cases, this is used to extract information from a prisoner, though some evil casters have used it out of sheer sadistic pleasure.

When used to gather information from a prisoner, the victim must make a Wisdom saving throw or suffer a -1 on opposed

intimidation checks and is incapacitated by the pain. Every 30 minutes, the victim can make another Wisdom save, and if they succeed, they suffer no penalty. If they fail, the penalty increases by 1. This penalty is cumulative within the same torture session.

Additionally, every hour that the victim is tortured in this way, they must make a special Wisdom saving throw (DC 12) or gain 1 level of exhaustion and a chance of developing a short-term madness. If the torture goes on for more than 6 hours, they could develop a long term madness, and if repeated over many days, an indefinite madness.

At Higher Levels. When cast using a spell slot of 2nd level or higher, the duration increases by 1 hour for each slot level above 1st.

TRACKER

1st-level alteration

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (A drop of ink)

Duration: Concentration, up to 1 hour

Anyone affected by this spell will leave a trail of footprints that are invisible to all but the caster. The target might be aware that magic was used against him, but he wouldn't necessarily understand the nature of the spell, nor would he see the magical trail he leaves behind. The caster must make a successful ranged spell attack to tag a creature.

At Higher Levels. When this spell is cast using a spell slot of 2nd level or higher, the duration is increased by 30 minutes for each slot level above the 1st.

UNCANNY EXPANSION

2nd-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (obsidian powder worth at least 5gp and 1 ounce of marble dust)

Duration: 2 hours per caster level.

This spell allows the caster to temporarily increase the interior volume of a given space while leaving the outside dimensions and weight unchanged. The size of the space that a caster can effect, and the amount it can be expanded is based on their level.

Class Level	Maximum Space	Expansion Amount
3rd	Small Bags and Boxes [Up to 2 cubic feet (Example: 1' x 1' x 2')]	2x
5th	Medium Bags and Boxes [Up to 4 cubic feet (Example: 1' x 2' x 2')]	3x
7th	Large Bags, Boxes and Small Chests [Up to 8 cubic feet (Example: 2' x 2' x 2')]	4x
9th	Medium Chests [Up to 16 cubic feet (Example: 2' x 2' x 4')]	5x
11th	Large Chests [Up to 45 cubic feet (Example: 3' x 3' x 5')]	6x
13th	Wardrobes and Closets [Up to 160 cubic feet (Example: 4' x 4' x 10')]	7x

15th	Small Rooms [Up to 1000 cubic feet (Example: 10'x10'x10')]	8x
17th	Medium Rooms [Up to 4,000 cubic feet (Example: 20' x 20' x 10')]	9x
19th	Large Rooms [Up to 16,000 cubic feet (Example: 40' x 40' x 10')]	10x

The space to be manipulated must have a well defined outer edge, and it must be able to be closed. In other words, a complete cabin would work, but an open three sided structure would not.

If the spell is cast on a flexible vessel like a bag or pocket, it functions much like a Bag of Holding, but if it is cast on a fixed vessel like a box or room, the interior expands proportionally. So, if a caster expanded a 2' x 3' x 3' box by 10x, the interior would grow to approximately 5' x 6' x 6'.

The interior orientation (up and down) of a fixed vessel will remain the same as when it was cast. For example, if the spell is cast on a chest with the opening on top, the bottom will always be the bottom regardless of which way the chest is turned.

Once the spell expires however, the orientation will return to that of a normal vessel, and the contents will shift to adjust. This could be quite unfortunate if there are heavy or fragile items within the vessel.

Access to an expanded space can vary depending on the vessel being expanded. For example, if the spell were cast on a small bag, then — just like a Bag of Holding — the caster would just reach their hand in, think about the item they want to retrieve, and it would be placed in their hand. A box or chest on the other hand might need some sort of ladder or rope to reach the bottom, depending on its orientation. In the case of a room or building, one would simply enter by the door or window.

If there are any objects already in the space to be expanded, they would stay where they are and the space would expand around them.

If the expanded vessel is overloaded, breached (from inside or outside), or expires with too many items for the original vessel to hold, the vessel ruptures and is ruined and all contents are lost forever. If an expanded vessel is able to be turned inside out, its contents spill out, unharmed, and the spell is canceled. If living creatures are placed within the vessel, they can survive indefinitely if it is left open, but if it is closed, they will suffocate once the air runs out. How long the air lasts will depend on the size of the vessel's interior.

Retrieving a specific item from a small vessel (like a bag or small box) is a bonus action — unless it contains more than an ordinary backpack would hold, in which case retrieving a specific item is 1 action. Retrieving items from a larger vessel may require going inside, and so would take whatever time would normally be required for such a task.

If an expanded vessel is placed within a portable hole, a rift is torn violently into the Astral Plane causing everything within 10 feet to be sucked into the void; forever lost. The same thing happens if a portable hole or a Bag of Holding is placed within an expanded vessel.

If an expanded vessel is placed into another expanded vessel however, nothing happens. The reason for this is not known.

Dimensional travel is not possible within an expanded space. So, a spell caster in an expanded room, could not cast rope trick,

dimension door, teleport, plane shift, etc., nor could a spell caster outside the expanded space teleport inside it. These dimensional limitations also apply to any sort of scrying, clairvoyance, detection and so on. Basically, anything or anyone inside an expanded space is out of touch with the multiverse.

UNDO

4th-level transmutation

Casting Time: 1 reaction

Range: 60 feet

Components: V

Duration: Instantaneous

This spell allows the caster to undo one undesirable action that he himself set in motion. It can only undo something that has just happened within the last 6 seconds (1 round), and does not offer the opportunity to do anything differently in its place. For example, if the caster accidentally threw a dagger at a friend, they could undo the throw, but they could not re-throw the dagger at another target in the same round. The dagger would simply appear back in their hand, and no one but the caster would be any the wiser.

In other situations, the caster could take back a short statement, restore a fragile object that they just knocked off the shelf, or decide not to add the wrong ingredient to their expensive potion.

UNSEEN LACKEY

3rd-level conjuration (ritual)

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a piece of hair and a drop of blood)

Duration: 1 hour

Similar to the spell Unseen Servant, this spell also creates a mindless, shapeless force that does the caster's bidding. But unlike that spell, the Unseen Lackey is not invisible, appearing as a shimmering, vaguely human shaped figure. The lackey springs into existence in an unoccupied space within range, and remains until the spell ends.

This construct is a bit more robust than its counterpart (AC of 13, 5 hit points, and a Strength of 10) and is intended to scout ahead in dangerous situations. It is meant to simulate a human body, and so it has normal weight, heat and even a faint aura of life. This allows it to fool most non-sentient creatures and trigger most traps.

Once on each of your turns as a bonus action, you can mentally command the lackey to move and perform simple tasks like opening a door or picking up an object. The lackey is unable to perform any complex actions that require fine manual dexterity. Once you give the command, the servant will continue to perform the task to the best of its ability until it completes the task, receives another command from you, or the spell expires. The lackey cannot directly attack anyone, but it could carry something harmful. For example, it could carry a torch into a room filled with flammable oil.

If the lackey moves out of range for any reason, the spell ends.

UNSTOPPABLE WALL

7th-level evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (see below)

Duration: Concentration, up to 1 minute

This spell causes a wall to rise from an unoccupied area of ground, made of the substance from which it was drawn. For example, in the forest it might be made of dirt. In a dungeon, the wall might be made of stone. Near large enough body of water, the caster might even raise up a wall of water. The wall can be up to 5 feet wide, 10 feet high, and 50 feet long, and the caster can choose its specific shape each time it is created.

Unlike similar spells, the wall created by this one is movable. On each of his turns, the caster can move the wall, or even recreate it, anywhere within range. The wall can move at the same rate as the caster, always staying within 120 feet, whereas recreating the wall in another spot collapses the old.

This means that the caster can move and have the wall follow him to provide cover, or have it keep rising from the ground near him. The wall can only be created in empty spaces with range, and must be of the same material from which it was originally drawn. For example, the caster couldn't make a stone wall in a building, step outside and make a dirt one, though he could have the stone one follow him outside.

The wall can sustain up to 75 hit points of damage before it is destroyed, ending the spell. However, if the wall is not completely destroyed, it can be recreated at full hit points while the spell lasts.

At Higher Levels. When this spell is cast using a spell slot of 8th level or higher, the wall's hit points increase by 25 every slot level above 7th.

WATER BLAST

2nd-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a drop of water)

Duration: Instantaneous

The caster directs a burst of high pressure water at their target, making a ranged spell attack that inflicts 3d6 points of bludgeoning damage. Additionally, the target must make a successful Dexterity save or be knocked back 10 feet by the blast.

The spell produces about 1 gallon of water per hit point of damage, for example, 10 hit points of damage would mean that 10 gallons of water were created. The water remains after the attack.

In addition to being used as a weapon, it could be used to provide drinking water, extinguish a fire or blow open a door if it causes sufficient damage.

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

WATER WAVE

4th-level evocation

Casting Time: 1 action

Range: 50 feet

Components: V, S, M (a full water skin)

Duration: Instantaneous

This spell creates a wall of water directly in front of the caster that rolls away from him, pushing any creatures or objects in the area along with it. The 5 foot thick, 25 foot wide wave instantly rears up to a height of 10 feet and roars away from the caster for 50 feet before collapsing. The approximately 10,000 gallons of water does not vanish, and so could potentially flood an area or cause other problems (DM's discretion). Creatures caught in the wave take 1d8 hit points of force damage, and must make a Dexterity saving throw or be pushed backwards 25 feet and knocked prone. Any objects in the way that are not secured down are swept along with the wave.

If the spell is cast next to a large body of water, the size and distance are doubled.

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

WATER WHIP

Evocation cantrip

Casting Time: 1 action

Range: Caster

Components: V, S

Duration: 1 minute

When cast, this spell causes an 8 foot tendril of water to extend from the caster's hand, which can then be used as a +0 magical whip. When used against creatures who are vulnerable to water, it inflicts an additional 1d6 hit points of damage. Conversely, if a creature is made from water, as in the case of a water elemental, they are immune to it.

The whip gains a +1 magical bonus to hit and damage when the caster reaches 5th level, +2 at 11th level, and +3 at 17th level.

WEAKEN HIDE

2nd-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

This spell weakens any sort of non-living hide or skin, making them more susceptible to damage. If used on leather or hide armor, its armor class protection is reduced by 2 (to a minimum of 0) until it is repaired by a professional armorer. The target gets no saving throw against this, unless it is wearing magical armor. When cast upon other objects, such as water skins, belts or backpacks, they simply tear apart if any pressure is applied. For example, an empty water skin will seem normal until one tries to fill it. An already full backpack will simply come apart, spilling the contents to the ground.

A mending spell can undo the effects of weaken hide.

WEATHER WITCH

1st-level divination

Casting Time: 1 action

Range: Caster

Components: V, S, M (a small twig and a pinch of rust)

Duration: Instantaneous

This spell allows the caster to predict the weather in the area for the next 24 hours. They will know the cloud cover, amount of precipitation (if any), humidity, wind speed, wind direction, and any severe weather conditions such as a tornado, blizzard or hurricane.

At Higher Levels. When cast using a spell slot of 2nd level or higher, the caster can predict an additional 24 hours of weather for each slot level above 1st.

WEB SHOT

2nd-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a dried spider)

Duration: Concentration, up to 1 minute

This spell allows the caster to project streams of webbing from his hand. These webs can be used to incapacitate a creature, seal a door, or to make climbing a vertical surface easier. When directed at a creature, the caster must make a ranged magical attack. A successful hit means that the creature is entangled by the web. Each round thereafter, the victim can make a Strength check (DC 14) to break the webbing, or they can be released if an ally takes a full round action with an edged weapon to free them.

When used on inanimate objects or surfaces, no attack roll is necessary. If used like a rope for climbing or to support an object, it can hold up to 500 pounds before breaking. If used to seal something like a door or chest, it can be opened by cutting or using a Strength check as above. The web can also be burned away, though this is likely to burn anything the web is touching at the time.

Any webs created by this spell will last for 1 hour.

At Higher Levels. When cast using a spell slot of 4th level or higher, range increases by 30 feet for each slot level above 3rd.

WEIGHTLESSNESS

1st-level transmutation

Casting Time: 1 action

Range: Caster

Components: V, S, M (a bubble of soap or a hollow glass bead)

Duration: 10 minutes

This spell causes the caster to become utterly weightless, and any movement will be as if in a gravity-free environment. This is not without risk, since it will be nearly impossible to remain in one spot without hanging on to something solid or anchoring in some way. Moving horizontally across a wall would likely push the caster away from it, making steering difficult. With practice though, the caster might learn to leap at angles and control direction by aiming jumps and bouncing off surfaces.

When the spell expires, the caster rapidly gains mass, and will have 1 turn to land safely.

At Higher Levels. When cast using a spell slot of 2nd level or higher, the duration increases by 10 minutes for each slot level above 1st.

NEW MONSTER: THE NECROMORPH

The necromorph is a particularly tragic form of undead created through a lengthy and brutal necromantic ritual that transforms the victim into a horrific undead creature whose pitiful soul trapped within. The necromorph looks much like the original creature from which it was made, except that the flesh turns a deep, virulent purple, the eyes fade to a sort of luminescent white, and long talon-like black claws extend from its fingers. Oily black vapor rises from the necromorph's flesh, staining anything it touches with a grim yellowish-brown stain.

Any wounds inflicted on the necromorph ooze with a black ichorous discharge that is poisonous to any living thing.

Shadow of the Mind. The necromorph has access to all of the knowledge and skills that the victim possessed, giving them access to knowledge, secrets, and any learned skills such as the skill to pick a lock or forge a weapon. They do not retain any special or magical abilities, so if the victim was a wizard, the necromorph cannot cast their spells.

Necromantic Thrall. The necromorph is bound to serve the necromancer who created them, and must obey all commands without hesitation, even to the point of ending their own existence. Other than that, the necromorph has free will, though they will not knowingly do anything that is directly or indirectly contrary to their master's wishes or plans. Most necromancers who have used this ritual are usually quite careful about the commands that they give to their thrall, even to the point of specifying what to do when no commands have been given.

If the caster who created the necromorph dies, they regain their free will and all previous commands are ignored. Of course the necromorph is still a soulless, evil undead, and so their actions will reflect that.

The Black Madness. The negative energies that created the necromorph have twisted anything resembling a psyche to the point of madness. This does not mean that they are raving, thoughtless lunatics, but are rather more like megalomaniacal serial killers. These psychotic drives influence everything they do, though their intellect will allow them to master when and how these compulsions are expressed. The necromorph is inflicted with the following types of madness:

Sadism - The necromorph revels in the pain and suffering of others, experiencing it with an almost sexual pleasure. If they kill someone, it is rarely quick, unless taking their time would endanger themselves or their plans. A necromorph has been known to even use healing potions to keep a victim alive for days while torturing them.

In some cases the necromorph will cut himself and force his victim to ingest his blood, which induces a very slow and painful death.

Psychopathy - The necromorph is a psychopath, and is unable to form emotional attachments of any kind, having no sense of empathy within them. They have a disregard for laws and social mores and the rights of others. They feel no remorse or guilt and have a strong tendency to display violent behavior.

Megalomania - The necromorph is characterized by delusional fantasies of power, self-importance and an obsession with omnipotence, making them extremely dangerous if set loose on the world.

Undead Nature. A necromorph does not require air, food, drink, or sleep.

NECROMORPH

Medium undead, chaotic evil

Armor Class 17

Hit Points 108 (15d8+ 40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	18 (+4)	14 (+2)	12 (+0)

Saving Throws Con +10, Int +10, Wis +9

Skills Intimidation +18, Insight +9, Perception +9

Damage Resistances cold, lightning, necrotic

Damage Immunities poison, bludgeoning, piercing, and slashing from non-magical weapons

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses true sight 120 ft., passive Perception +19

Languages Common plus up to four other languages

Challenge 18 (28,200 XP)

Uncanny Resistance (1/day). If the necromorph fails its saving throw, it can choose to succeed instead.

Turn Resistance. Since the necromorph retains a soul within, it has an advantage on saving throws against effects that turn undead.

Shield of Innocence. When the necromorph's hit points drop below 20, it will allow the soul trapped inside them to show itself briefly to those around it. The necromorph's skin and eyes return to their original color, the soul of the victim will beg for mercy. The necromorph continues to control what the soul says, but those who are sensitive to such things will sense the presence of an innocent life force.

Those who witness this must make a Wisdom saving throw (DC 16) or suffer a disadvantage to all actions that would obviously harm the necromorph. Clerics and paladins are particularly susceptible, and make this save at a disadvantage.

This ability will also give the necromorph an advantage on any attempts to influence, intimidate or deceive any characters that failed their Wisdom save.

ACTIONS

Tainted Claws. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 3d6 + 6 slashing damage. The target must also make a Constitution saving throw (DC 16) or take an additional 1d6 hit points of necrotic damage and become wracked with pain, giving them a disadvantage on all actions for 30 minutes.

Paralyzing Gaze. The necromorph's eyes glow with a faint pale light as it targets one creature it can see within 30 feet of it. If the target can see the necromorph, the target must succeed on a DC 16 Wisdom saving throw or become paralyzed until the end of the necromorph's next turn. If the target's saving throw is successful, the target is immune to the necromorph's gaze for the next 24 hours.

Vile Blood. The necromorph's blood is extremely poisonous to living creatures. When a necromorph receives a critical hit or is slain with a slashing or piercing wound, every creature within 5 feet must make a Dexterity saving throw or get splashed with some of it's blood.

Anyone who comes into contact with even a drop of it's blood must make a Constitution saving throw (DC 18) or become poisoned, suffering 1d4 points of Constitution damage. If it is ingested, the poison is far deadlier, inflicting 3d6 points of Constitution damage with the saving throw made at a disadvantage. If a creature dies as a result of this blood, they themselves become necromorphs who are thrall to the necromorph whose blood created them.

If a creature makes a successful attack on a necromorph with natural weapons such as a bite, claws or bare hands, there is a 20% chance that they will get vile blood on them.



THE AETHER MAGIC VARIANT

The purpose of this spell casting system is to offer a unique option to the typical vancian or slot-based magic, while keeping it compatible with most d20 fantasy role playing games.

In this system, there are no pre-defined spells. Instead, the player simply describes what she wants her character to accomplish with the magic. The DM then sets a difficulty and the player rolls a d20 to see if their spell casting succeeds.

There is a cost to this very free-form magic in the form of physical stress inflicted upon the character.

This magic variant is strongly inspired by the Ubiquity role playing system as used in the games *Desolation* and *All for One*.

MAGICAL LORE

Magic is simply a natural part of the world, and can be accessed by those with the right training or natural ability. This magical field is like a vast invisible tapestry of raw magical energy called the “Aether.” Each spellcaster has his own understanding on the nature of magic and the Aether, but all draw their spell casting abilities from it in some fashion.

All magic works in essentially the same way, allowing the caster to tap into the Aether and channel it through her body to create a desired magical effect. Although different traditions allow the caster to manifest specific effects by tapping into the power of the Aether in different ways, there is one thing that they all have in common: Stress.

Stress is known by different names from tradition to tradition, but it’s the cost everyone must pay when casting a spell. The act of channeling the Aether through a mortal body is an ecstatic, and sometimes painful experience, walking the fine line between pleasure and pain. The more powerful the spell, the greater the connection to

the Aether, and the greater the potential Stress.

No caster is immune to Stress, but through constant training, preparation and knowledge, the caster can improve their efficiency, refine their magical proficiency, and even raise their tolerance to Stress. There are even magical items and potions that can help to offset the stress of channeling the Aether.

TRADITIONS

When creating a spellcaster, the player must chose a magical tradition to follow. This may derive from their class, cultural traditions, bloodline or other influences, but it is a style that defines them as a caster.

All casters access the Aether in different ways. Some tap into it directly like arcanists, while others access it’s power indirectly like animists who bind themselves to totem animals and the spirit world. It is up to the player to use her character’s magical abilities in imaginative ways while staying within the scope of her character’s tradition.

Each magical tradition has distinct role playing aspects as well as different spell effects. Casters must adhere to the beliefs, methods and restrictions placed upon them by their tradition if they wish to use magic. This not only adds flavor to the game, but provides extra challenges and opportunities for characters.

Animism — The practice of animism involves the understanding that everything around them has a spirit or soul. The animist’s powers reflect their particular environment. For example, an animist of the jungle would have a very different style than an animist of the desert. Many primal animists are shamen or village healers, while more sophisticated animists form structured druid circles and cults. Animists can even be found in urban environments, adapting to the ebb and flow of that unique ecosystem.

Arcane – The arcanist taps into the Aether directly in one of two ways: intense discipline or extraordinary raw talent. The most common of these is the wizard who must spend years in deep study and mental training in order to channel the great power of the Aether.

Other arcanists are able to manipulate the Aether through an inherent natural ability that is usually due to inheriting a strong magical bloodline.

Divine – The divine caster is able to access the Aether through their relationship with a deity who provides them the structure needed to channel its energies.

The specific type of spells that the divine caster can produce depend heavily on the temperament and inclinations of their particular deity. These casters are often imparted with additional powers which function independently of the Aether.

Patronic – Those who use this particular branch of magic tap into the Aether through entering into a pact with a powerful patron, such as a demon, celestial, fey, or outsider. These casters are bound to their specific patron, and so are given access to the Aether at their whim. The patron may also impart other, more direct powers, depending on the nature of the patron and the bargain that has been struck.

Psionic – The psionic is unique among casters in that they tap into the Aether through the power of their own mental focus, manipulating it through sheer will. Those with psionic ability do not have it as a result of intense training, but rather an inherent, often racial trait.

Some have suggested that psionics operate independent of the Aether, but there is not enough information to say for sure one way or the other.

USING THE AETHER MAGIC SYSTEM

This type of magic system requires a bit more effort on the part of the players and DM, but can ultimately provide incredible opportunities for creativity and character development.

There are 4 basic steps to casting a spell using this system:

Description. The player describes exactly what she wants to do with the spell and what it will look like. This can be as simple as “I stretch out my hand towards the boulder and it immediately begins to tremble. I attempt to lift it slightly and move it in front of the cave entrance.” At the other end of the spectrum, the player could describe in great detail. For example they could say “As I stretch out my hand towards the boulder, a ghostly apparition appears next to it. It seems vaguely humanoid in shape, but much larger. It grabs the boulder, lifts it slightly, and begins to move it in front of the cave opening with a sound like wind blowing through a vast field of grass.”

In both examples the result might be the same, but the flavor is up to the player and should be influenced by their particular magical tradition. For example, an animist might have a ghost-like apparition move the boulder as in the second description, while an arcane caster might have the stone appear to glow and crackle with blue light.

Difficulty. Once the player has described her intentions with the spell, the DM sets its difficulty. It starts with a base of 10, and is modified by factors such as the range, duration, area of effect, and the nature of the effect desired. Once a DM becomes comfortable with the system, this takes very little time.

BASE DIFFICULTY

School of Magic	Base Difficulty
Enchantment & Divination	10
Illusion & Abjuration	11
Evocation & Necromancy	12
Transmutation & Conjunction	13

RANGE MODIFIERS

Spell Range	Difficulty Modifier
Touch	-1
1-10 feet	+0
11-60 feet	+1
61-120 feet	+2
121-300 feet	+3
301-1000 feet	+4
1001 feet - 1 mile	+5
1 -10 miles	+6
11-150 miles	+7
Unlimited	+8

DURATION MODIFIERS

Spell Duration	Difficulty Modifier
Instantaneous	0
1-60 seconds	+1
2-60 minutes	+2
1-4 hours	+3
5-12 hours	+4
13-24 hours	+5
1-3 days	+6
4+ days	+7
Permanent	+8

Note that if the spell requires concentration, the difficulty is reduced by 1.

AREA OF EFFECT MODIFIERS

Area of Effect	Difficulty Modifier
Caster	-1
1 creature	+0
5-30 feet	+1
31-60 feet	+2
61-120 feet	+3
121-300 feet	+4
301-600 feet	+5
601-1000 feet	+6
1001 feet - 1 mile	+7

Note that the maximum area of effect on any spell is 1 mile.

HEALING OR DAMAGE MODIFIERS

One Target	Multiple Targets	Difficulty Modifier
1d10	1d6	-1
2d10	2d6	+0
3d10	4d6	+1
5d10	6d6	+2
6d10	7d6	+3
8d10	8d6	+4
10d10	11d6	+5
11d10	12d6	+6
12d10	13d6	+7
15d10	14d6	+8

Schools of Magic - The school of magic refers to the specific type of effect that one wishes to create and include: enchantment, divination, illusion, abjuration, evocation, necromancy, transmutation and conjuration. Different schools of magic require varying amounts of power from the Aether, and so are inherently more difficult to access.

Enchantment spells effect the minds of others, allowing the caster to convince a foe that they are a friend, alter their memories, or manipulate their emotions.

Divination spells access information, reveal secrets, uncover the unseen, and can even provide brief glimpses of the future.

Illusions deceive the senses, fooling the mind into seeing something that is not there, making real things invisible, or making the audible silent. Illusions can create phantom images, noises, smells, tastes and tactile sensations.

Abjurations are protective spells that create magical barriers, remove harmful effects, guard allies or locations, and banish creatures to other planes of existence.

Evocation spells manipulate raw magical and elemental energies which can be channeled to manifest fire, lightning, wind, and other destructive forces, or a caster can channel positive energies to heal.

Necromancy spells manipulate the basic forces of life, and can be used to resurrect the dead or reanimate a corpse into an undead mockery of life.

Transmutation spells manipulate the fabric of reality to alter the properties of creatures, objects and the environment. These spells can be used to make a creature larger, polymorph them into another shape, or turn their flesh to stone. It can turn a tea pot into a sword or cause the skies to cloud over and open up with a deluge of rain.

Conjuration spells access other dimensions to teleport creatures and objects from one place to another, open gates to other planes of existence, summon creatures to the caster, and even create objects out of thin air.

Dice. Once the difficulty is set, the player rolls a d20 for their caster, adding in their spell casting ability and any relevant modifiers. The base spell casting ability is their proficiency plus their ability modifier. For example, a 1st level wizard with an Intelligence of 16 would have a spell casting ability of 5.

Rolling the d20, let's say they get a 15. Adding 5, it becomes a 20. If this is higher than the difficulty set by the DM, then the spell succeeds.

Determination. The method by which the effects of a spell are resolved is unlike most other spell systems in that it is not an all or nothing result. If the roll fails by only a little, the spell could succeed a little. If the spell only just succeeds, it will be a close call. And if it succeeds by a significant amount, the spell will perform above and beyond what was expected. On the other hand, if the spell fails by a significant amount, things are likely to go badly for the caster.

Determining the effects of a particular spell using this system can be a bit tricky, but with practice, it can be as seamless as any other magical resolution. Ultimately the result is determined by the DM and the player, and due to the nature of this system, not every outcome can be taken into consideration. That being said, here are the basic guidelines for determining the resolution of a spell:

SPELL DETERMINATION

Spell Roll	Spell Result
Natural 1	Fumble
5 or more below target	Failure
1-4 below target	Success with Cost
Target to 3 above	Success
4 or more above target	Success with Benefits
Natural 20	Epic Success

Fumble - When the player rolls a natural 1, it is a fumble. This indicates a particularly catastrophic failure that can have even deadly results. This could mean that the spell backfires or that it has a completely unexpected and undesirable effect.

Failure - When a spell fails, in addition to suffering stress damage, there are physical consequences to the caster. It could be as minor as a headache, or they could be knocked unconscious for hours. It all depends on the power of the spell and the caster's state.

Success with Cost - When a spell succeeds with a cost, it means that the spell either partially succeeds or succeeds fully, but costs the caster in some way. Costs to the caster could include being stunned, taking additional stress, or something specific to the situation.

If the cost is to be additional stress, it is recommended that they increase the stress die by 1, for example a d6 would become a d8.

Success - This means that the spell roll was enough to succeed at the desired spell effect, with only the minimal stress. In most cases there will be no additional effects unless there are extraordinary circumstances.

Success with Benefits - When the spell roll is well above what is necessary for the desired effect, the caster has managed to coax a little extra power from the Aether. This means that they can utilize this extra power to extend the spell in some way or have it do a little something more.

Epic Success - When a natural 20 is rolled, the spell does so well that, not only does the caster suffer no stress, the spell is enhanced dramatically. The specific result is up to the player, but the result should be extraordinary, and with a great deal of style.

Stress Damage - Regardless of how successfully the spell is cast, the caster is likely going to suffer stress from it. The amount of stress is determined by how much the spell succeeds or fails.

Stress damage cannot kill a caster, though cumulative exhaustion can. Once a character reaches 0 hit points due to Stress damage, they collapse and fall unconscious for a minimum of 10 minutes.

After suffering 6 levels of exhaustion, the caster falls into a coma for 1d4 days and dies at the end of that time unless action is taken to aid them. Only revivify and greater restoration will bring them out of their coma. Doing so will leave them at 5 levels of exhaustion, and they will start recovering normally at this point.

The effects of exhaustion go away normally, but Stress caused from spell casting is a kind of deep psychic damage, and as such cannot be healed by magical means. Only time and rest can heal Stress.

STRESS

Spell Roll	Stress Damage
Natural 1	3d8 stress + 3 levels of exhaustion
5 or more below target	2d8 stress + 2 levels of exhaustion
1-4 below target	1d8 stress + 1 level of exhaustion
Target to 3 above	1d6 stress
4 or more above target	1d4 stress
Natural 20	No stress

THE AETHER

The Aether is not a plane of existence in and of itself, but rather it is the force that permeates and binds all planes together. There are some who mistakenly refer to the Aether as plane because one can pass into and move through it, but there are fundamental differences between the Aether and true planes.

The Aether has no distinct location of its own, but exists within all planes. It has two distinct layers; one that interacts more with the physical world and one that interacts more with the spiritual world. These are often called the Ethereal and Astral planes respectively.

Calling them parallel is a bit misleading since each exists within the other, but this is just metaphysical nit picking. Each can be accessed from any other plane of existence depending on the method used.

The Aether congeals at nexus of time, space and dimensions to form a vast spire or tower. This tower is a kind of linchpin for all of existence. According to ancient texts, this nexus is ringed by a great city where gods, demons and mortals walk the streets and the entire multiverse can be found behind every door.

In his famous book *The Unity of Magic*, the great wizard Maru wrote that he believed that magic was generated by the tension between the Astral and Ethereal planes, and that there was likely a third plane that corresponded to time that he called the Kronol plane, named after Kronoh: the boatman on the river Fate.

These three planes weave together like a tapestry, forming the Aether, and it is this great weave that spell casters draw upon to manifest their spells.

Maru also notes that certain materials interact with the Aether in different ways and to varying degrees. He notes that precious metals such as mithril, platinum, gold, silver and copper all seem to be excellent conductors of Aether, and that at sometime in the distant past, the standard measurements for these coins was based on their ability to channel magic.

In his later book *Concerning Dragons*, Maru would conclude that the draconic propensity for hoarding treasure was not merely a form of inherent greed, but a deep physical need to be surrounded by magically conductive materials.

Maru eventually completed what is considered by many to be the ultimate treatise on magical lore called *The Aether and the Multiverse*. In this magnum opus, Maru united his understanding of Aether mechanics, the multiverse and the magical ecology of the prime material plane.

Disappearing shortly after completing this massive tome, Maru is rumored to be living on one of the outer planes, though some stories suggest that he is living in one of the southern continents.

To this day, *The Aether and the Multiverse* is widely regarded to be the basis for all modern magical theory, and its influences are still being felt by arcane and divine spell casters alike. Copies of this tome are rare, with only eight confirmed copies known to still exist. At least one is known to be in the High Wizard's Tower of Tal'Ansül where Maru did most of his research, and another is in the Great Library of Achoria. This latter copy was reportedly donated by a rude and foul-mouthed hermit who later wandered off into the wastelands, never to be seen again.

DISCLAIMER

Please be aware that this magical system is still in the very early stages of development, and so DMs should feel free to adjust and adapt any aspect of them to better fit their concepts of game balance and style. Our goal is to offer a creative, non-vancian alternative for those role players who really want to stretch their creativity and play outside the box.

This system is certainly not for everyone. It requires a bit more time and effort to cast spells, though if done creatively, the additional time can be considered well spent.

The other edge to this sword is that the level of player agency offered by this system leaves it open for massive abuse by those who play role playing games with "winning" as their goal. If one goes into this looking to exploit the system for their highest power benefit, it can very easily be broken. If your players prefer character optimization and acquisition of power, then this spell system may not suit your game.

These rules are still being play tested, and so any suggestions for additions, changes or refinements are welcome and should be emailed to: Alex@TheaterOfTheMindMagazine.com



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THE STORY OF GOTHNOG

GOTHNOG WAS A MERCHANT FROM THE BORDERLANDS OF THE GREAT CURSED DESERT. HE WAS BORN TO THE UNLIKELY PAIRING OF AN ORC MOTHER AND A VENGOL FATHER, AND WAS SHUNNED BY BOTH RACES. THAT SUITED HIM WELL, SINCE HE HAD LITTLE IN COMMON WITH EITHER CULTURE.

HE APPRENTICED WITH A WIDELY RESPECTED MERCHANT NAMED SALIL WHO TAUGHT GOTHNOG THE WAYS OF THE TRAVELING MERCHANT. TOGETHER THEY DEVELOPED A REPUTATION FOR BEING WISE TRAVELERS, SELLERS OF FINE FABRICS, AND EXTENSIVE DABLERS IN THE LESSER MAGICAL ARTS, OR AS THEY ARE MORE WIDELY KNOWN, CANTRIPS.

HE LATER MARRIED THE WERE-ELF SAMARA WITH WHOM HE ADVENTURED WIDELY ACROSS MANY LANDS, AND THEIR ADVENTURES ARE CHRONICLED IN THE TALES OF GOTHNOG AND SAMARA.

TODAY, HE CAPTAINS THE AZURE DRAKE – ONE OF THE FEW AIRBORNE MERCHANT SHIPS ALLOWED WITHIN THE BORDERS OF TAL'ANSÜL.

THIS COLLECTION OF SPELLS AND RITUALS HAS BEEN COLLECTED FROM SOME RATHER UNSAVORY WIZARDS AT GREAT PERSONAL RISK. IN FACT, SOME OF THEM WERE QUITE MAD, AND SO SOME OF THESE SPELLS HAVE RATHER DANGEROUS FLAWS AND SHOULD BE USED ONLY AT YOUR OWN RISK.

