

# GRIMLORE'S GRIMOIRE

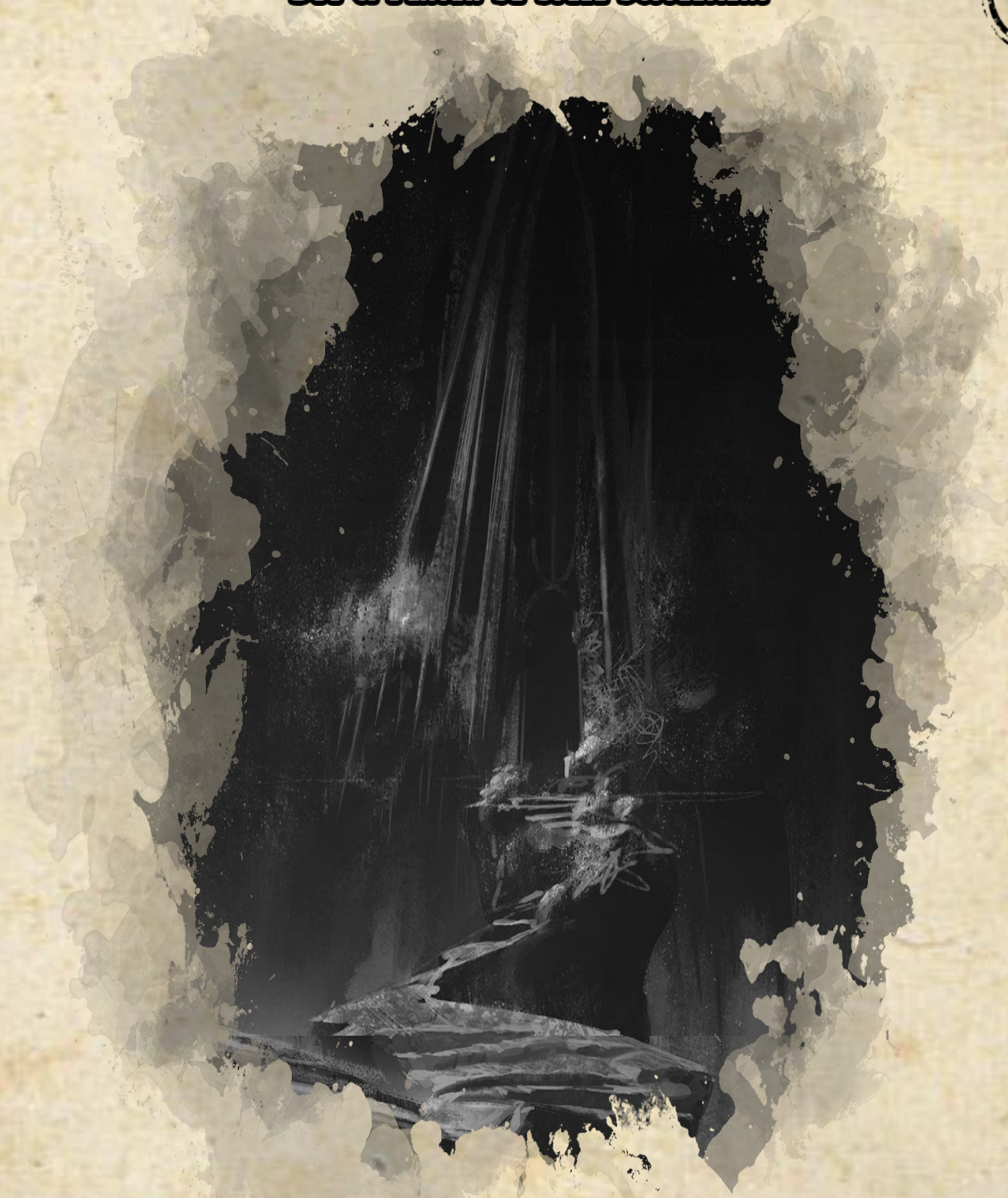
DM & PLAYER 5E SPELL SUPPLEMENT



A comprehensive tome containing scores of new spells,  
balanced for use in the world's greatest roleplaying game

# GRIMLORE'S GRIMOIRE

DM & PLAYER 5E SPELL SUPPLEMENT



**GRIMLORE**  
ENTERTAINMENT

# Credits

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**Special Thanks:** My beautiful wife and kids, Role-players everywhere, Wizards of the Coast, Smiteworks and a shout-out to *The Asylum* RP Community!

**A Pay-What-You-Want D&D Spell Supplement:** I created as a passion project to give back to the amazing roleplaying community. That said, my hope is that this project will help serve a greater purpose; one close the hearts of my family members. I'm looking to raise awareness of persons with mental disabilities and help them achieve a higher quality of life. To that end, I will be donating a portion of any proceeds I receive from this project to a charity aimed at helping these outstanding individuals.

**About this Product:** The spells in this supplement have been created for use in the 5<sup>th</sup> Edition of Dungeons & Dragons, and I personally use them in my games as an additional resource for my players. Some of these spells may not fit the world *you've* created for *your* players, and that is OK! Feel free to modify or omit those that don't appeal to you. The spells are listed in alphabetical order by spell level. Each spell contains the classes I allow to learn it in my game, but you can add or subtract spells from any class as you please. Archetypes (Eldritch Knight, Arcane Trickster, etc.) are not mentioned in the spell descriptions, so you may need to consider if you would like to grant these subclasses any of the spells in this supplement (I do in my games). As with all community content, feel free to take everything in this book as verbatim, only a suggestion, or scrap them all together and just use the ideas presented within to foster your own creativity. All I ask if that you and your players have a good time!

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## Author's Note

**D**ou hold in your propitious hands my personal grimoire, replete with over nine-score spells of my own ingenuity. Each has been delicately designed, painstakingly proven, and skillfully scribed by my own hand. The wonder of such a feat, the fortuitous reader of this text must agree, is simply awe-inspiring. While leafing through my opus, you will also note many sketches, done to keep the mind active during many exhausting hours of diligent study.

Long have I endeavoured to become something my lessers have not, be it through their lack of skill or lack of ambition: two sins that register as equally grievous. I have dedicated myself to continuing research of the six weaker schools of arcane magic while rapidly expanding my knowledge of necromancy. No other Pale Master would claim such, choosing instead to throw themselves wholly into their mad dash for immortality, eking out an inchoate godhood and reveling in the worship of simpletons and sycophants, bereft of any other purpose to their eternity. These pretenders ultimately lose focus on the greater meaning; maintaining the balance in all things. You may question why a Pale Master such as myself would hold this viewpoint, and such a contumelious query would perhaps be condoned under the context that my view is undeniably idiosyncratic, and so I will humour some exposition on this day of personal triumph.

Simply put, my intent in the publishing and exposing of this grimoire to the multiverse is one of catharsis: an engagement of self-reflection, the zenith of my achievement put out into the world as I attain

wholeness. I give a brief glimpse of my past to whomsoever reads this grimoire, in the faith that such exposure will better the ambitious arcanist reading these passages and inspire them to approach their studies with a greater degree of ubiquity than they would otherwise consider.

I will admit that my original path did not stray so far from that followed by my grasping colleagues; we all thought, initially, that the lesser schools of magic were insignificant in the pursuit of preeminence. But how may a mighty tree be measured by a single branch? Balance in all things is required if one wishes to master all things, I learned alone; it would seem that the cosmic forces shaping existence are not without a sense of humour. I find myself reminiscing of a past time, working under the tutelage of a great wizard and devising a great number of necromancy magics together — many of which have been penned into this very grimoire. I always knew that my own innate power and knowledge would never breach the lofty heights of my master's expectations, though I remained steadfast in my dedication to absorbing his mastery of the arts.

Everything changed the day that I aided my master, the all-eternal Kangaxx, in the dread ritual that ushered him into immortality. His power before was tremendous, but after his ascension to lichdom, it seemed limitless in practicality. I watched as temples of meddling gods and guilds of mortal mages devoted entire battalions to the destruction of my master, spending untold resources on his obliteration. When his insurmountable power rose above, cosmic forces sought to cut him down, all across the planes, in a bid to re-establish balance and order.

Faced with the option of my own demise or the renouncement of my teachings, the choice was not laborious. I began studying each of the seven schools of arcane magic in earnest, beyond the token lip-service many of my colleagues paid to them before abandoning pretense and throwing themselves bodily at necromancy. I came to the realization that, while necromancy always holds an insurmountable power in its defiance of the natural cycle, each school contains powerful secrets in kind.

For years, I've kept this tome and the secrets within sequestered from others, hoarding my incantations as a thief would hoard ill-gotten coin. However, as I put these finishing touches on my masterpiece, I feel it is time to bestow my great gifts upon the denizens of the realms, for the reasons supplied above: the enlightenment of all.

To that end, I have tasked my faithful servant Bixmodeus with the safeguarding of this grimoire, through the use of a spell that has bound his soul with the book. Although I have since perfected the spell that allowed me to infuse my writings with his aspect, I will admit that the first testing of the spell did not go entirely as planned; it warped his being during the transfer, resulting in the malformed, demonic visage that graces the cover of this volume. Regardless of appearance, Bixmodeus remains an irreproachable assistant, and will serve any owner of this tome well as they attempt to master the incantations within. The spell in question has indubitably been perfected, as I assure at the outset of this foreword, and carefully penned to avoid any future incident. Aptly named *Bixmodeus' Binding of Perdurant Possession*, it will serve any skilled enough to reach the end of this book well.

As I finish penning this book and send it into the world, I will leave these final words of advice; though all will notice the taller poppy and strive to cut it down, the betterment of the field is opposed by none.

Best of luck,  
**GRIMLORE**



# Cantrips

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## Ascending Flame

*Evocation Cantrip*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

**Duration:** Instantaneous

**Classes:** Cleric

A flame-like radiance burns a creature that you can see within range. The target must succeed on a Dexterity saving throw or take 1d6 radiant damage and granting you half of the damage dealt as temporary hit points. The target gains no benefit from cover for this saving throw.

The spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

## Benediction

*Abjuration Cantrip*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** Up to 1 minute

**Classes:** Bard, Cleric

You touch one willing creature. The target gains a +1 bonus to AC for the next attack made against it, then the spell then ends. This effect can only be active on one target at a time.

## Blood Dagger

*Conjuration Cantrip*

**Casting Time:** 1 bonus action

**Range:** Self

**Components:** V, S

**Duration:** 10 minutes

**Classes:** Sorcerer, Warlock

As a bonus action on your turn, you are able to create a weapon from the very life-force that sustains you. Casting this spell causes you to immediately take 1d6 psychic damage, as a small blade that resembles a dagger made of flowing blood appears clutched in your hand.

Attacks with this weapon use your spell casting modifier for attack rolls and damage, and deals 1d4 slashing damage. Attacks from this weapon are also considered magical and you cannot be disarmed. You can dismiss the dagger as a bonus action.

The damage dealt by this weapon increases by 1d4 at 5th level (2d4), 11th level (3d4), and 17th level (4d4).

## Blood Siphon

*Necromancy Cantrip*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** Instantaneous

**Classes:** Sorcerer, Warlock, Wizard

You point at a target with the tip of your finger and attempt to siphon their life-force to strengthen your own. Make a melee spell attack against a target, with a successful attack dealing 1d4 necrotic damage and you gain the half the damage dealt as temporary hit points.

The spell's damage increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

## Bloodlink

*Necromancy Cantrip*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** Instantaneous

**Classes:** Cleric, Sorcerer, Warlock

You touch two willing creatures and form a brief magical link between them, causing one of the creatures that you select to lose 1d8 hit points and grant them to the other creature in the form of temporary hit points.

This amount increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

*I always found Sorcerers & Warlocks who summon Blood Daggers perplexing... Why would you hurt yourself to make a weapon when you could just pick up a dagger?*

*~Grim*

## Chant of Mastery

*Abjuration Cantrip*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

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

**Classes:** Bard

You touch a willing creature and sing a short phrase, warding the target against danger. The target gains advantage on its next saving throw if it not affected by your *Bardic Inspiration* ability.

## Corruption

*Necromancy Cantrip*

**Casting Time:** 1 action

**Range:** Touch

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

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

**Classes:** Warlock, Wizard

You touch the ground beneath your feet to imbue it with a faint necrotic energy. This energy glows with a green dim light in a 10-foot radius. As a bonus action on your turn, you can cause the energy to travel through the ground to a place you can see up to 30 away.

Any creature other than yourself making an attack while standing on the corrupted ground does so with a -2 attack penalty.

## Courage

*Enchantment Cantrip*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** Instantaneous

**Classes:** Bard, Cleric, Druid

You touch a willing creature and strengthen its resolve. Until the end of the creature's next turn, it cannot be frightened. If the target is currently frightened, it can immediately reroll its saving throw.

## Dazzle

*Illusion Cantrip*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

**Duration:** 1 round

**Classes:** Bard, Cleric, Druid, Wizard

You create a flash of blinding light directly in front of a creature that you can see within range and is subjected to a Dexterity saving throw. On a failure, it has disadvantage on its next attack, or grants advantage on the next attack made against it, whichever comes first.

The target must originally be able to see in order to suffer these effects.



## Disarm

*Evocation Cantrip*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

**Duration:** Instantaneous

**Classes:** Bard, Cleric, Wizard

As an action, choose a creature you can see within 60 feet. That creature must make a Strength saving throw with advantage or drop an object or weapon they are holding in their hand. This spell has no effect if they are holding the object with two hands.

If they are holding two items (one in each hand), select which item they drop. If they fail the saving throw by a score of 5 or greater, the item flies out of their hand in a direction of your choosing, up to 10 feet away from their original location.

## Eidolic Chains

*Conjuration Cantrip*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S

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

**Classes:** Bard, Sorcerer, Warlock, Wizard

A creature that you can see within range must make a Wisdom saving throw or become grappled by a set of ethereal chains you summon to bind your target. The target may attempt another saving throw with advantage at the start of each of its turns.

As a bonus action on your turn, you may move the grappled creature up to 10 feet in any direction you choose, as long as you can see the destination.

## Gleam

*Evocation Cantrip*

**Casting Time:** 1 reaction

**Range:** Self

**Components:** S

**Duration:** Instantaneous

**Classes:** Bard, Cleric, Sorcerer, Wizard

You may use your reaction to cause your physical form to emit a bright flash of light. This flash will shed dim light in a 20-foot radius around yourself.

Also, if you are currently being grappled by a creature, it takes 1d6 radiant damage and you may

immediately attempt to escape the grapple by succeeding on a Strength (Athletics) or Dexterity (Acrobatics) check contested by the creature's Strength (Athletics) check.

The spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

## Gloom

*Evocation Cantrip*

**Casting Time:** 1 action

**Range:** Touch (20-foot sphere)

**Components:** V, S

**Duration:** Up to 10 minutes

**Classes:** Bard, Cleric, Druid, Warlock, Wizard

You touch one object that is 5 feet or smaller in any single dimension. Until the spell ends, the object absorbs natural light in a 20-foot radius sphere. Within that sphere, Bright Light becomes Dim Light, Dim Light becomes Dark. The spell ends if you cast it again or dismiss it as an action.





## Grim Scythe

*Transmutation Cantrip*

**Casting Time:** 1 bonus action

**Range:** Self

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

**Duration:** 1 minute

**Classes:** Sorcerer, Warlock, Wizard

For the duration, you can use your spellcasting ability instead of Strength for melee attacks using a quarterstaff you touch. The weapon's damage die becomes a d8 and deals necrotic damage, as a dark spectral blade forms on the end of the staff. The weapon also becomes magical if it isn't. The spell ends if you cast it again or if you let go of the weapon.

## Grimlore's Influence

*Necromancy Cantrip*

**Casting Time:** 1 bonus action

**Range:** 30 feet

**Components:** V, S

**Duration:** Instantaneous

**Source:** Sorcerer, Warlock, Wizard

Any creatures of your choice that are within 30 feet and frightened of you take 1d6 psychic damage.

This spell's damage increases by 1d6 and the range increases by 5 feet when you reach 5th level (2d6, 40 feet), 11th level (3d6, 50 feet), and 17th level (4d6, 60 feet).

## Hinder

*Abjuration Cantrip*

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S

**Duration:** Up to 1 round

**Classes:** Sorcerer, Warlock, Wizard

You assault a Medium or smaller creature you can see within range with an invisible force. The creature must make a Strength saving throw, on a failure its movement speed is halved until the end of its next turn.

At 5th level you can target creature of Large size, at 11th level you can target Huge size, and at 17th level you can target Gargantuan creatures.

## Ice Shard

*Evocation Cantrip*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

**Duration:** Instantaneous

**Classes:** Sorcerer, Wizard

An icy shard shoots from your outstretched hand. Make a ranged spell attack against a single creature. If you hit the target takes 1d6 cold damage and becomes vulnerable to cold damage until the start of your next turn. Targets resistant or immune to cold damage do not become vulnerable to cold damage.

This spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

## Lullaby

*Enchantment Cantrip*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** S, V or M (an instrument)

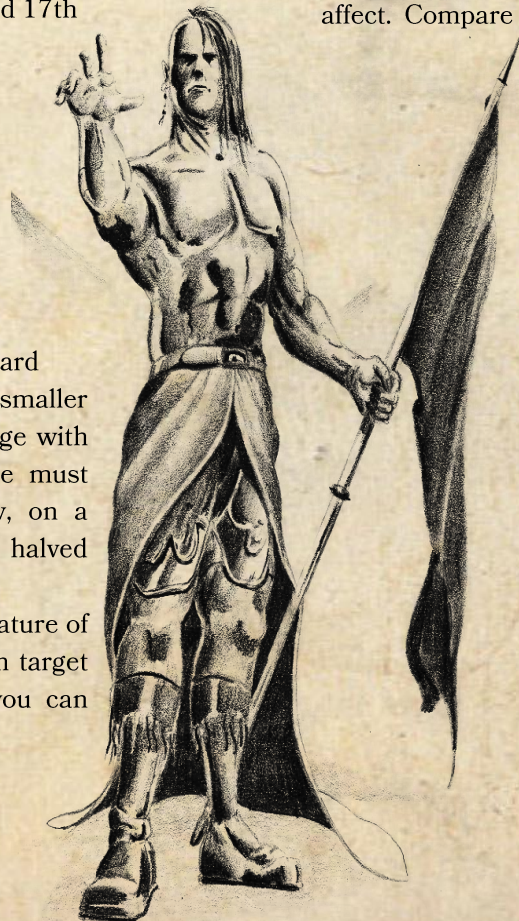
**Duration:** Concentration, up to 1 minute

**Classes:** Bard

This spell sends a creature into a magical slumber.

Roll 3d4; this is the amount of hit points this spell can affect. Compare this amount to the hit points of a creature you can see within range of the spell. If the total equals or exceeds the target's hit points, it falls unconscious until the spell ends, the target takes damage, or someone uses an action to shake or slap it awake. If the total is less than the target's hit points, it has disadvantage on Wisdom based skill checks until the spell ends or someone takes a hostile action against it.

The amount of hit points this spell can affect increases by 2d4 when you reach 5th level (5d4), 11th level (7d4), and 17th level (9d4).



## Manipulate Shadow

*Illusion Cantrip*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** S

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

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

You choose a shadow belonging to a creature of medium size or smaller that you can see within range, are able to manipulate it using a bonus action. This manipulation can take several forms, such as making it act out simple actions independent from its owner, move up to 30 feet away from its owner, or to alter its shape one size bigger or smaller than its owner.

You may only manipulate one shadow at a time with this spell. Should the source of the shadow move from its original location, the shadow will follow its owner but remain under your control for up to 1 hour within a range of 120 feet.

## Night Terror

*Conjuration Cantrip*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** S, M (a pinch of salt)

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

**Classes:** Warlock, Wizard

You conjure a small shadowy figure (10 HP, 14 AC) in an area that you can see within range that remains until it is slain or the spell ends. As a bonus action on your turn, you can command the shadowy figure to assault the mind of a creature within 30 feet of it. The target must make an Intelligence saving throw or take 1d4 psychic damage.

This spell's damage increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

## Pacify

*Evocation Cantrip*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** Instantaneous

**Classes:** Bard, Cleric, Druid

When you have at least one Hit Die remaining, you may touch a willing creature and spend a single hit die, healing your target for that amount + your Constitution modifier. A creature can only receive the benefit of this spell once per long rest.

## Peaceful Valediction

*Necromancy Cantrip*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** Instantaneous

**Classes:** Cleric, Druid, Wizard

You touch a slain creature, making it immune to the effects of the *animate dead* spell for 24 hours.



## Phase

*Abjuration Cantrip*

**Casting Time:** 1 reaction

**Range:** Self

**Components:** V, S

**Duration:** Instantaneous

**Classes:** Sorcerer, Warlock, Wizard

You may use your reaction in an attempt to phase through a single attack made against you, imposing disadvantage on the attack.

If the attack against you is still successful, you become frightened of your attacker until the end of your next turn.

## Scourge

*Necromancy Cantrip*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

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

**Classes:** Warlock, Wizard

You touch a target with the tip of your finger, transferring a dark green energy that flows through your finger and infects the target. Make a melee spell attack against the target. On a hit, the target takes 1d4 necrotic damage and suffers disadvantage on its next Constitution saving throw.

This spell's damage increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

## Shadow Embrace

*Illusion Cantrip*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

**Duration:** Instantaneous

**Classes:** Sorcerer, Warlock, Wizard

You cause shadows to manifest around a creature within range. The target must make a Wisdom saving throw or receive -2 penalty to their attack rolls and disadvantage on Dexterity saving throws until the end of their next turn as they become engulfed by a dark embrace.

## Shadow Ink

*Conjuration Cantrip*

**Casting Time:** 1 action

**Range:** Self

**Components:** S, M (an empty vial)

**Duration:** 1 hour

**Classes:** Bard, Sorcerer, Warlock, Wizard

You pull shadows into a swirling mass inside an empty vial you possess. As long as the vial is open, you are able to use its new contents as 1 ounce of pitch-black ink. If the vial is stoppered, or 1-hour passes, the ink dissipates back into shadow; any writing that has already been made with the ink is unaffected.



## Spare the Living

*Necromancy Cantrip*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

**Duration:** Instantaneous

**Classes:** Warlock, Wizard

A siphon out what little life-force a living creature has left. Select a creature that you can see within range that has 0 hit points and force them to immediately make a Death saving throw. This spell has no effect on undead or constructs.

## Thieves' Ruse

*Illusion Cantrip*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

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

**Classes:** Bard, Wizard

You make an object up to 5 pounds that you possess invisible for up to 10 minutes. Once the spell ends, you can't make the same object invisible again for 24 hours.

## Thunderous Cord

*Evocation Cantrip*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V or S

**Duration:** Instantaneous

**Classes:** Bard

You release a blast of sound with your voice (verbal component) or an instrument you possess (somatic component). A creature that you can see within range must make a Constitution saving throw or take 2d4 thunder damage and becomes deafened until the start of your next turn.

This spell's damage increases by 2d4 when you reach 5th level (4d4), 11th (6d4), and 17th (8d4).

## Unholy Flame

*Evocation Cantrip*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

**Duration:** Instantaneous

**Classes:** Cleric, Warlock

A purple flame descends on a creature that you can see within range. The target must succeed on a Dexterity saving throw or take 1d8 necrotic damage. The target gains no benefit from cover for this saving throw.

This spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

## Venomous Strike

*Conjuration Cantrip*

**Casting Time:** 1 action

**Range:** 5 feet

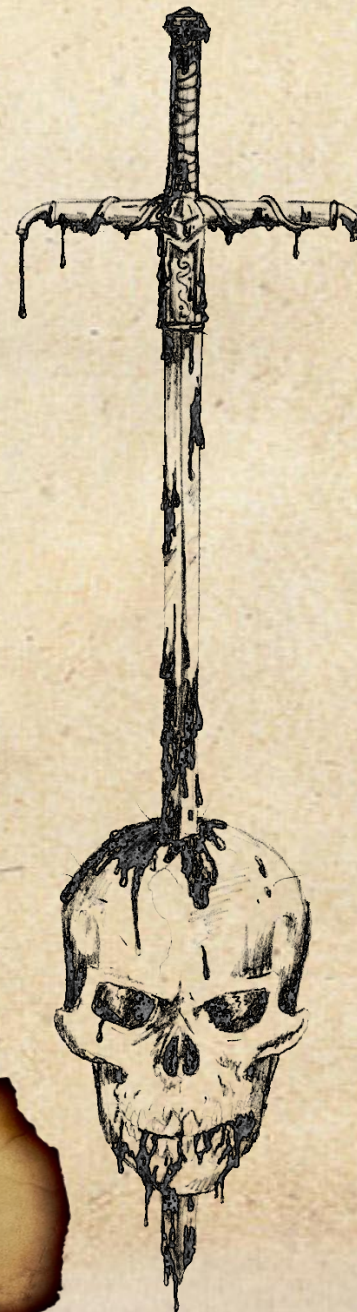
**Components:** V, M (a melee weapon)

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

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

You coat your melee weapon with a deadly poison. Attacks made with the weapon inflict their normal effects and cause the target to make Constitution saving throw or become poisoned until the end of their next turn.

This spell deals 1d8 poison damage on a successful attack when you reach 5th level (1d8), 11th level (2d8) and 17th level (3d8).



I was good friends with a cleric  
who mastered the unholy flame.  
Unfortunately, it would seem those  
"good" deities didn't appreciate his  
fondness for the dark arts.

~Grim

# 1<sup>st</sup> Level Spells

## Acrid Delight

*1st-level transmutation (ritual)*

**Casting Time:** 1 action

**Range:** Touch

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

**Duration:** Up to 1 hour

**Classes:** Bard, Druid, Wizard

You touch a piece of food (weighing up to 5 lbs), rotting it from the inside, but maintaining its original taste, texture, appearance and smell. If the piece of food is then eaten by a creature within one hour, the creature must make a Constitution saving throw or take 2d8 poison damage and become poisoned until it completes a long rest. On a successful save the creature only takes 1d8 points of damage and is not poisoned. If the food is not eaten within one hour, it succumbs to its rotten nature and spoils.

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

## Alacritous Interpretation

*1st-level divination (ritual)*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

**Duration:** Up to 1 hour

**Classes:** Wizard

For the duration, you gain the ability to read non-magical texts at a rate of 50 pages per minute and have perfect recollection of any information gained during the spell's duration.



## Animate Percussion

*1st-level transmutation (ritual)*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S, M (a small cymbal or drum)

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

**Classes:** Bard, Wizard

You may touch one percussion instrument that you possess, bringing it to life under your command for the duration. The instrument can only follow basic

commands, such as playing a simple beat. As a bonus action, you can mentally command the instrument you made with this spell if it is within 30 feet of you. If you issue no commands, the instrument will idly play a rhythm that it has been used to play prior to becoming animated. Once given an order, the instrument continues to follow it until its task is complete.

## Beguile

*1st-level enchantment*

**Casting Time:** 1 reaction

**Range:** 120 feet

**Components:** V, S

**Duration:** 1 round

**Classes:** Bard, Sorcerer, Warlock

You point at a creature within range and suggest a short phrase of up to 5 words, forcing the target to make a Wisdom saving throw. On a failure, the creature is forced to shout the nearest approximation to the proffered phrase that exists in their native tongue. If the creature fails its saving throw by 5 or more, it can take no other actions during this round.

## Bone Storm

*1st-level conjuration*

**Casting Time:** 1 action

**Range:** Self (15ft cone)

**Components:** V, S

**Duration:** Instantaneous

**Classes:** Sorcerer, Warlock, Wizard

You conjure shards of bone to shoot forth from your hand in a 20-foot cone in front of you. Creatures in the area must make a Dexterity saving throw or take 5d4 piercing damage.

**At Higher Levels:** When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 2d4 for each spell slot level above 1st.



## Cauterizing Flame

*1st-level evocation*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** Instantaneous

**Classes:** Cleric, Paladin

A creature you touch regains a number of hit points equal to  $2d8$  + your spellcasting ability modifier. However, the creature can no longer regain hit point by any other means until it completes a short or long rest. This spell has no effect on undead or constructs.

**At Higher Levels:** The healing increases by  $1d8$  for each slot level above 1st.

## Creeping Crawling Claw

*1st-level necromancy (ritual)*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (severed hand of a creature)

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

**Classes:** Warlock, Wizard

Choose the hand of a creature that has been severed from its body for longer than 24 hours and grant it sentience. For the duration of the spell, the creeping claw is under your control and can be commanded using your bonus action. The claw can only understand simple commands.

If the hand's original owner is still alive, the claw will seek to reunite itself with its rightful owner when the spell ends. If its original owner is dead, the claw will wander off purposelessly.

The claw is under your control for 1 hour, after which it stops obeying. To reassert control for another hour or to assert control over an existing crawling claw, you may cast this spell again.

## Cursed with Undeath

*1st-level necromancy*

**Casting Time:** 1 bonus action

**Range:** Touch

**Components:** V, S

**Duration:** Instantaneous

**Classes:** Warlock, Wizard

You touch a living creature that has 0 hit points, placing a curse upon it. The curse remains until the

creature either dies or is stabilized, whichever occurs first.

If the creature dies while cursed, it is raised as a zombie under your control for 1 minute or until slain. If the creature is stabilized before it dies, the curse is removed with no ill effects.

A *remove curse* spell ends either effect on a creature. This spell has no effect on undead or constructs.



## Death's Grasp

*1st-level necromancy*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

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

**Classes:** Warlock, Wizard

Grasping spectral hands sprout from the ground in a 20-foot square starting from a point within range. For the duration, these hands turn the ground in the area into difficult terrain.

Creatures starting their turn in the area or entering the area for the first time on their turn must succeed on a Dexterity saving throw or take  $2d6$  necrotic damage from the spectral hands.

## Detect Chaos and Order

*1st-level divination*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

**Duration:** Up to 10 minutes

**Classes:** Cleric, Paladin

For the duration, you are able to determine the nature of creatures in relation to how they conform to societal norms. Creatures will have auras about them relating to their alignment:

- a jagged, chaotic aura for those with a tendency toward acting on their feelings and whims, regardless of society's expectations
- a muddled, neutral aura for those who balance their whims against the expectations of society, doing what they can within the confines of order
- a crisp, lawful aura for those who follow the rules of society, often at the expense of their personal wishes

## Divine Arm

*1st-level transmutation*

**Casting Time:** 1 bonus action

**Range:** 60 feet

**Components:** V, S

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

**Classes:** Cleric, Paladin

Your deity imbues a melee weapon you currently possess with an essence of their power and launches it at a foe within 60 feet. Make a melee attack against a creature you can see within range. If successful, the target takes your weapon's normal damage plus an additional 2d10 radiant or necrotic damage (your choice). The weapon breaks after it is used in this manner.

**At Higher Levels:** When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d10 for every 2 slot levels above 1st.

## Dread

*1st-level necromancy*

**Casting Time:** 1 bonus action

**Range:** 60 feet

**Components:** V, S, M (petrified eye of a rabbit)

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

**Classes:** Warlock, Wizard

You speak an augury against a creature that you can see within range, filling them with a sense of trepidation. On a failed Wisdom saving throw, the target suffers disadvantage on all attacks. Also, the target has disadvantage on Wisdom ability checks made for the duration.

If the target drops to 0 hit points before this spell ends, you can use a bonus action on a subsequent turn of yours to curse a new creature.

## Earthen Grip

*1st-level transmutation*

**Casting Time:** 1 action

**Range:** 30 feet

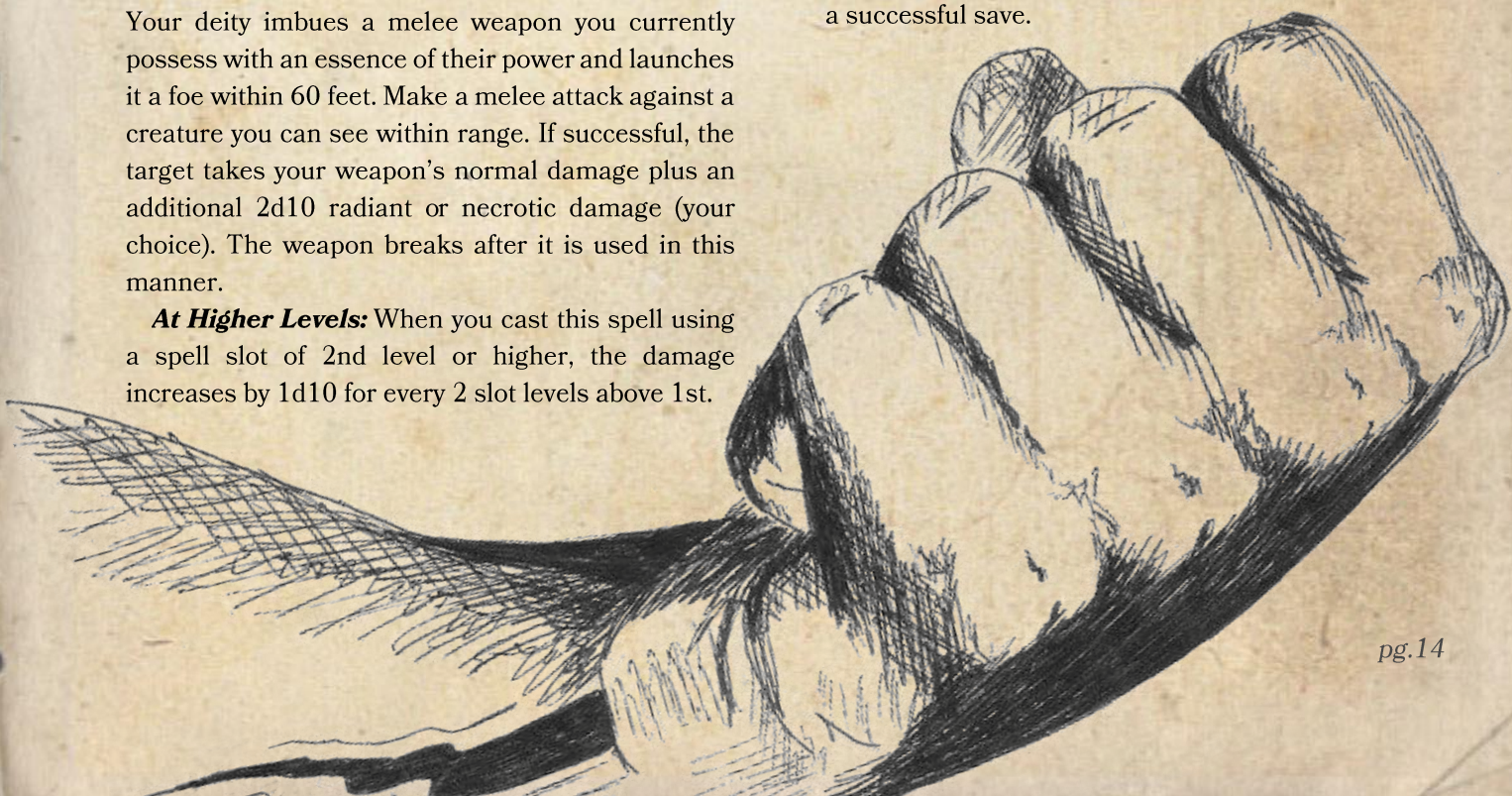
**Components:** V, S

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

**Classes:** Druid, Sorcerer, Wizard

You target one creature you can see within range, causing them to make a Strength saving throw. On a failed save the target is restrained by dirt rising from the ground in the shape of a fist.

The target may use its action to make a Strength saving throw, breaking free from the earth's grasp on a successful save.



## Earthen Pillar

*1st-level transmutation*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S

**Duration:** Instantaneous

**Classes:** Druid, Wizard

You call forth a column of dirt to rise out of the ground in an space you can see within range. The pillar has a diameter of 5 feet, a height of up to 20 feet, an AC of 1 and 15 hit points.

If the pillar is created under a creature, that creature must succeed on a Dexterity save or be lifted by the pillar. A creature can choose to fail the save. If a pillar is prevented from reaching its full height, a creature on the pillar takes 2d6 bludgeoning damage and is restrained. The restrained creature can use an action to make a strength or dexterity check (creature's choice) against the spell's save DC. On a success, the creature is no longer restrained and must either move off the pillar or fall off it.

**At Higher Levels:** When you cast this spell using a spell slot of 2nd level or higher, you can increase the height of the pillar by 5 feet for each slot level above 1st.

## Evade

*1st-level abjuration*

**Casting Time:** 1 reaction

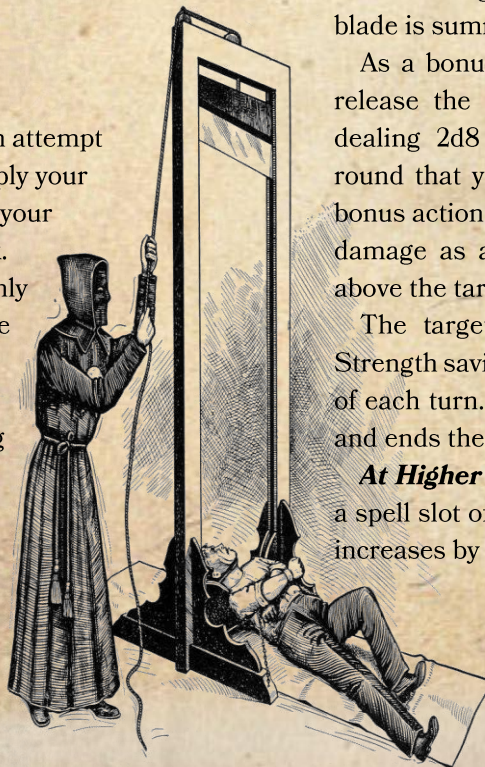
**Range:** Self

**Components:** V, S

**Duration:** Instantaneous

**Classes:** Bard, Ranger

You may use your reaction in an attempt to nullify an enemy's attack. Apply your Dexterity (Acrobatics) bonus to your AC against the triggering attack. If the attack still hits you, you only take half of the damage from the attack. Additionally, you may move up to 10 feet as part of your reaction without provoking attacks of opportunity.



## Grimlore's Shadowblight

*1st-level necromancy*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

**Duration:** Instantaneous

**Classes:** Sorcerer, Warlock, Wizard

You hurl a ball of dark energy at a target within range. Make a ranged spell attack against the target. On a hit, the target takes 3d6 necrotic damage and must make a Wisdom saving throw or become frightened of you until the end of your next turn. The target takes half damage and is not frightened on a successful saving throw.

**At Higher Levels:** When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for every two slot levels above 1st.

## Guillotine

*1st-level conjuration*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

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

**Classes:** Wizard

You extend your hand and touch a creature while muttering the passing prayer of an executioner. The creature must make a Strength saving throw or become restrained by a pair of ethereal chains that bind the target to the ground, and a large magical blade is summoned above their head.

As a bonus action on your turn, you are able to release the blade down upon your target's neck, dealing 2d8 magical slashing damage. For every round that you do not release the blade with your bonus action after the initial cast, add 1d8 additional damage as a blade ratchets another notch higher above the target.

The target may use their action to attempt a Strength saving throw to break the chains at the start of each turn. This removes the restrained condition and ends the spell without doing any damage.

**At Higher Levels:** When you cast this spell using a spell slot of 2nd level or higher, the initial damage increases by 1d8 for each slot level above 1st.



## Helm's Everwatchful Eye

*1st-level abjuration*

**Casting Time:** 1 reaction

**Range:** 30 feet

**Components:** V, S

**Duration:** Instantaneous

**Classes:** Cleric, Paladin

You call out to the deity known as Helm and plead for the Vigilant One to use his divine grace to help one of your allies in need. You use your reaction to select one creature that you can see within range that has just failed a saving throw and roll a d20. On a roll of 18 or higher, Helm will intervene and allow the target to succeed instead.

**At Higher Levels:** When you cast this spell using a spell slot of 2nd level or higher, you reduce the die score required by 2 for every slot levels above 1st.

## Inaudible

*1st-level illusion*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

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

**Classes:** Bard, Druid, Ranger, Wizard

Choose a humanoid that you can see within range. The target must succeed on a Wisdom saving throw or become unable to cast spells from 1 school of magic of your choosing for the duration that require a verbal component.

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

## Injurious Spellbook

*1st-level transmutation*

**Casting Time:** 1 action

**Range:** 30 feet

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

**Duration:** Instantaneous

**Classes:** Wizard

You transmute two pages of your spellbook that contain the scripture for this spell to detach from the book's binding and develop razor-sharp edges. Both pages fly out and slice a creature in range, before safely returning to your spellbook and rebinding to

their original location. Choose one creature within range or choose two creatures within range that are within 5 feet of each other. For each page, a creature must make a Dexterity saving throw or take 2d8 slashing damage.

**At Higher Levels:** When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 per page (2d8 total) for every two spell slots level above 1st.

## Inner Fire

*1st-level evocation*

**Casting Time:** 1 action

**Range:** 30 feet

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

**Duration:** Instantaneous

**Classes:** Sorcerer, Warlock, Wizard

The sheer power of your life-force causes the blood of your foes to ignite in an inferno. Cause a creature you can see within range to make a Constitution saving throw or take 1d4 fire damage for every unused hit dice you currently have.

**At Higher Levels:** When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for every two slot levels above 1st.

## Interpret Bone

*1st-level necromancy (ritual)*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

**Duration:** Up to 10 minutes

**Classes:** Bard, Cleric, Druid, Paladin, Ranger

You touch a piece of bone from a creature that has been dead for less than a year and are able to see a brief vision of how that creature died.



## Last Breath

*1st-level evocation*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** S

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

**Classes:** Druid, Sorcerer, Wizard

You raise your hands in a grasping gesture towards a creature within range and begin to fill their lungs with water. The target must succeed on a Constitution saving throw or take 1d12 cold damage. On each of your turns for the duration, you can use your action to deal 1d12 cold damage to the target automatically. While the target is affected by the spell, it is also unable to speak as if it were silenced due to the water in its lungs. The spell ends if you use your action to do anything else or if the target moves outside the range of the spell.

This spell has no effect on constructs, undead or creatures that can breathe underwater.

**At Higher Levels:** When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d12 for each slot level above 1st.

## Misery

*1st-level necromancy*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** 1 round

**Classes:** Bard, Cleric, Warlock, Wizard

You extend your hand and touch a creature while muttering a curse under your breath; one that dwells in a plane of anguish. The creature can make a successful Intelligence saving throw to understand the effects of your incantation: they have until the start of your next turn to move 60 feet or more from your location. Upon failing to move this distance or choosing not to move, the target must immediately make a Constitution saving throw at the end of their next turn or become vulnerable to 2 damage type of your choosing for 1 round. A *remove curse* spell ends this effect.

**At Higher Levels:** If you cast this spell using a spell slot of 2nd level or higher, you can select one additional damage vulnerability type for each slot level above 1st.

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*I must warn you, those uncultured in dealing with the dead may find their murmurs... unsettling!*  
~ Grim

## Murmurs of the Restless

*1st-level necromancy (ritual)*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M (burning incense)

**Duration:** Instantaneous

**Classes:** Bard, Cleric

The spirits of those who have died traumatically within the last 24 hours wail out to you in anguish. You are not able to ask them any questions, but rather hear glimpses and sense the emotions from any recently slain creatures within 60 feet as they briefly relive their final moments with you.

## Nightowl

*1st-level conjuration (ritual)*

**Casting Time:** 1 action

**Range:** Self

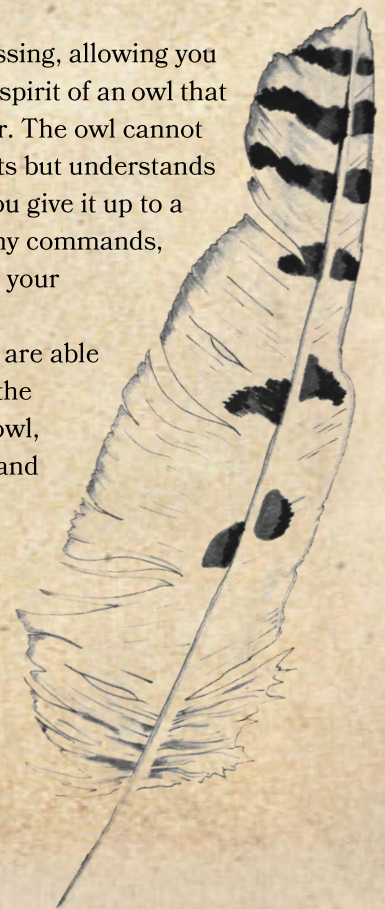
**Components:** V, S, M (feather of an owl)

**Duration:** 24 hours

**Classes:** Druid, Ranger

Selûne gives you her blessing, allowing you to summon the mythical spirit of an owl that appears on your shoulder. The owl cannot attack or carry any objects but understands any simple commands you give it up to a mile away. If not given any commands, the owl will remain upon your shoulder.

As a bonus action, you are able to see and hear through the perspective of the spirit owl, but you become blinded and deafened while doing so.



## Rot

*1st-level necromancy*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

**Duration:** Instantaneous

**Classes:** Warlock, Wizard

You extend your hand toward a creature you can see within range and infect the target with a horrible disease, causing their flesh to form pustules and smell of decay. The creature must succeed on a Constitution saving throw or take 2d10 necrotic damage, or half on a success.

**At Higher Levels:** When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d10 for each slot level above 1st.

## Shed Skin

*1st-level transmutation*

**Casting Time:** 1 reaction

**Range:** Self

**Components:** V

**Duration:** Instantaneous

**Classes:** Druid, Ranger, Wizard

You channel the peculiarity of reptiles and gain the ability to shed your skin the same manner as a snake. Casting this spell while you are being grappled ends the condition and allows you to move up to 15 feet away from your target without provoking any attacks of opportunity.

## Shield of Devotion

*1st-level abjuration*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

**Duration:** Up to 10 minutes

**Classes:** Cleric, Paladin

A gleaming shield appears around a creature of your choice within range, granting any critical hit against them to become a normal hit and they also gain 1d8 temporary hit points for the duration.



## Skein of Vines

*1st-level conjuration*

**Casting Time:** 1 reaction

**Range:** Self

**Components:** V

**Duration:** Instantaneous

**Classes:** Druid, Ranger

When you are unwillingly pushed or pulled in any direction, you call forth vines from the ground to wrap around your legs and keep you in place and remain until that start of your next turn. This spell can only be cast while you are on solid ground.

## Slashing Step

*1st-level conjuration*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

**Duration:** Instantaneous

**Classes:** Bard, Ranger

You enter a semi-ethereal state as you move with increased swiftness. Until the end of your turn, your movement speed increases by 15, and you may move through the spaces of enemy creatures without invoking attacks of opportunity. As part of your action, you may make a single melee attack against any creature whose space you pass through along your path, doing your normal attack damage on a hit.

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

## Smolder

*1st-level transmutation*

**Casting Time:** 1 bonus action

**Range:** Self

**Components:** V, M

**Duration:** Up to 1 minute

**Classes:** Sorcerer, Warlock, Wizard

You focus on fanning the flames that burn within your soul. Using your bonus action, you are able to add an additional 1d8 fire damage to the next source fire damage you deal.

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

## Storm of Arrows

*1st-level conjuration*

**Casting Time:** 1 action

**Range:** 60 feet

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

**Duration:** Up to 10 minutes

**Classes:** Ranger

You chant a minor incantation, brushing the arrows in your quiver with a feather. Upon finishing the casting, spectral duplicates of your arrows appear at a point in the sky in range, forming a 10-foot radius cylinder up to 100 feet tall. Any creatures in the cylinder must make a Dexterity saving throw or take 3d6 piercing damage, or half damage on a failed save

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

## Zen Archery

*1st-level divination*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

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

**Classes:** Cleric, Druid, Ranger

You allow your insight to guide attacks made with ranged weapons. For the duration, when you make an attack with a ranged weapon, you can use your Spellcasting ability (Wisdom) modifier instead of Dexterity for all attack and damage rolls.



## 2<sup>nd</sup> Level Spells

### Amorphous Form

*2nd-level transmutation*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

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

**Classes:** Druid, Sorcerer, Wizard

You touch a creature with at least 1 hit point, transforming it into a *gray ooze*. An unwilling creature can make a Wisdom saving throw to avoid the effect.

The transformation lasts for the duration, until the target drops to 0 Hit Points, or dies. The target's game Statistics, including mental Ability Scores, are replaced by the Statistics of a *gray ooze*. It retains its Alignment and personality.

The target assumes the Hit Points of its new form. When it reverts to its normal form, the creature returns to the number of Hit Points it had before it transformed. If it reverts as a result of dropping to 0 Hit Points, any excess damage carries over to its normal form. As long as the excess damage doesn't reduce the creature's normal form to 0 Hit Points, it isn't knocked unconscious.

The creature is limited in the actions it can perform by the nature of its new form, and it can't speak, cast spells, or take any other action that requires hands or speech.

The target's gear melds into the new form. The creature can't activate, use, wield, or otherwise benefit from any of its equipment.

### Analyze Blood

*2nd-level divination (ritual)*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (1 ounce of blood)

**Duration:** Instantaneous

**Classes:** Bard, Cleric, Druid, Ranger, Sorcerer

You are able to learn a number of qualities from one ounce of fresh blood, as long as it has not existed outside its source for more than 24 hours. Roll a d4 and choose a number of qualities to learn from the list below, equal to the die score:

- Learn the creature's type
- Learn the creature's age (if applicable)
- Learn the creature's gender (if applicable)
- Learn if the blood carries any traces of poison or disease
- Learn if the creature is within 20 miles of your location
- Learn if the creature is still on your plane of existence

If you cast this spell using a spell slot, in addition to the information learned above, you will also see a brief glimpse of the moment right before the creature shed blood, from the its perspective.

I was honestly surprised when no one would volunteer to be transformed into an ooze! Good help is hard to find. . .  
~Grim



## Avian Geyser

*2nd-level transmutation*

**Casting Time:** 1 action

**Range:** Touch

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

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

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

A gust of wind begins to swirl around a place on the ground that you touch, culminating in power. Upon releasing your touch from the ground, a wind geyser 5 feet diameter and up to 120 feet tall abruptly shoots into the air. Any medium or smaller creature that steps into the geyser or is in the space when the geyser must make a Dexterity saving throw or be lifted into the air to the top of the geyser, losing their action in the process. Large creatures make their Dexterity save with advantage, and huge or larger creatures are unaffected.

## Barricade

*2nd-level conjuration*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S

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

**Classes:** Wizard

You create a transparent vertical wall made of magical force (AC 25, 1 HP). The wall appears within range and lasts for the duration. You can make a straight wall up to 40 feet long, 40 feet high, and 5 feet thick. The wall provides full cover to creatures behind it and only creatures you allow can pass through it.

## Cognizant

*2nd-level enchantment*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** 1 hour

**Classes:** Bard, Wizard

You touch a willing creature, allowing them to add their proficiency bonus to all initiative rolls and all Intelligence based skill checks for the duration. You can only have one instance of this spell active at a time.

## Detect Familiar

*2nd-level divination (ritual)*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

**Duration:** Up to 10 minutes

**Classes:** Bard, Cleric, Druid, Paladin, Ranger, Sorcerer, Warlock, Wizard

For the duration, you sense the presence of any creature that is currently serving as a familiar within 30 feet of you. If you sense a familiar in this way, you can use your action to see a faint aura around the creature. In addition, you are able to sense if its master is within 1 mile of your location and know their general direction.

The spell can penetrate most barriers, but is blocked by 1 foot of stone, 1 inch of Common metal, a thin sheet of lead, or 3 feet of wood or dirt.



## Drain Life

*2nd-level necromancy*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S

**Duration:** Instantaneous

**Classes:** Sorcerer, Warlock, Wizard

You can weaken one foe by lowering its maximum hit points. Choose one creature that you can see within range to make a Constitution saving throw. If it fails,  $2d8 +$  your spell casting modifier worth of hit points are subtracted from its maximum until it completes a long rest. If this effect reduces the target's total hit points to zero, it dies.

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

## Druthers

*2nd-level enchantment*

**Casting Time:** 1 bonus action

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

**Components:** V, S

**Duration:** Up to 1 minute

**Classes:** Bard, Paladin, Sorcerer

You make a simple request of up to 10 words, gaining a +5 bonus and advantage on Persuasion skill checks to all humanoids within 30 feet of you.

## Gale of Obscurity

*2nd-level evocation*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

**Duration:** 1 minute

**Classes:** Druid, Sorcerer, Wizard

You summon blizzard that obscures you from other creatures. For the duration, the gale provides you three-quarters cover, resistance to fire damage, and any creature that starts its turn or moves within 5 feet of you for the first time takes 1d6 cold damage.

While the gale is active, you suffer disadvantage on all ranged weapon and spell attacks.

## Glacious

*2nd-level evocation*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

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

**Classes:** Druid, Sorcerer, Wizard

The ground freezes in a 10-foot-radius sphere centered on a point you choose within range. Any creature that starts its turn or moves into the area for the first time must make a Constitution saving throw or take 2d8 cold damage and gain one level of exhaustion. On a successful save, a creature takes half as much damage and does not suffer exhaustion. Creatures resistant or immune to cold damage automatically succeed on the saving throw.

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

## Grimlore's Shadowgrasp

*2nd-level necromancy*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S

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

**Classes:** Sorcerer, Warlock, Wizard

You create a medium-sized hand made of shadow in an unoccupied space that you can see. It moves at your command, mimicking the movements of your own hand.

The hand is an object that has AC 14 and hit points equal to your half of your maximum and has a movement speed of 40 feet. If it drops to 0 hit points, the spell ends. The hand doesn't fill its space and remains under the effects of the *blur* spell while active.

When you cast the spell, and as a bonus action on your turns, you can make a ranged spell attack against a creature within 5 feet of the hand, dealing 3d6 of necrotic damage. On a successful attack, the target must also make a Wisdom saving throw or be frightened of you for the duration of this spell.

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



## Holy Missile

*2nd-level evocation*

**Casting Time:** 1 action

**Range:** 120

**Components:** V, S

**Duration:** Instantaneous

**Classes:** Cleric

You create three glowing darts of holy energy. Each dart hits a creature of your choice that you can see within range. Each dart heals its target for 1d4 hit points. The darts all strike simultaneously, and you can direct them to hit one creature or several.

## Howling Downpour

*2nd-level conjuration (ritual)*

**Casting Time:** 1 bonus action

**Range:** 90 feet

**Components:** V, S

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

**Classes:** Druid, Wizard

You summon a storm cloud up to 60 feet above the ground at a point you can see in range. After 1d4 rounds, the clouds produce rain at an alarming rate, dousing everything in a 10-foot radius cylinder below the cloud. The rain extinguishes all non-magical fire within the area immediately.

As a bonus action on your turn, you can move the cloud up to 30 feet in any direction that does not exceed the spell's range and to a maximum height of 60 feet.

## Insurmountable to Surmountable

*2nd-level transmutation (ritual)*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (a spider's leg)

**Duration:** Up to 10 minutes

**Classes:** Druid, Ranger, Wizard

You touch a smooth surface that is difficult or unable to be climbed and transform the landscape to create tiny foot and hand holds in any direction 10 feet wide and up to 60 feet in length. Anyone who attempts to climb the transformed surface makes all Strength (Athletics) checks with a +2 bonus and rolls with advantage.

## Mana Burn

*2nd-level transmutation*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

**Duration:** Instantaneous

**Classes:** Sorcerer, Wizard

You create a magic ball of glowing energy and launch it at a creature that you can see within range. The target must make an Intelligence saving throw or take 1d6 psychic damage and lose an unused 2nd level spell slot until it completes a long rest. If the target does not have any 2nd level spell slots remaining, it will lose a 1st level spell slot instead.

**At Higher Levels:** When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d4 for every slot level above 2nd. Also, the unused spell slot lost by the target is equal to the spell slot used to cast the spell. If the target does not have an unused slot level of that level to lose, they will lose a spell slot of the next lower level.

## Manacle of Burden

*2nd-level conjuration*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

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

**Classes:** Warlock, Wizard

You target two creatures that are within 20 feet of each other within range and cause them to make a Strength saving throw with disadvantage. If both targets fail, they are bound to one another by a spectral manacle of your creation and will split all damage done to them.

For the duration, any damage done to either target is halved (rounded down) and then dealt to the other bound creature as well.

If the two bound creatures move more than 20 feet apart, the manacle breaks causing 4d6 necrotic damage to both targets.

One time, I used these manacles on two Etlins. Watching four heads try to figure out what was going on seemed punishment enough...  
~ Grim



## Necrotic Visage

*2nd-level necromancy*

**Casting Time:** 1 bonus action

**Range:** Self

**Components:** V, S

**Duration:** Instantaneous

**Classes:** Warlock, Wizard

You evoke a shadowy visage that appears above you. The visage remains until you use your action to make a melee spell attack with your equipped weapon. On a successful attack, your attack is replaced by that of the shadowy visage, who attacks your target with a necrotic scythe, dealing 4d6 necrotic damage and then disappears.

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

## Pullulate

*2nd-level transmutation (ritual)*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S M (plant seed)

**Duration:** Instantaneous

**Classes:** Druid

You plant a seed from a type of plant that used to grow in your current location. Upon touching the ground above the buried seed and speaking a small prayer, the species of the plant begins to regrow, taking 1d4 hours to reach maturity.



## Radiating Blade of Tempus

*2nd-level evocation*

**Casting Time:** 1 bonus action

**Range:** Self

**Components:** V, S, M (an amulet or holy symbol)

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

**Classes:** Cleric, Paladin

You call upon Tempus, the god of war, to grant you the ability to strike down your foes in his name. Using your bonus action, you are able to sheath a melee weapon you possess with a white burning flame. You can use your action to make a melee attack with the fiery blade. On a hit, the target takes the weapon's normal attack damage plus 1d8 radiant damage. The flaming blade sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

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

## Shadow Bind

*2nd-level illusion*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

**Duration:** Instantaneous

**Classes:** Bard, Sorcerer, Warlock, Wizard

You take control of the shadow belonging to a creature to restrain its master. Make a ranged spell attack against a creature that you can see within range, dealing 2d6 necrotic damage and grappling the target. The grappled creature can use an action to make a strength or dexterity check (creature's choice) against your spellcasting DC, ending the spell if successful. You are not able to control a target's shadow when either are in direct light.

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

## Silvanus' Blessing

*2nd-level necromancy*

**Casting Time:** 1 action

**Range:** Touch

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

**Duration:** Instantaneous

**Classes:** Druid, Ranger

You return a dead beast you touch to life, provided that it has been dead no longer than 8 hours. If the beast's soul is both willing and at liberty to rejoin the body, the beast returns to life with half of its total hit points, rejuvenated by the blessing of Silvanus.

This spell also neutralizes any poisons and cures nonmagical diseases that affected the beast at the time it died. This spell doesn't, however, remove magical diseases, curses, or similar effects; if these aren't first removed prior to casting the spell, they take effect when the beast returns to life.

This spell closes all mortal wounds, but it doesn't restore missing body parts. If the creature is lacking body parts or organs integral for its survival—its head, for instance—the spell automatically fails.

## Silvanus' Favor

*2nd-level transmutation*

**Casting Time:** 1 bonus action

**Range:** Touch

**Components:** V, S

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

**Classes:** Druid, Ranger, Wizard

You touch a willing beast. Until the spell ends, the beast's non-magical attacks become magical attacks with a +1 bonus to attack rolls and damage rolls.

**At Higher Levels:** When you cast this spell using a spell slot of 4th level or higher, the bonus increases to +2. When you use a spell slot of 6th level or higher, the bonus increases to +3.



## Surge of Chaos

*2nd-level transmutation*

**Casting Time:** 1 reaction

**Range:** Self

**Components:** V

**Duration:** Instantaneous

**Classes:** Sorcerer

When you are forced to roll on the *wild magic* table, you can choose to make a second roll after seeing the result of your first. You must take the second result.

## Track

*2nd-level divination (ritual)*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

**Duration:** Up to 8 hours

**Classes:** Druid, Ranger

You are able to identify the tracks made by a creature if you possess one thing that belonged to the creature. You also gain advantage on Wisdom based skill checks related to the target for the duration.

## Veil of Elements

*2nd-level evocation*

**Casting Time:** 1 action

**Range:** 60 feet (15-foot cylinder)

**Components:** V, S, M (a small moonstone)

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

**Classes:** Sorcerer, Wizard

You summon a swirling mass of elements in a 15-foot-radius, 40-foot-tall cylinder centered on a point you can see within range. Each creature that begins their turn in the veil or moves into it during their turn must make a Dexterity saving throw. A creature takes 3d6 damage from an element of your choosing (cold, fire, lightning, thunder) on a failed save, or half as much on a successful one, which expends that damage type from the veil.

The spell ends once all four damage types are expended, or the spell's duration is reached.

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

## 3<sup>rd</sup> Level Spells

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### Absorbing Ward

*3rd-level abjuration*

**Casting Time:** 1 reaction

**Range:** Self

**Components:** V, S

**Duration:** Up to 1 minute

**Classes:** Cleric, Paladin, Sorcerer, Wizard

You use your reaction to put a protective ward upon yourself, which has 18 hit points. When you take any single source of damage, this ward will protect you by absorbing up to its total hit points of damage.

On your next attack, you are able to release the energy force absorbed by the ward, adding the amount of damage to your next attack damage.

**At Higher Levels:** When you cast this spell using a spell slot of 4th level or higher, the ward gains 6 hit points for every slot levels above 3rd.

### Ameliorate

*3rd-level evocation*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

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

**Classes:** Bard, Cleric, Druid, Paladin

A creature you can see within range regains a number of temporary hit points equal to 2d6 + your spellcasting ability modifier. This effect happens every round at the start of your turn for the duration.

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

### Ancestral Guidance

*3rd-level divination (ritual)*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** 1 minute

**Classes:** Bard, Cleric, Druid

You touch a willing creature and call upon the spirits of their ancestors to appear and offer guidance. The

target may pick one language to become proficient in for the duration. Additionally, they gain double proficiency on all Intelligence and Wisdom based skill checks.

### Create Useful Robe Patch

*3rd-level conjuration (ritual)*

**Casting Time:** 1 hour

**Range:** Touch

**Components:** V, S, M (a blank patch worth at least 10gp, a mundane item and a robe of useful things with available space)

**Duration:** Instantaneous

**Classes:** Bard, Wizard

You compress a single mundane item onto a blank patch with the intention of attaching it to a Robe of Useful Items. The item you choose must be no larger than 30 feet in any dimension. The patch must then be sewn onto a Robe of Useful Items before it can be used.

**At Higher Levels:** When casting this spell using a spell slot, you are able to fashion non-sentient magic items into patches depending on the spell slot used, as follows: 3rd level (common), 5th level (uncommon), 7th level (rare), and 9th level (very rare).

### Displacement

*3rd-level conjuration*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

**Duration:** Instantaneous

**Classes:** Sorcerer, Wizard

Using your action, you are able to swap places with a creature you can see within range. If the target is hostile towards you, it can attempt a Charisma saving throw to resist the effect.

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

Displacement has certainly helped me out a tight place more times than I care to admit.  
~Grim

## Distressing Melody

*3rd-level enchantment*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V or S, M (an instrument)

**Duration:** Instantaneous

**Classes:** Bard

You select one creature within range and sing or play a song aimed at disrupting your target, causing them to make a Constitution saving throw vs your Spellcasting DC or lose their focus, ending any concentration spell they currently are casting. If they lose concentration in this manner, they cannot cast a spell from the same school of magic until they complete a long rest.

## Fire Whip

*3rd-level evocation*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S

**Duration:** Instantaneous

**Classes:** Bard, Sorcerer, Warlock, Wizard

You create a whip made of scorching flame and select one creature within range whip with the intention of unbalancing it. The target must make a Dexterity saving throw. On a failed save, the target takes 5d8 fire damage and you choose to knock it prone or to pull it up to 30 feet closer to your location.

**At Higher Levels:** When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d8 and you can pull the target an additional 5 feet for each slot level above 3rd.

## Frost Armor

*3rd-level conjuration*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** Up to 1 minute

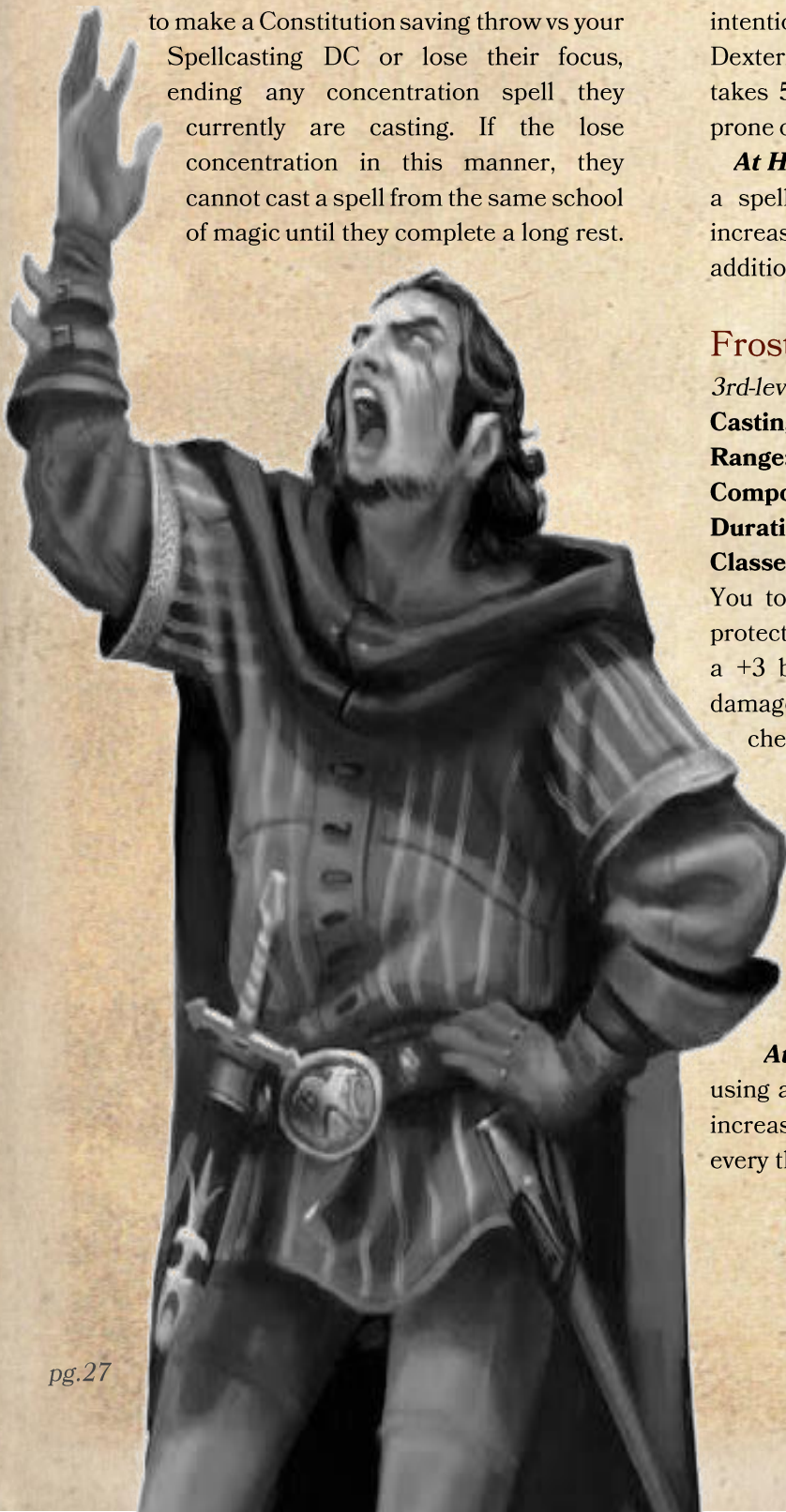
**Classes:** Druid, Sorcerer, Wizard

You touch a willing creature, encasing them in a protective coating of ice. For the duration, they gain a +3 bonus to AC and become immune to cold damage but suffer disadvantage on all Dexterity checks and saves for the duration.

Every time they are hit by a melee weapon attack, their attacker takes 1d6 cold damage.

Additionally, each time they are successfully attacked, the protection provided by frost armor wanes, reducing its armor class bonus by 1. After the AC bonus provided by the armor is reduced to 0, the armor shatters and the spell ends.

**At Higher Levels:** When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 and it gains a +1 bonus to AC for every three slots level above 3rd.



## Grimlores Affliction

*3rd-level necromancy*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S

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

**Classes:** Sorcerer, Warlock, Wizard

You harness necrotic energies and infuse them into your very being. For the next 10 minutes, every time you deal damage with an attack or spell attack to a creature, you deal an additional 1d8 necrotic damage and the creature must make a Wisdom saving throw or become frightened of you until the end of its next turn.

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

## Healing Leeches

*3rd-level conjuration (ritual)*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

**Duration:** 1 minute

**Classes:** Druid, Ranger

You summon 2 magical leeches that exist for 1 minute. They can be given to willing creatures, and when placed somewhere up on their skin, they proceed to suck out all forms of non-magical poisons and toxins in the body, making the creature immune to disease and poison effects for the duration. Additionally, the creature becomes resistant to poison damage for the duration.

## Invocation from Bahamut

*3rd-level abjuration*

**Casting Time:** 1 reaction

**Range:** 30 feet

**Components:** V, S, M (a dragon's scale)

**Duration:** Instantaneous

**Classes:** Cleric, Paladin

You make a plea to the deity Bahamut, dragon god of justice, to aid an ally. Using your reaction, you allow a creature that recently failed a saving throw to attempt another save with advantage.

## Lunacy

*3rd-level enchantment*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

**Duration:** Up to 10 minutes

**Classes:** Bard, Warlock, Wizard

You target a creature that you can see within range and pick at the fragile fabric that allows them to maintain their sanity. The creature must make Wisdom saving throw or roll on the Short-Term Madness Table (DMG, pg.258) and remain under the effect 1d10 minutes.



## Mass Vicious Mockery

*3rd-level enchantment*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S

**Duration:** 1 minute

**Classes:** Bard

You unleash a string of insults laced with subtle enchantments at up to 6 creatures that you can see within range. If the target can hear you (though it need not understand you), it must succeed on a Wisdom saving throw or take 2d4 psychic damage and have disadvantage on the next attack roll it makes before the end of its next turn.

**At Higher Levels:** When you cast this spell using a spell slot of 4th level or higher, the damage increases by 2d4 damage for each slot level above 3rd.

## Mummify

*3rd-level necromancy*

**Casting Time:** 1 action

**Range:** Touch

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

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

**Classes:** Cleric, Warlock, Wizard

You touch a creature and utter an ancient curse. The target must make a Strength saving throw or take 2d8 necrotic damage and become restrained as spectral wrappings begin to tighten around their body. You can use your bonus actions to cause the target to take an additional 2d8 necrotic damage every round after the spell was initially cast.

The target can attempt a Strength saving throw at the beginning of their turn to break the binding.

## Poison Darts

*3rd-level conjuration*

**Casting Time:** 1 bonus action

**Range:** 60 feet

**Components:** V, S

**Duration:** 1 hour

**Classes:** Bard, Druid, Ranger, Wizard

You conjure 2d4 magical darts that last for one hour or until they are used. As an action on your turn, you may expend one of the darts to make a ranged spell

attack against a creature you can see within in range. On a successful attack, you deal 2d6 poison damage to the target and force them to make a Constitution saving throw or become poisoned until the end of their next turn.

**At Higher Levels:** When you cast this spell using a spell slot of 4th level or higher, the you summon an additional 1d4 darts and they last for 1 hour longer for each slot level above 3rd.

## Poisoned Heart

*3rd-level necromancy*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

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

**Classes:** Warlock

You touch a creature, causing its heart to fill with a vile poison. The creature must make a Constitution saving throw or take 2d10 poison damage immediately, and then again at the beginning of each of its turns for the duration. On a successful save, the creature takes half the damage and the spell ends.

At any point during the spell, if the target dies as a result of the poison damage from this spell, every creature within 5 feet of the target must make a Constitution saving throw or take 4d10 poison damage, or half as much on a success as the target's heart explodes.

**At Higher Levels:** When you cast this spell using a spell slot of 4th level or higher, all damage dealt from spell increases by 1d10 for every slot level above 3rd.



## Predominance

*3rd-level divination*

**Casting Time:** 1 action

**Range:** Self

**Components:** V

**Duration:** 1 hour

**Classes:** Sorcerer

You attempt to unleash the power contained within your being. When you first cast this spell, roll a d20. If the result is higher than the difference of 20 and your spellcasting modifier, you gain 3 predominance dice. Within the next hour, you may use each of these dice to gain advantage on a single d20 roll, at which point the die is expended.



## Reshape Destiny

*3rd-level necromancy*

**Casting Time:** 1 reaction

**Range:** 30 feet

**Components:** V

**Duration:** Up to 10 minutes

**Classes:** Bard, Cleric, Paladin

You can change an outcome that the cosmic forces have foretold. As a reaction, you can allow a creature you can see within range that just failed a death saving throw to succeed instead. Additionally, future death saving throws are made with advantage until the creature is either stabilized or dies, whichever happens first.

## Return

*3rd-level conjuration*

**Casting Time:** 1 reaction

**Range:** 30 feet

**Components:** V, S

**Duration:** Instantaneous

**Classes:** Sorcerer, Wizard

Using your reaction, you can cause a target creature to return to the space they occupied at the start of their previous turn. Select a creature that you can see within range, forcing them to make a Charisma saving throw or be teleported back to their point of origin in their previous turn if you can see their destination. This movement does not provoke opportunity attacks. A target can choose to fail this saving throw if they wish. If the space the target would be teleported into is occupied by another creature or an object, the target and the space-occupier each take 1d10 force damage, and the target must move to another space within 5 feet of the destination.

Bixmodeus was certain he could make it over that rickety bridge, against my advisement. As per script, the bridge gave way, and my little servant started to plummet towards his death... Luckily for him, I had Return prepared. That day was one of the many times I saved his life...  
~Grim

## Scaleskin

*3rd-level transmutation*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M (dragon scale worth 300 gp)

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

**Classes:** Druid, Ranger

You touch a willing creature. Until the spell ends, the target's skin has a smooth, scale-like appearance, and the target's AC can't be less than 18, regardless of what kind of armor it is wearing. Also, the target becomes resistant to a single damage type of depending on what type of dragon scale you use: white (cold), red (fire), blue (lightning), black (acid), or green (poison).



## Sphere of Deceit

*3rd-level illusion*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V

**Duration:** 10 minutes

**Classes:** Bard, Warlock

You create a magical zone that enables deception in a 15-foot-radius sphere on a point of your choice within range. Until the spell ends, any creatures of your choosing that enter the spell's area gain advantage on all Deception skill checks.

Additionally, any creatures in the spell's area that you do not grant this bonus must make a Wisdom saving throw or suffer disadvantage on all Wisdom (Insight) checks made while in the area. When the spell ends, they know that they were deceived in this manner.

**At Higher Levels:** When you cast this spell using a spell slot of 4th level or higher, the radius of the sphere is increased by 10 feet for every slot level above 3rd.

## Steady Terrain

*3rd-level transmutation (ritual)*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

**Duration:** 10 minutes

**Classes:** Druid, Ranger

You transform the ground, allowing you and your allies to traverse it with ease. Select a point that you can see within range, removing all difficult terrain within 60 of that point. If the terrain is difficult due to a magical spell, this spell negates that condition of the other spell if it was cast at 3rd level or lower.

When cast on a surface that would require Strength (Climbing) checks to traverse, any creatures you choose can make those checks with advantage.

**At Higher Levels:** When you cast this spell using a spell slot of 4th level or higher, the radius increases by 30 feet for every slot level above 3rd.



## Spectral Steed

3rd-level conjuration (ritual)

**Casting Time:** 10 minutes

**Range:** Self

**Components:** V, S

**Duration:** Instantaneous

**Classes:** Warlock, Wizard

You summon a spirit that assumes the form of an unusually intelligent, strong, and loyal steed, creating a long-lasting bond with it. Appearing in an unoccupied space within range, the steed takes on a form that you choose: a warhorse, a pony, a camel, an elk, or a mastiff. The steed has the statistics of the chosen form, though it is an incorporeal undead creature instead of its normal type, and gains the *Incorporeal Movement* trait, although it cannot use it while mounted. Additionally, if your steed has an Intelligence of 5 or less, its Intelligence becomes 6, and it gains the ability to understand one language of your choice that you speak.

Your steed serves you as a mount, both in combat and out, and you have an instinctive bond with it that allows you to fight as a seamless unit. While mounted on your steed, you can make any spell you cast that targets only you also target your steed.

When the steed drops to 0 hit points, it disappears, leaving behind no physical form. You can also dismiss your steed at any time as an action, causing it to disappear. In either case, casting this spell again summons the same steed, restored to its hit point maximum.

While your steed is within 1 mile of you, you can communicate with it telepathically. You can't have more than one steed bonded by this spell at a time. As an action, you can release the steed from its bond at any time, causing it to disappear.

## Thunderous Bellow

3rd-level evocation

**Casting Time:** 1 action

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

**Components:** V, S

**Duration:** Instantaneous

**Classes:** Bard, Sorcerer

You shout a thunderous phrase that bursts outward from your location. Each creature in a 20-foot cone must make a Constitution saving throw. A creature takes 4d8 thunder damage and is pushed 15 feet away from you on a failed save, or half as much damage and is not pushed on a successful one.

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

## Vaporous Smite

3rd-level evocation

**Casting Time:** 1 bonus action

**Range:** Self

**Components:** V

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

**Classes:** Paladin

The next time you hit a creature with a melee weapon attack during this spell's duration, your weapon flares with a misty white shroud and the attack deals an extra 3d8 radiant damage to the target. Immediately after the attack, your form turns into a gaseous vapor and you are able to travel up to 15 feet without provoking attacks of opportunity.



## 4<sup>th</sup> Level Spells

### Army of the Dead

*4th-level necromancy*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

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

**Classes:** Warlock, Wizard

This spell creates undead servant skeletons in an amount equal to 1d4 + your spellcasting modifier. Choose any pile of humanoid bones within range. Your spell imbues the targets with a foul mimicry of life, raising them as undead skeletons (the GM has the creature's game statistics).

On each of your turns, you can use a bonus action to mentally command any creatures you made with this spell if the creature is within 60 feet of you (issuing the same command to each one). You decide what action the creature will take and where it will move during its next turn, or you can issue a general command, such as to guard a particular chamber or corridor. If you issue no commands, the creature only defends itself against hostile creatures. Once given an order, the creature continues to follow it until its task is complete.

The creatures are under your control for 1 minute, after which point the spell ends and they collapse to the ground, lifeless.

**At Higher Levels.** When you cast this spell using a spell slot of 5th level or higher, you are able to add an additional 1d4 to the total number of skeletons raised by this spell for every slot higher than 4th level.

### Boundary

*4th-level abjuration*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V

**Duration:** Instantaneous

**Classes:** Bard, Cleric, Wizard

You create a small barrier of force to protect a creature you can see within range. The creature gains 25 + 1d10 worth of temporary hit points.

### Brook Healing

*4th-level evocation*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** Instantaneous

**Classes:** Bard, Cleric, Druid, Paladin, Ranger

A creature you touch regains a number of hit points equal to 8d8 + your spellcasting ability modifier. When healing a creature in this manner, you immediately take half of the amount healed as psychic damage and must make a Constitution saving throw or suffer 1 level of exhaustion.

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

### Dusk Arrows

*4th-level necromancy*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

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

**Classes:** Bard, Cleric, Wizard

You touch a quiver containing arrows or bolts. When a target is hit by a ranged weapon attack using a piece of ammunition drawn from the quiver, the target takes an extra 1d8 necrotic damage. The spell's magic ends on the piece of ammunition when it hits or misses, and the spell ends when twelve pieces of ammunition have been drawn from the quiver.

If a target dies as a result of your ranged attack while using this ammunition, its flesh melts away and it is raised as a skeleton under your control for 24 hours, after which it stops obeying any command you've given it. You may control a number of skeletons equal to your proficiency bonus at any time with this spell.

On each of your turns, you can use a bonus action to mentally command a skeleton raised by a dusk arrow if it is within 60 feet of you (if you control multiple creatures, you can command any or all of them at the same time, issuing the same command to each one).



## Embers

*4th-level evocation*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

**Duration:** Instantaneous

**Classes:** Bard, Druid, Sorcerer, Wizard

You cause tiny burning embers to fall from the sky around you in a 30-foot radius. When you cast the spell, you must choose if you intend for the embers to help or hinder.

- **Help:** The embers provide restorative powers to all creatures that you choose within range. Creatures that are currently unconscious gain advantage on all death saving throws until they complete a short rest or die, whichever comes first. Creatures that are conscious gain 3d6 temporary hit points
- **Hinder:** The embers work to oppress your foes. All creatures that you choose within range must make a Dexterity saving throw or take 3d6 fire damage and have their movement speed halved until the end of their next turn. They take half damage on a successful saving throw and their move speed is unaffected.

**At Higher Levels:** When you cast this spell using a spell slot of 5th level or higher, the die increases by 1d6 on either effect for every slot level above 4rd.

## Furtive Armory

*4th-level conjuration*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (An exquisite weapon rack, 10 feet wide by 6 feet tall, constructed from rare materials worth at least 6,000 gp, and a Tiny replica made from the same materials worth at least 60 gp)

**Duration:** Instantaneous

**Classes:** Wizard

You hide a weapon rack, and all its contents, on the Ethereal Plane. You must touch the rack and the miniature replica that serves as a material component for the spell. The weapon rack can hold 15 pieces of adventuring gear, weapons or armor. While the weapon rack remains on the Ethereal Plane, you can

use an action and touch the replica to recall the rack. It appears in an unoccupied space on the ground within 10 feet of you. You can send the weapon rack back to the Ethereal Plane by using an action and touching both the rack and the replica.

After 60 days, there is a cumulative 5 percent chance per day that the spell's effect ends. This effect ends if you cast this spell again, if the smaller replica rack is destroyed, or if you choose to end the spell as an action. If the spell ends and the larger weapon rack is on the Ethereal Plane, it is irretrievably lost.

## Gift of Vivacity

*4th-level abjuration*

**Casting Time:** 1 reaction

**Range:** 60 feet

**Components:** V

**Duration:** Instantaneous

**Classes:** Cleric, Paladin

You call upon your divine grace to bestow strength upon an ally at the expense of your own. Select a creature that you can see within range and grant them a number of temporary hit points equal to your maximum hit points, but you immediately take 4 levels of exhaustion.



## Grimlore's Withering Coils

*4th-level necromancy*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S

**Duration:** Instantaneous

**Classes:** Sorcerer, Warlock, Wizard

You create three spectral coils gleaming with green necrotic energies. Make a ranged spell attack against up to three targets within range, one for each coil. Each successful attack deals 3d10 necrotic damage and the target must succeed on a Wisdom saving throw or become frightened of you until the end of your next turn. If the target makes a successful saving throw, it cannot be frightened by this spell for 24 hours.

**At Higher Levels:** When you cast this spell using a spell slot of 5th level or higher, the damage of each coil increases by 1d10 for every two slot levels above 4th.

## Hallowing Curse

*4th-level necromancy*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

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

**Classes:** Bard, Cleric, Warlock, Wizard

You touch a creature, and that creature must succeed on a Wisdom saving throw or become cursed for the duration of the spell. When you cast this spell, an ill omen is placed on the target, causing disadvantage on Strength and Constitution ability checks and saving throws for the duration. While cursed, the target gains 5d10 worth of negative temporary hit points. These negative temporary hit points must be healed through before a target's normal hit points can be healed. While cursed, the target must make a Wisdom saving throw at the start of each of its turns. If it fails, it wastes its action that turn doing nothing. A remove curse spell ends this effect.

**At Higher Levels:** If you cast this spell using a spell slot of 5th level or higher, the Duration is 8 hours. If you use a spell slot of 7th level or higher, the Duration is 24 hours. If you use a 9th level spell slot, the spell lasts until it is dispelled. Using a spell slot of 5th level or higher grants a Duration that doesn't require Concentration.

## Healing Stone

*4th-level transmutation (ritual)*

**Casting Time:** 1 hour

**Range:** Self

**Components:** V, S, M (incense worth 50gp, which the spell consumes, and a bloodstone worth 300gp)

**Duration:** Up to 10 days

**Classes:** Druid

You infuse a bloodstone with restorative magics. As an action on your turn within the next 10 days, you can use the stone to heal yourself or a creature within 5 feet of you for 6d4 + 6 hit points, returning the stone to its non-magical state. You may only infuse one bloodstone with this magic at a time.

## Hemorrhage

*4th-level transmutation*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

**Duration:**

**Classes:** Druid, Ranger, Sorcerer, Warlock

You cause your target's previously healed battle scars rupture and their blood begins to flow from their body. Make a ranged spell attack against a creature that you can see within range and roll 6d10. If this number is higher than the target's hit points at the end of its next turn, it dies. Temporary hit points do not count towards this total.

**At Higher Levels:** When you cast this spell using a spell slot of 5th level or higher, you can add a 1d10 to your roll for each slot level above 4th.

## Improved Mage Armor

*4th-level abjuration*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (A link of a metal chain)

**Duration:** 8 hours

**Classes:** Sorcerer, Wizard

You touch a willing creature who isn't wearing armor, and a protective magical force surrounds it until the spell ends. The target's base AC becomes 15 + its Dexterity modifier. The spell ends if the target dons armor or if you dismiss the spell as an action.

## Lathander's Blessing

*4th-level abjuration*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

**Duration:** Up to 1 minute

**Classes:** Cleric, Paladin

You invoke the blessing of Lathander, god of birth and renewal, to aid you in your quest by protecting you against being slain by your foes. For the duration, if a single attack would knock you unconscious or kill you outright, you are instead lowered to 1 hit point and may roll 4d6 and receive that many temporary hit points.

pg.35

I met a druid who gave me  
one of these stones as a gift.  
Even though the magic has long  
since faded, the gemstone's beauty  
keeps me from throwing it away.  
~ Grim

## Observance

*4th-level enchantment*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S

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

**Classes:** Bard, Cleric, Ranger

You heighten the senses of one of your allies. Select a creature that you can see within range and grant them advantage on all Wisdom (Perception) and Intelligence (Investigation) skill checks for the duration. Additionally, the target gains an extra attack each time it makes an attack of opportunity using its reaction for the duration.

**At Higher Levels:** When you cast this spell using a spell slot of 5th level or higher, you can select one additional creature for each slot level above 4th.

## Plague

*4th-level necromancy*

**Casting Time:** 1 action

**Range:** 60 feet

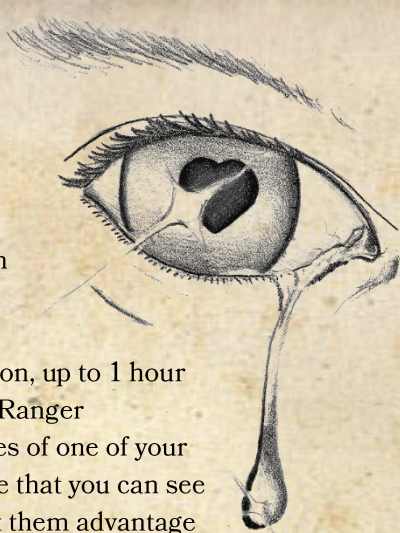
**Components:** V, S

**Duration:** Up to 1 hour

**Classes:** Warlock, Wizard

You point at a creature within range, causing a dark green glow to pass over their body. The creature must make a Constitution saving throw or take 4d10 poison damage and become diseased; suffering disadvantage on all attacks for the duration as their skin begins to pustules all over their body.

If the disease is not removed within 1 hour, the creature must make a Constitution saving throw or die. If the target succeeds, the spell's duration is extended by 1 hour. The spell ends when the target makes a successful Constitution saving throw or dies, whichever comes first. Constructs and Undead are immune to the spell.



## Raze

*4th-level evocation*

**Casting Time:** 1 action

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

**Components:** V, S, M (a red dragon's scale worth 300 gp)

**Duration:** Instantaneous

**Classes:** Sorcerer, Wizard

You summon fiery floor of bubbling lava beneath your feet. All creatures within 15 feet of you other than yourself must make a Dexterity saving throw or take 4d10 fire damage and may only move up to half of their movement speed until the end of their next turn. Creatures that are within 5 feet of you must make the Dexterity saving throw with disadvantage. Creatures take half damage and do not lose any movement speed on a successful saving throw.

**At Higher Levels:** When you cast this spell using a spell slot of 5th level or higher, the range of spell increases by 5 feet for each distance for every slot level above 4th.

## Spellsteal

*4th-level abjuration*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S

**Duration:** Up to 1 minute

**Classes:** Wizard

You select a creature that you can see within range and cause them to make a Wisdom saving throw. On a failed save, you place a minor hex on them, blocking the next spell of 3rd level or lower they attempt to cast. Once you have blocked a spell from being cast in this manner, you are able to cast it using your reaction instead. Casting a spell in this manner grants you temporary insight into how the spell is cast even if it is not on your available spell list and does not use a spell slot. The spell is not added to your spellbook.

**At Higher Levels:** If you cast this spell using a spell slot of 5th level or higher, the spell level that you can affect increases by one level for each spell level above 4th.



## Sticks to Snakes

*4th-level transmutation (ritual)*

**Casting Time:** 1 action

**Range:** Touch

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

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

**Classes:** Druid, Ranger

You transform a bundle of sticks into a Swarm of Poisonous Snakes. The swarm turns back into sticks when it drops to 0 hit points or when the spell ends. The summoned swarm is friendly to you and your companions. The swarm has its own turn, which immediately follows your own on the initiative order. It obeys any verbal commands that you issue to them (no action required by you). If you don't issue any commands to them, they defend themselves from hostile creatures, but otherwise take no actions. The GM has the creatures' statistics.



## Torm's Safeguard

*4th-level abjuration*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

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

**Classes:** Cleric, Paladin

You invoke the blessing of Torm, god of courage, to offer you his protection. As an action on your turn, your body is coated in a white shimmering light, offering bright light for 20 feet and dim light for another 20. Additionally, you are granted 35 temporary hit points and any attacks against fiends or devils are done with advantage for the duration. The spell ends when the temporary hit points have been used or 1 minute passes, whichever happens first.

## Vermintide

*4th-level conjuration (ritual)*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M (two dead rats)

**Duration:** Concentration, up to 8 hours

**Classes:** Druid, Wizard

You conjure two huge swarms of rats in any location you can see within range. Each swarm dies when it drops to 0 hit points. The swarms are friendly to you and your companions. Roll initiative for the swarms, which have their own turns. They obey any verbal commands that you issue to them (no action required by you). If you don't issue any commands, each swarm will spend its turn seeking out the nearest source of food. If a swarm is alive after 8 hours, you will lose your control over it and the swarm will disband into an appropriate number of tiny rats. You can recast the spell before it expires to regain control over the swarms again. The GM has the swarm's statistic (216 hit points, other stats as *Swarm of Rats*).

## 5<sup>th</sup> Level Spells

### Armor of Bones

*5th-level conjuration*

**Casting Time:** 1 action

**Range:** 60 feet

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

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

**Classes:** Cleric, Druid, Warlock, Wizard

You encase the armor of a willing creature that you can see within range in solid bone. While not impervious to degradation, this bone armor will provide the target with a +3 AC protection bonus for the duration.

Additionally, every time a creature lands a successful melee attack against the target, the attacker takes 3d6 piercing damage as bone shrapnel chips off and flies at the assailant.

### Blood of the Martyr

*5th-level abjuration*

**Casting Time:** 1 reaction

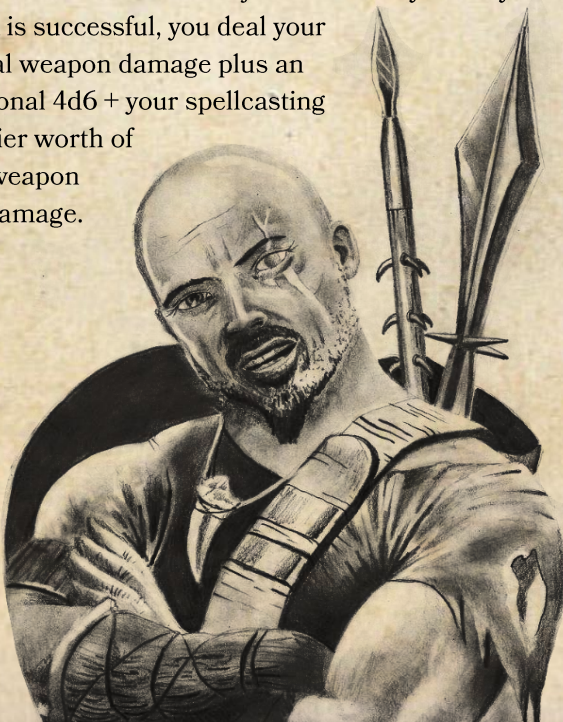
**Range:** Self

**Components:** S

**Duration:** Instantaneous

**Classes:** Paladin

Upon taking damage from a melee attack, you can choose to take an additional 8d6 damage of that damage type. Upon doing so, you can then use your reaction to make a melee attack with advantage against the creature that just attacked you. If your attack is successful, you deal your normal weapon damage plus an additional 4d6 + your spellcasting modifier worth of your weapon type damage.



### Chaotic Wellspring

*5th-level transmutation*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

**Duration:** Up to 10 minutes

**Classes:** Sorcerer

Select up to three creatures that you can see within range and force each of them to make a Wisdom saving throw. On a failed save, the creatures experience difficulty focusing on their spellcasting. The next time they cast a spell, they must immediately roll on the Wild Magic table.



### Cognition

*5th-level evocation*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

**Duration:** 8 hours

**Classes:** Wizard

You are able to use your vast intellect to overcome obstacles that would otherwise seem impossible. For the duration, you are able to use your Intelligence modifier in place of Dexterity or Wisdom for any saving throws or skill checks.

### Defile

*5th-level necromancy*

**Casting Time:** 1 action

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

**Components:** V, S

**Duration:** Instantaneous

**Classes:** Druid, Sorcerer, Warlock, Wizard

A wave of necrotic energy flows out from your hands over the land, sapping it of life. Each creature you choose within a 30-foot cone must make a Constitution saving throw. The targets take 5d10 necrotic damage on a failed save, or half as much damage on a successful one. This spell has no effect on undead or constructs. If any target is a plant creature or a magical plant, they make the saving throw with disadvantage, and the spell deals maximum damage to it. If any target is a nonmagical plant that isn't a creature, such as a shrub, it doesn't make a saving throw; it simply withers and dies.

## Frost Nova

*5th-level evocation*

**Casting Time:** 1 action

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

**Components:** V, S, M (a white dragon's scale worth 450 gp)

**Duration:** Instantaneous

**Classes:** Sorcerer, Wizard

You invoke the arctic cold to freeze your foes. Every creature within a 20-foot sphere centered on yourself that you choose must succeed on a Dexterity saving throw or take 8d8 cold damage and suffer disadvantage on all Dexterity saving throws until the end of your next turn. On a successful save, the target takes half damage and does not suffer disadvantage on Dexterity saving throws.

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

## Grimlore's Touch of Undeath

*5th-level necromancy*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

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

**Classes:** Sorcerer, Warlock, Wizard

You touch a creature, causing it to make a Constitution saving throw. For the duration, the target becomes paralyzed on a failed saving throw or frightened of you on a success. Additionally, while paralyzed or frightened in this manner, the target begins to give off a toxic odor. Any creature that is within 10 feet of the target at the start of its turn must succeed on a Constitution saving throw or be poisoned until the start of its next turn.

**At Higher Levels:** If you cast this spell using a spell slot of 6th level or higher, the duration is 8 hours. If you use a spell slot of 7th level or higher, the duration is 24 hours. If you use an 8th level spell slot, the spell lasts until dispelled. Using a spell slot of 6th level or higher grants a duration that doesn't require Concentration.

## Hederan Embrace

*5th-level transmutation*

**Casting Time:** 1 action

**Range:** Self

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

**Duration:** Up to 24 hours

**Classes:** Druid, Ranger

Your limbs grow like the woody vines of a hederan plant. For the duration, your melee attack range is increased to 15 feet. Additionally, you can use your reaction to make an attack if a creature moves into a space you threaten.

## Hellfire

*5th-level evocation*

**Casting Time:** 1 action

**Range:** 90 feet

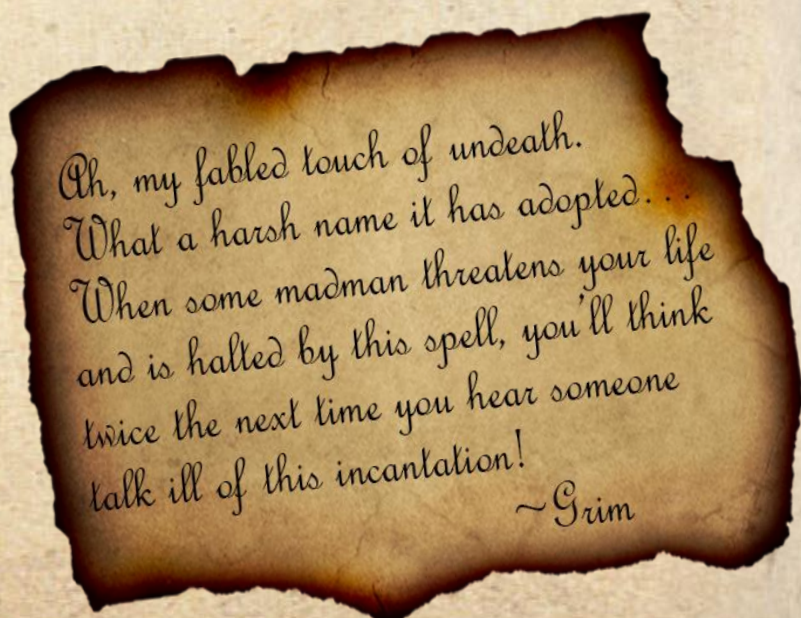
**Components:** V, S, M (a piece of coal)

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

**Classes:** Sorcerer, Warlock, Wizard

A fiery coal ignites in the palm of your hand. A creature that you can see within range must make a Dexterity saving throw, as the coal flies towards the target. On a failed save, the target takes 6d8 fire damage initially and then 2d8 fire damage at the start of each of their turns for the duration. The target takes half as much initial damage and no subsequent damage on a successful save.

**At Higher Levels:** When you cast this spell using a spell slot of 6th level or higher, all damage instances increase by 1d8 for each slot level above 5th.



Oh, my fabled touch of undeath.  
What a harsh name it has adopted. . .  
When some madman threatens your life  
and is halted by this spell, you'll think  
twice the next time you hear someone  
talk ill of this incantation!  
~Grim



## Ilmater's Fortune

*5th-level divination (ritual)*

**Casting Time:** 1 action

**Range:** 1 mile

**Components:** V, S

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

**Classes:** Bard, Cleric, Druid, Paladin, Ranger

You focus on the suffering of all creatures around you. For the duration, you sense the health of any injured creatures within 1 mile of your current location. You learn of their creature type (although not their identity), how critically they are injured, and the nature of any ailments affecting them.

Additionally, all restorative spells you cast for the duration gain 2d6 additional hit points of healing and you gain advantage on any Wisdom (Medicine) checks you make.

## Linked Lifeblood

*5th-level abjuration*

**Casting Time:** 1 action

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

**Components:** V, S

**Duration:** 1 minute

**Classes:** Cleric, Druid, Paladin

You create a protective tether to your allies, siphoning their pain. You gain temporary hit points equal to twice your maximum hit points. Any creature of your choice in range that would take damage for the duration takes no damage, and the damage is transferred to you instead. If this damage exceeds your temporary hit points, it is applied to your remaining hit points. The spell ends after the duration or if you die, whichever happens first.

**At Higher Levels:** If you cast this spell with a spell slot of 6th level or higher, the duration is 10 minutes. Spell slots from 7th level increase the duration to an hour, and from 8th level slots the spell lasts until dispelled. Using a spell slot of 6th level or higher allows you to end the spell as an action.

## Manifest Mimic

*5th-level transmutation (ritual)*

**Casting Time:** 1 hour

**Range:** Touch

**Components:** V, S, M (object worth at least 500 gp)

**Duration:** Instantaneous

**Classes:** Bard, Wizard

A nonmagical object comes to life at your command, in the form of a mimic. The mimic is charmed by you until you or your companions do anything harmful to it. The GM has the creature's game statistics.

## Midnight

*5th-level evocation*

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S, M (Bat fur and a drop of pitch or piece of coal)

**Duration:** Up to 1 hour

**Classes:** Sorcerer, Warlock, Wizard

Magical darkness spreads from a point you choose within range to fill a 60-foot-radius sphere for the duration. The darkness spreads around corners. A creature with darkvision can't see through this darkness, and nonmagical light can't illuminate it. If the point you choose is on an object you are holding or one that isn't being worn or carried, the darkness emanates from the object and moves with it. Completely covering the source of the darkness with an opaque object, such as a bowl or a helm, blocks the darkness.

If any of this spell's area overlaps with an area of light created by a spell of 5th level or lower, the spell that created the light is dispelled.



## Muffle

*5th-level illusion (ritual)*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** Up to 24 hours

**Classes:** Bard, Ranger, Wizard

You are able to magically reduce the noise an object makes so that it become silent for the duration. If the target object would normally impose disadvantage on Dexterity based skill checks, it no longer does for the duration. You can dismiss this effect as a bonus action. You can only cast this spell on one object at a time.

## Mystra's Bequest

*5th-level enchantment*

**Casting Time:** 1 action

**Range:** 10 feet

**Components:** V, S

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

**Classes:** Bard, Ranger, Wizard

You select up to 2 targets within range. The next spell they cast that targets only one creature and doesn't have a range of self, can target a second creature in range with the same spell.

## Oghma's Knowledge Transferral

*5th-level transmutation*

**Casting Time:** 1 reaction

**Range:** 60 feet

**Components:** V, S

**Duration:** Instantaneous

**Classes:** Sorcerer, Wizard

You are able to magically transfer your knowledge onto another willing creature, allowing them to gain some of your arcane insight. When an ally would cast a spell of 3rd level or lower on their turn, you may use your reaction to grant them access to your list of prepared spells to select from, provided they can be cast at the given level.

Your ally's casting of the spell uses their spell slot of the appropriate level, and it behaves as though they cast it for the purposes of concentration, spell attack rolls, and saving throw DC

**At Higher Levels:** If you cast this spell using a spell slot of 6th level or higher, the spell level that you can cast through an ally increases by one level for each spell level above 5th.

## Pride of the Wild

*5th-level enchantment*

**Casting Time:** 10 minutes

**Range:** 30 feet

**Components:** V, S

**Duration:** Up to 8 hours

**Classes:** Druid, Ranger

Up to 10 creatures of your choosing within range have their movement speed doubled for the duration. This effect is removed if a target takes a hostile action towards any creature.



## Ruin

*5th-level evocation*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

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

**Classes:** Druid, Sorcerer, Warlock, Wizard

You create a maelstrom of fire and brimstone in a 20-foot-radius sphere at a point you can see within range.

When a creature enters the area for the first time on a turn or starts its turn there, it must make a Constitution saving throw. On a failed save, the creature takes 5d8 fire damage or half as much on a success. Constructs and structures automatically fail the save and the spell deals maximum damage.

**At Higher Levels:** When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d10 for each slot level above 5th.

## Sundering Smite

*5th-level evocation*

**Casting Time:** 1 action

**Range:** Self

**Components:** V

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

**Classes:** Paladin

The next time you hit with a melee weapon attack during the spell's duration, your attack deals an extra 6d8 radiant damage. The target must make a Strength save. On a failure, it has suffers a -5 AC penalty until the end of its next turn.

## Vehement Inquiry

*5th-level enchantment (ritual)*

**Casting Time:** 1 action

**Range:** Touch

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

**Duration:** Up to 1 hour

**Classes:** Bard, Paladin, Warlock

You can force a creature to answer your questions in a truthful manner. Upon casting this spell, you immediately lose 1d8 of your remaining hit dice as a sacrifice. You must have at least eight hit dice to cast this spell. You touch a target for which you have a sample of their blood and cause them to make a

Wisdom saving throw at disadvantage. If the target fails, they must answer up to 2d4 of your questions. The target must respond, must speak the truth and cannot provide an answer that is misleading in any way.

## Vengeance of Talos

*5th-level evocation*

**Casting Time:** 1 action

**Range:** 5 feet

**Components:** V, S

**Duration:** 1 round

**Classes:** Druid, Ranger, Sorcerer, Wizard

You channel the rage of Talos, god of storms, to strike down a foe where it stands. Make a melee attack with a weapon. On hit, the target suffers the attack's normal effects plus 6d8 lightning damage and becomes stunned. Additionally, every creature of large size or smaller other than yourself within 20 feet of the target must make a Dexterity saving throw or be knocked prone, regardless of whether the initial attack was successful.

**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.

## Wall

*5th-level evocation*

**Casting Time:** 1 action

**Range:** Self

**Components:** V

**Duration:** 1 round

**Classes:** Sorcerer, Wizard

An invisible barrier of magical force appears and protects you. Until the start of your next turn, you have a +7 bonus to AC and impose disadvantage on attacks made against you, including against the triggering attack, and you take no damage from magic missile.



## 6<sup>th</sup> Level Spells

### Amplify Magic

*6th-level transmutation*

**Casting Time:** 1 bonus action

**Range:** Self

**Components:** V, S

**Duration:** Up to 1 minute

**Classes:** Sorcerer, Wizard

You use your bonus action to empower the next spell you cast. While you are under the effects of this spell, the next 3rd level spell that you cast using one of your available spell slots will gain the effects as if it were cast it at 7th level.

### Apocalypse

*6th-level evocation*

**Casting Time:** 1 action

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

**Components:** V, S

**Duration:** Instantaneous

**Classes:** Sorcerer, Warlock, Wizard

You cause demonic symbols to appear beneath the feet of every creature you choose within range. Each creature must make a Dexterity saving throw or take 3d8 fire damage and become stunned until the end of their next turn. The creatures take half damage and are not stunned on a successful save. Creatures gain no benefit from cover for this save.

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

### Battle Beetle

*6th-level conjuration*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

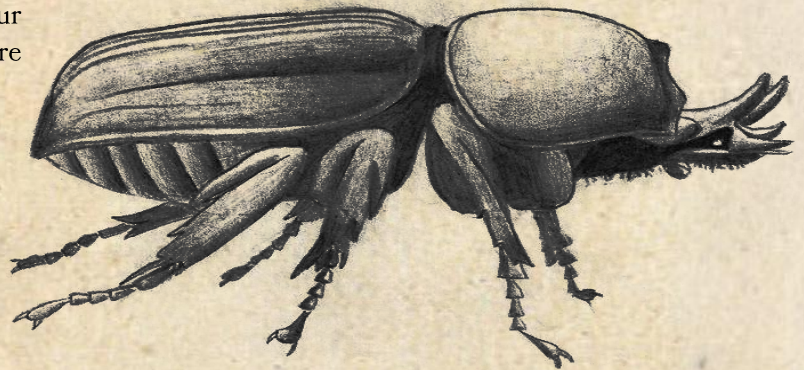
**Duration:** Concentration, up to 24 hours

**Classes:** Druid

You summon a fey spirit, which takes the form of a huge beetle that appears in unoccupied space that you can see within range. The beast is considered fey, and it disappears when it drops to 0 hit points or when the spell ends. The summoned creature is friendly to you

and your companions. Roll initiative for the summoned creature, which has its own turns. It obeys any verbal commands that you issue to them (no action required by you). If you don't issue any commands, it will defend itself from hostile creatures, but otherwise take no actions. The GM has the creatures' statistics (stats as a Mammoth with *pincer* attack instead of *gore*, and the *trampling charge* trait grapples the target instead of knocking them prone).

Up to 4 creatures of medium size or smaller can mount the beetle at a time, but it only responds to commands given by you.



### Bound into Obedience

*6th-level enchantment*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** 10 days

**Classes:** Bard, Sorcerer, Warlock, Wizard

You touch an incapacitated creature and cause ethereal chains to bind the creature's hands. If the target is stabilized, it must succeed on a Wisdom saving throw at disadvantage or become bound into your servitude for the duration. For the next 10 days, the target must obey your commands to the best of its ability as your servant. The target will not willingly hurt itself.

When the spell ends, the creature is no longer bound to you as a servant and has full knowledge of the tasks you made it perform. A Remove Curse, Greater Restoration, or wish spell also ends it.

**At Higher Levels:** If you cast this spell using a spell slot of 7th level or higher, the duration is 30 days. If you use a spell slot of 8th level or higher, the duration is 1 year. If you use a 9th level spell slot, the spell lasts until dispelled.

## Borrowed Time

*6th-level transmutation*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

**Duration:** Instantaneous

**Classes:** Bard, Cleric, Sorcerer, Warlock, Wizard

You open a rift and are able to reach through to borrow idle time from your future self. Once per round for 1d6+4 rounds, you may take an additional action or bonus action at the end of another creature's turn. This additional action does not consume your reaction. Once the spell ends, you lose your reaction for a number of rounds equal to the initial roll of 1d6.

## Grace of Shar

*6th-level divination*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (a small black disk)

**Duration:** 1 hour

**Classes:** Bard, Cleric, Sorcerer, Wizard

A creature you touch is blessed with a sliver of Shar's umbral omniscience. For the duration, they gain blindsight out to a range of 30 feet.

## Grimlore's Aphotic Armor

*6th-level necromancy*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

**Duration:** Up to 1 hour

**Classes:** Sorcerer, Warlock, Wizard

You pull forth shadows that reside in the deepest corners of the realm to shroud yourself. Upon casting this spell, you gain 40 temporary hit points. Additionally, while the temporary hit points are active, you receive partial cover from melee attacks and spells and if you take damage from any source, your attacker must make a Wisdom saving throw or become frightened of you for 1 minute.

## Investiture of Necrosis

*6th-level transmutation*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

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

**Classes:** Warlock, Wizard

Necrotic energies race across your body, shedding dim light in a 60-foot radius for the spell's duration. The necrosis doesn't harm you. Until the spell ends, you gain the following benefits:

- You are immune to poison and necrotic damage.
- Any creature that moves within 5 feet of you for the first time on a turn or ends its turn there takes 1d10 necrotic damage.
- You can use your action to create a line of necrotic energy 15 feet long and 5 feet wide extending from you in a direction you choose. Each creature in the line must make a Dexterity saving throw. A creature takes 4d8 necrotic damage on a failed save, or half as much damage on a successful one.

## Kossuth's Mark

*6th-level evocation*

**Casting Time:** 1 action

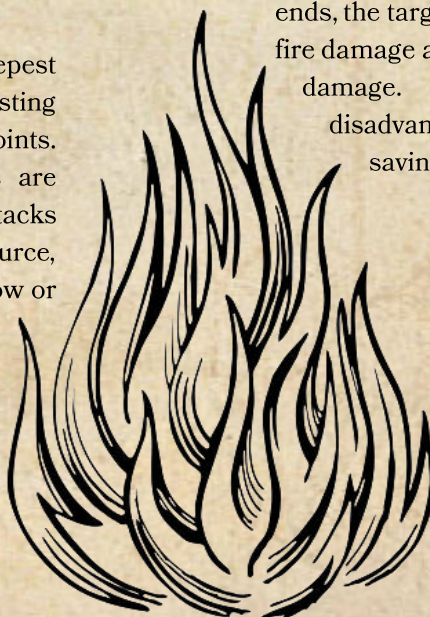
**Range:** 60 feet

**Components:** V, S

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

**Classes:** Sorcerer, Wizard

You burn a fiery rune in the shape of Kossuth's symbol into the forehead of a creature. Until the spell ends, the target will take an additional 2d6 fire damage any time it takes other source damage. Also, the target suffers disadvantage on Dexterity checks and saving throws.



## Lingering Vitality

*6th-level evocation*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

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

**Classes:** Bard, Cleric, Druid

You touch one willing creature, infusing its soul with pool of restorative magics that are slowly released over time. Roll 10d8, which becomes the pool of hit points available to the target. As a reaction, the you can heal the target an amount of hit points equal to or less than those remaining in the in the pool.

**At Higher Levels:** When you cast this spell using a spell slot of 7th level or higher, the pool of hit points increases by 2d8 for each slot level above 6th.

## Mantle of Malar

*6th-level transmutation*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (a tuft of werewolf fur)

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

**Classes:** Cleric, Druid, Sorcerer

You adopt a spectral visage of a ravenous wolf spirit. For the duration, creatures of your choice within 30 feet of you gain advantage on attack rolls against their target if at least one of their allies is within 5 feet of that target and the ally isn't incapacitated.

Additionally, actions you take on your turn gain special aspects as you channel Malar's bestial will. If you take the Attack action, creatures of your choice within 10 feet of you when you make the attack must make a Wisdom saving throw or be frightened of you until the end of their next turn; if you take the Dash action your jump distance is tripled; if you take the Disengage action, your movement speed increases by 10 feet; if you take the Dodge action, you gain resistance to bludgeoning, piercing, and slashing damage from non-magical weapons that aren't silvered

## Myrkul's Power

*6th-level necromancy*

**Casting Time:** 1 action

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

**Components:** V, S

**Duration:** Instantaneous

**Classes:** Cleric, Warlock, Wizard

You hold your hands with fingers spread, emanating a thin sheet of necrotic energy forth from your outstretched fingertips. Each creature in a 30-foot cone must make a Constitution saving throw. A creature takes 5d6 necrotic damage on a failed save, or half as much damage on a successful one. You are healed for half of the total damage done.

**At Higher Levels:** When you cast this spell using a spell slot of 7th level or higher, the damage increases by 1d6 for each slot level above 6th.



## Oppression

*6th-level evocation*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

**Duration:** Instantaneous

**Classes:** Bard, Wizard

Each creature in a 15-foot-radius sphere centered on a point you choose must make a Wisdom save. A target takes 6d6 force damage and suffers disadvantage on saving throws vs magical effects until the start of your next turn on a failed save, or half as much damage and no disadvantage on a success.

**At Higher Levels:** When you cast this spell using a spell slot of 7th level or higher, the damage increases by 2d6 for each slot level above 6th.

## Permafrost

*6th-level evocation*

**Casting Time:** 1 bonus action

**Range:** Self

**Components:** V, S, M (a white dragon's scale worth 500 gp)

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

**Classes:** Sorcerer, Wizard

An icy chill passes over your body, giving you a better understanding of winter's strength. For the duration, when you cast a spell that deals cold damage, you cause your target to become vulnerable to this damage type for the attack. When you cast any spells that deal cold damage to a target that is resistant to that damage type, you cause the target to lose their resistance to cold damage for the attack. When you cast any spells that deal cold damage on a target that is immune to this damage type, you cause your target to become resistant for the attack instead.

## Psyche Onslaught

*6th-level enchantment*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

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

**Classes:** Bard, Cleric, Wizard

You create a 15-foot-radius sphere of thin hazy mist centered on a point you can see within range. The

mist spreads around corners. It lasts for the duration or until strong wind disperses it, ending the spell. Its area is heavily obscured. Creatures in to mist's area have disadvantage on all mental (Intelligence, Wisdom, and Charisma) saving throws and skill checks.

## Rampart of Dispel Magic

*6th-level abjuration*

**Casting Time:** 1 action

**Range:** 90 feet

**Components:** V, S

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

**Classes:** Bard, Cleric, Sorcerer, Wizard

You create a pulsating wall of magical energy that purges magical effects from any creature that passes through it. The wall can be up to 40 feet long and 40 feet high. The wall is 5 feet thick and must be placed in an unoccupied space that you can see within range. The wall is visible to all creatures with an Intelligence score higher than 11. Any creature that passes through the wall has any spell of 6th level or lower end. For each spell of 7th level or higher on the target, make an ability check using your spellcasting ability. The DC equals 10 + the spell's level. On a successful check, the spell ends.

**At Higher Levels:** When you cast this spell using a spell slot of 7th level or higher, the duration is 1 hour. If you use a spell slot of 8th level or higher, the duration is 24 hours. If you use an 9th level spell slot, the spell lasts for 1 month. Using a spell slot of 7th level or higher grants a duration that does not require Concentration.

## Soultap

*6th-level necromancy*

**Casting Time:** 1 bonus action

**Range:** 30 feet

**Components:** V, S

**Duration:** Instantaneous

**Classes:** Sorcerer, Warlock, Wizard

You embrace that life-force that flows inside all living beings within range. As bonus action, you can take 1d6 necrotic damage from every creature that you choose within range. When you make your next spell attack, you can add this amount of damage to your attack.

## 7<sup>th</sup> Level Spells

### Acid Rain

*7th-level conjuration*

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S

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

**Classes:** Sorcerer, Wizard

You create gloomy storm clouds 40 feet above the ground, creating a mixture of dense fog and pouring acidic rain in a 15-foot-radius, 40-foot-high cylinder centered on a point within range. Until the spell ends, dim light fills the cylinder. The cylinder spreads around corners. Its area is heavily obscured and acts as difficult terrain. A creature that enters the fog or starts its turn there must make a Constitution saving throw. The creature takes 8d10 acid damage on a failed save, or half on a success.

Additionally, metal items exposed to the rain might be destroyed. For magical weapons, armor, and objects, roll a d6. Uncommon items are destroyed on a 3 or lower. Rare items are destroyed on a 2 or lower. Very Rare items are destroyed on a 1. Legendary items are unaffected. Nonmagical metal weapons, armor, and objects are destroyed immediately when they are exposed to the rain.

**At Higher Levels:** If you cast this spell using a spell slot of 8th level or higher, the Duration is 8 hours. If you use a 9th level spell slot, the spell lasts until you dismiss it as a bonus action. Using a spell slot of 8th level or higher grants a duration that doesn't require concentration.

### Conjure Shambling Mound

*7th-level conjuration*

**Casting Time:** 1 minute

**Range:** 60 feet

**Components:** V, S

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

**Classes:** Druid

You call forth an shambling mound created from any vegetation around you. Choose an unoccupied area near a source of vegetation that you can see within

range. A shambling mound will rise from the ground in this location. The mound disappears when it drops to 0 hit points or when the spell ends. The mound is friendly to you and your companions for the duration. Roll initiative for the mound, which has its own turns. It obeys any verbal commands that you issue to it (no action required by you). If you don't issue any commands to the mound, it defends itself from hostile creatures but otherwise takes no actions. If your concentration is broken, you lose control of the mound and it becomes hostile toward you and your companions, and it will attack. An uncontrolled mound can't be dismissed by you, and it disappears 1 hour after you summoned it. The GM has the shambling mound's statistics.

**At Higher Levels:** When you cast this spell using a 9th-level spell slot, you summon two shambling mounds in unoccupied areas that you can see.





## Conjure Wyrmling

*7th-level conjuration (ritual)*

**Casting Time:** 1 minute

**Range:** 90 feet

**Components:** V, S, M (a dragon scale and a jewel worth 10,000 gp, both of which the spell consumes)

**Duration:** Up to 8 hours

**Classes:** Sorcerer, Warlock, Wizard

You summon a dragon wyrmling of challenge rating 4 or lower, which appears in an unoccupied space that you can see within range. The color of dragon scale used in the casting determines the type of wyrmling summoned. The wyrmling disappears when it drops to 0 hit points or when the spell ends. The wyrmling is friendly to you and your companions for the duration. Roll initiative for the wyrmling, which has its own turns. It obeys any verbal commands that you issue to it (no action required by you), as long as they don't violate its alignment. If you don't issue any commands to the wyrmling, it defends itself from hostile creatures but otherwise takes no actions. The GM has the wyrmling's statistics. You can only have one wyrmling conjured at a time with this spell. Any additional castings of the spell within the duration will cause the prior wyrmling to cease existing or to extend the duration, depending on the scale used.

**At Higher Levels:** When you cast this spell using an 8th-level spell slot, the duration is up to 24 hours. When using a 9th-level spell slot, the duration is a year and a day.



## Kelemvor's Irradiating Beam

*7th-level evocation*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M (holy symbol of Kelemvor)

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

**Classes:** Cleric, Wizard

You create a beam of radiant energy that burns undead creatures in a 20-foot radius cylinder up to 100 feet tall centered on a point that you can see within range. The cylinder is considered difficult terrain for undead creatures. When an undead creature enters the cylinder for the first time on a turn or starts its turn there, it must make a Constitution saving throw. On a failed save, the undead creature takes 6d10 radiant damage or half as much on a success. Incorporeal undead automatically fail the save and take maximum damage from the spell. Living creatures are unaffected by the pool and it is not difficult terrain for them.

Additionally, the pool sheds bright light for 60 feet from its center and dim light for another 20 feet.

If you're within 60 feet of the cylinder, you can move it up to 30 feet as a bonus action.

**At Higher Levels:** When you cast this spell using a spell slot of 8th level or higher, the damage increases by 1d10 for each slot level above 7th.

## Grimlore's Doom

*7th-level necromancy*

**Casting Time:** 1 bonus action

**Range:** 60 feet

**Components:** V, S

**Duration:** Up to 1 minute

**Classes:** Sorcerer, Warlock, Wizard

You spit an oath at a creature within range, who must succeed on a Wisdom saving throw or take 4d8 necrotic damage. On a successful save, the creature takes half of the damage and is frightened of you until the end of your next turn. On a failed save, the creature is frightened of you, and is incapacitated. The creature also takes 2d8 necrotic damage at the end of each of its turns, after which it may make the saving throw again. On a success, the spell ends.

## Reveille

7th-level conjuration

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M (a war horn)

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

**Classes:** Bard, Cleric, Wizard

You summon warriors to fight for you and your allies with a blast through a war horn that calls them to arms. Choose between a Knight or a Veteran; the chosen creature appears within range, as well as a squad of auxiliary warriors composed of 2d4+4 Guards or Bandits, respectively.

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

If your concentration is broken, the warriors don't disappear. Instead, you lose command of them, and they become neutral to you and your companions, following the command of the Knight or Veteran (as appropriate). Uncontrolled warriors can't be dismissed by you and disappear 1 hour after they are summoned. The GM has the warriors' statistics.

**At Higher Levels:** When you cast this spell using a spell slot of 8th level, the number of auxiliary warriors you may summon increases to 2d6+6. When you cast it using a spell slot of 9th level, this number increases to 2d8+8, or you may summon 12 auxiliary warriors and an additional Knight or Veteran, which must be of the same type as the initial choice.



## Vampiric Aura

7th-level necromancy

**Casting Time:** 1 bonus action

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

**Components:** V, S

**Duration:** Up to 10 minutes

**Classes:** Warlock, Wizard

A necrotic aura emanates from you, leeching the life out of your foes. For the duration, when you or any allies within 30 feet of you damage an enemy, they gain half of the damage done as temporary hit points.

**At Higher Levels:** When you cast this spell using a spell slot of 8th level or higher, the you can extend the radius by 10 feet for each slot level above 7th.

The only easier method of conscription  
I've seen involves corpses. So many  
corpses...but no unions!

~Grim

## 8<sup>th</sup> Level Spells

### Alluvial Pool

*8th-level conjuration*

**Casting Time:** 1 action

**Range:** 90 feet

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

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

**Classes:** Druid, Sorcerer, Warlock, Wizard

Thick ooze fills an area of the ground you choose within range. The area by default is a 50-foot square, but its horizontal dimensions may be any that you wish, provided the total surface area does not exceed 2500 square feet. The resulting pool has a depth of 10 feet and is difficult terrain. The area looks like a shallow pool of water at first glance, and any creature that was not aware of the spell being cast must make an Intelligence (Investigation) or Wisdom (Perception) check against your spell DC to believe otherwise before contact is made with the pool.

A creature entering the pool for the first time on a turn or starting its turn there must make a Dexterity saving throw, taking 4d6 acid damage on a failed save and sinking into the pool, as the grappled condition. On a successful save, the creature takes half as much acid damage and is not grappled. A grappled creature can try to escape by taking an action to make an Athletics or Acrobatics check against your spell save DC. A creature of size Large or smaller that fails the saving throw while already grappled by the pool is also restrained (same escape DC as when grappled).

A restrained creature can't breathe, and any non-magical metal objects it carries begin to corrode. When the restrained creature takes acid damage from the pool, non-magical metal weapons and armor take a permanent, cumulative -1 penalty to their damage rolls and AC, respectively. If this penalty on a weapon reaches -5, the weapon is destroyed; similarly, armor is destroyed if its AC is reduced to 10. Other metal objects take cumulative damage as well, as the pool eats through a 2-inch-thickness of non-magical metal each round it is immersed.



### Armor of Irritants

*8th-level conjuration*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

**Duration:** Instantaneous

**Classes:** Druid

One hundred tiny insects cover your body and grant you 100 temporary hit points. You gain additional effects depending on how many temporary hit points are remaining:

- 90 or more. You have total cover.
- 70 or more. You have three-quarters cover.
- 30 or more. You have half cover.

Also, while any temporary hit points remain, you are immune to poisons and diseases.

## Chalice of the Night

*8th-level necromancy*

**Casting Time:** 1 hour

**Range:** Touch

**Components:** V, S, M (1 ounce of vampire's blood, which the spell consumes, and a chalice worth 2,500 gp)

**Duration:** Up to 24 hours

**Classes:** Warlock, Wizard

You assume the form of a vampire until the next dawn, or the spell's duration, whichever happens first. You transform into an average vampire, one without any class levels or the Spellcasting trait.

Your game statistics are replaced by the statistics of a vampire, though you retain your alignment and Intelligence, Wisdom, and Charisma scores. You also retain all of your skill and saving throw proficiencies, in addition to gaining those of a vampire. If the vampire has the same proficiency as you and the bonus listed in its statistics is higher than yours, use the vampire's bonus in place of yours. You can't use any legendary actions or lair actions of the new form.

You assume the hit points and Hit Dice of the new form. When you revert to your normal form, you return to the number of hit points you had before you transformed. If you revert as a result of dropping to 0 hit points, any excess damage carries over to your normal form. As long as the excess damage doesn't reduce your normal form to 0 hit points, you aren't knocked unconscious.

You retain the benefit of any features from your class, race, or other source and can use them, provided that your vampiric form is physically capable of doing so. You can speak all of the languages you knew before the transformation.

When you transform, you choose whether your equipment falls to the ground or is worn by your new form. Worn equipment functions as normal. The GM determines whether it is practical for the new form to wear a piece of equipment, based on the vampire's shape and size compared to those of your original form. Your equipment doesn't change shape or size to match the new form, and any equipment that the new form can't wear must fall to the ground. During this spell's duration, you cannot end the spell prematurely.

## Grimlore's Crippling Incursion

*8th-level necromancy*

**Casting Time:** 1 action

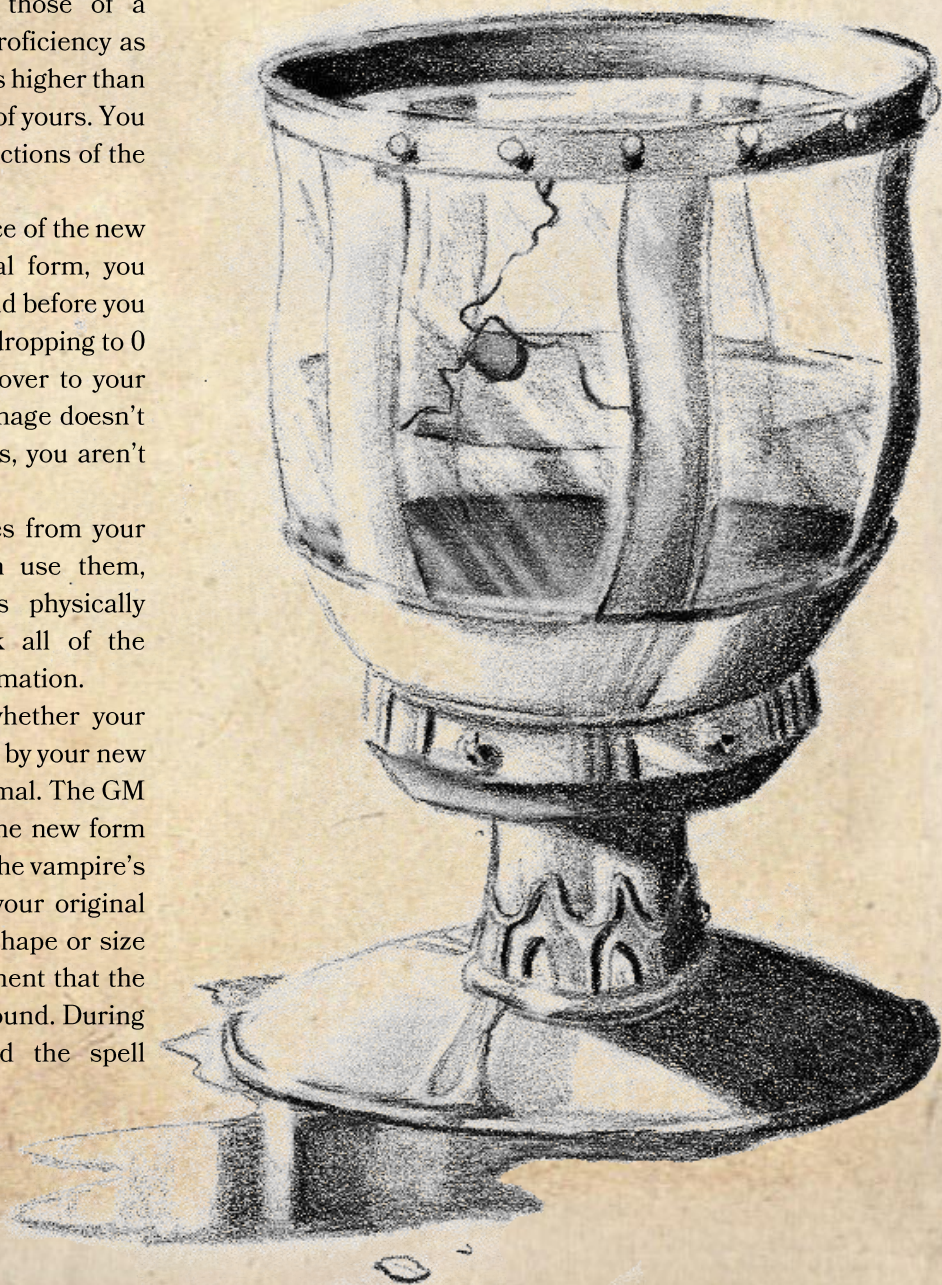
**Range:** Self (30-foot-cone)

**Components:** V, S

**Duration:** Instantaneous

**Classes:** Sorcerer, Warlock, Wizard

You point an outstretched hand with fingers spread and emanate a blanket of necrotic energy from your fingertips. Each creature that you choose in a 30-foot cone must make a Constitution saving throw. A creature takes 6d6 necrotic damage and suffer 3 levels of exhaustion on a failed save, as their bones become frail and strength leaves their body. On a successful save, they take half as much damage and do not become exhausted but become frightened of you until the end of their next turn.



## Levitate Landscape

*8th-level transmutation*

**Casting Time:** 8 hours

**Range:** Touch

**Components:** V, S, M (a blue sapphire worth at least 30,000 gp, which the spell consumes)

**Duration:** Instantaneous

**Classes:** Wizard

You bury a gemstone 1 foot below the surface and begin to enchant the surrounding area with magical energies native to the Elemental Plane of Air. After a strenuous casting recital consisting of 8 hours of uninterrupted devotion, the landscape begins to tear away from its surroundings up to a 250-foot-radius sphere in any direction from the gemstone, forming an island.

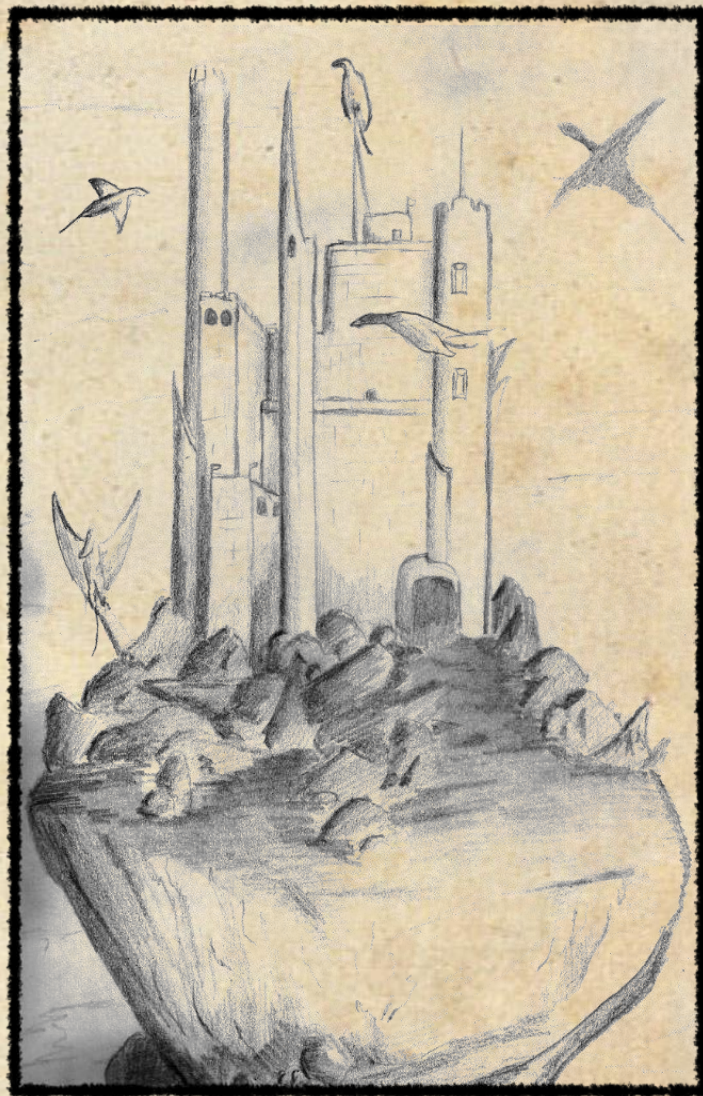
Once the spell has been completed, the island begins to lift into the air at a rate of 100 feet per 1 hour. You are able to use your action to stop the island from elevating at any point up to 1 mile above the surface. Once stopped, you are able to move the island by spending 1 hour of uninterrupted recital. Doing so will allow you to move the island any direction at a rate of 20 feet per 1 hour. You may stop the island from moving at any time using your action. The buried gemstone can never be higher than 1 mile above the surrounding ground's surface. Removing the gemstone from the place it was buried ends the spell, causing the island to fall back towards the surface at a rate of 192 feet per round.

You may only have one instance of this spell active at a time. Casting the spell again will cause the other casting of this spell to lose its magical properties and the spell will end.

**At Higher Levels:** When you cast this spell using a spell slot of 9th level, you are able to maintain as many floating islands as you have components to do so. When you complete a 1-hour recital to move the floating island, all islands you have currently created move simultaneously.

Solitude floating among the clouds  
allowed me to complete my work much  
quicker! I just wish it didn't empty my  
coffers to do so...

~Grim



## Scornful Mantle of the Undaunted

*8th-level abjuration*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (something cool)

**Duration:** Up to 1 minute

**Classes:** Bard, Cleric

You touch a willing creature and strengthen its resolve and allowing it to become dauntless in the face of untold danger. For the duration, the target becomes immune to all condition effects. If the target is currently affected with any condition other than exhaustion, casting this spell will remove those conditions from the target. Additionally, if a single source of damage would knock the target unconscious or kill it outright, the target drops to 1 hit point instead.

## 9<sup>th</sup> Level Spells

### Bixmodeus' Binding of Perduring Possession

*9th-level abjuration*

**Casting Time:** 1 hour

**Range:** Touch

**Components:** V, S, M (an item to serve as a receptacle, made of materials worth at least 1000gp per Hit Die of the target)

**Duration:** Until dispelled

**Classes:** Wizard

You embed the soul and personality of a willing target into an item. While affected by this spell, the doesn't need to breathe, eat, or drink, and it doesn't age or die. It retains its senses. Divination spells can't locate or perceive the target.

The target's perception of the vessel may vary and is chosen by the caster as they form a mental image of the target's place of voluntary imprisonment. The target will be able to verbally communicate with creatures outside of the vessel, and to communicate telepathically with creatures attuned to the item. While within the vessel, the target may summon any mundane items they desire.

The item used as a vessel gains a magical aura about it and is inured to wear and damage. It also has advantage on saving throws against spells and other magical effects, and resistant to damage originating from such. The item uses the statistics of the bound creature for saving throws, and the full value of the bound creature's Hit Dice and accompanying Constitution modifier for determining the item's HP. Its AC is 25, and any damage to it is repaired at a rate of 5 HP per round.

**Ending the Spell:** The spell may be ended through a ceremonial ritual where diamonds worth at least 500gp per Hit Die of the bound target are fired in a brazier for 24 hours, stoked and fueled with rare herbs native to the target's place of birth. The item must be laid upon the diamonds for the duration of the ceremony, and the true name of the target chanted at its zenith. Performing this ritual will expunge the target's soul from the item, releasing it to its expected destination upon death, and destroying the possessed item along with all resources used in the ritual.

A Dispel Magic spell can end the spell only if it is cast as a 9th-level spell, targeting the item.





## Grimlore's Calamity

*9th-level necromancy*

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S

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

**Classes:** Sorcerer, Warlock, Wizard

You create a shadowy pool on a flat surface that you can see within range. The pool is 25 feet in diameter and connects your plane to the Shadowfell. A medium-sized spectral hand rises from the center of the pool and remains for the duration of the spell.

A creature that enters the pool during their turn must succeed on Constitution saving throw or take 6d8 necrotic damage and become frightened of you. It takes half damage and is not frightened on a success.

Additionally, as a bonus action on each of your turns, you may command the spectral hand to grab a creature within 45 feet of it by making a ranged spell attack against a target. On hit, the creature takes 8d8 damage and is grappled. If a target is grappled at the start of your next turn, you can use your bonus action to command the spectral hand to drag the creature into the pool. Grappled creatures can attempt to break the grapple on their turn, with a DC contested by your spellcasting modifier.

Any creatures that end their turn in the pool sink to its bottom and are immediately teleported to the Demiplane of Shadow, becoming trapped there.

While I should not endorse the ramifications of invoking a calamity, I must admit that developing a spell that opens a portal to pull one's enemies into the Shadowfell is simply invaluable!

~Grim

## Replicate

*9th-level conjuration*

**Casting Time:** 12 hours

**Range:** Self

**Components:** V, S, M (Some hair, fingernail clippings, or other piece of your body; and a ruby worth 2,500 gp, which is consumed by the spell)

**Duration:** Instantaneous

**Classes:** Wizard

You create a duplicate of yourself that is similar to you in every way at the time of casting. You can communicate with your duplicate telepathically, and it obeys all of your commands. Your duplicate has all of the same abilities, spells and features that you do, but these become shared resources between you both. If your duplicate casts a spell, you both lose the corresponding spell slot, for example. Your duplicate ages at the same rate as you do. Your duplicate is not able to cast the replicate spell.

The duplicate dies when its hit points are reduced to zero, ending the spell. If you die while your duplicate is still alive, your soul is transferred to it, and it becomes your new form.

## Tamara's Rebirth

*9th-level necromancy*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (diamonds worth at least 10,000 gp, which the spell consumes)

**Duration:** Up to 24 hours

**Classes:** Bard, Cleric, Druid

You touch a willing creature that has 1 or more hit points, infusing it with a blessing from Tamara, dragon goddess of life, light and mercy. For the duration, if the target dies for any reason except old age, it is returned to life at the start of its next turn if the creature's soul is free and willing, with half of its maximum hit points. As a bonus on the same turn it is reincarnated, the target can expend as many of its remaining hit dice as it chooses.

This spell closes all wounds, neutralizes any poison, cures all diseases, and lifts any curses affecting the creature when it died. The spell replaces damaged or missing organs and limbs.

The spell can even provide a new body if the original no longer exists. The target appears in an unoccupied within 10 of where it died.





# Class Spell List

## **Bard Spells**

### **Cantrip**

Benediction  
Chant of Mastery  
Courage  
Dazzle  
Disarm  
Eidolic Chains  
Gleam  
Gloom  
Lullaby  
Manipulate Shadow  
Pacify  
Peaceful Valediction  
Shadow Ink  
Thieves' Ruse  
Thunderous Cord  
Venomous Strike

### **1st level**

Acrid Delight\*  
Animate Percussion\*  
Beguile  
Evade  
Inaudible  
Interpret Bone\*  
Misery  
Murmurs of the Restless\*  
Slashing Step

### **2nd level**

Analyze Blood\*  
Avian Geyser  
Cognizant  
Detect Familiar\*  
Druthers  
Shadow Bind

### **3rd level**

Ameliorate  
Ancestral Guidance\*  
Create Useful Robe Patch\*  
Distressing Melody  
Fire Whip  
Lunacy

Mass Vicious Mockery  
Poison Darts  
Reshape Destiny  
Sphere of Deceit  
Thunderous Bellow

### **4th level**

Boundary  
Brook Healing  
Dusk Arrows  
Embers  
Hallowing Curse  
Observance  
Mystra's Bequest

### **5th level**

Ilmater's Fortune\*  
Manifest Mimic\*  
Muffle\*  
Vehement Inquiry\*

### **6th level**

Bound into Obedience  
Borrowed Time  
Grace of Shar  
Lingering Vitality  
Oppression  
Psyche Onslaught  
Rampart of Dispel Magic

### **7th level**

Reveille

### **8th level**

Scornful Mantle of the  
Undaunted

### **9th level**

Tamara's Rebirth

## **Cleric Spells**

### **Cantrip**

Ascending Flame  
Benediction  
Bloodlink

Courage  
Dazzle  
Disarm  
Gleam  
Gloom  
Pacify  
Peaceful Valediction  
Unholy Flame

### **1st level**

Cauterizing Flame  
Detect Chaos and Order  
Divine Arm  
Helm's Everwatchful Eye  
Interpret Bone\*  
Misery  
Murmurs of the Restless\*  
Shield of Devotion  
Zen Archery

### **2nd level**

Analyze Blood\*  
Detect Familiar\*  
Holy Missile  
Radiating Blade of Tempus

### **3rd level**

Absorbing Ward  
Ameliorate  
Ancestral Guidance\*  
Invocation from Bahamut  
Mummify  
Reshape Destiny

### **4th level**

Boundary  
Brook Healing  
Dusk Arrows  
Gift of Vivacity  
Hallowing Curse  
Lathander's Blessing  
Observance  
Torm's Safeguard

### **5th level**

Armor of Bones  
Ilmater's Fortune\*  
Linked Lifeblood

### **6th level**

Borrowed Time  
Grace of Shar  
Lingering Vitality  
Mantle of Malar  
Myrkul's Power  
Psyche Onslaught  
Rampart of Dispel Magic

### **7th level**

Kelemvor's Irradiating Beam  
Reveille

### **8th level**

Scornful Mantle of the  
Undaunted

### **9th level**

Tamara's Rebirth

## **Druid Spells**

### **Cantrip**

Courage  
Dazzle  
Gloom  
Manipulate Shadow  
Pacify  
Peaceful Valediction  
Venomous Strike

### **1st level**

Acrid Delight\*  
Earthen Grip  
Earthen Pillar  
Inaudible  
Interpret Bone\*  
Last Breath  
Nightowl\*  
Shed Skin  
Skein of Vines

Zen Archery

**2nd level**

Amorphous Form  
Analyze Blood\*  
Avian Geyser  
Detect Familiar\*  
Gale of Obscurity  
GlacIOUS  
Howling Downpour\*  
Insurmountable to  
  Surmountable\*  
Pullulate\*  
Silvanus' Blessing  
Silvanus' Favor  
Track\*

**3rd level**

Ameliorate  
Ancestral Guidance\*  
Frost Armor  
Healing Leeches\*  
Poison Darts  
Scaleskin  
Steady Terrain\*

**4th level**

Brook Healing  
Embers  
Healing Stone\*  
Hemorrhage  
Sticks to Snakes\*  
Vermintide\*

**5th level**

Armor of Bones  
Defile  
Hederan Embrace  
Ilmater's Fortune\*  
Linked Lifeblood  
Pride of the Wild  
Ruin  
Vengeance of Talos

**6th level**

Battle Beetle  
Lingering Vitality  
Mantle of Malar

**7th level**

Conjure Shambling Mound

**8th level**

Alluvial Pool  
Armor of Irritants

**9th level**

Tamara's Rebirth

**Paladin Spells**

**1st level**

Cauterizing Flame  
Detect Chaos and Order  
Divine Arm  
Helm's Everwatchful Eye  
Interpret Bone\*  
Shield of Devotion

**2nd level**

Detect Familiar\*  
Druthers  
Radiating Blade of Tempus

**3rd level**

Absorbing Ward  
Ameliorate  
Invocation from Bahamut  
Reshape Destiny  
Vaporous Smite

**4th level**

Brook Healing  
Gift of Vivacity  
Lathander's Blessing  
Torm's Safeguard

**5th level**

Blood of the Martyr  
Ilmater's Fortune\*  
Linked Lifeblood  
Sundering Smite  
Vehement Inquiry\*

**Ranger Spells**

**1st level**

Evade  
Inaudible  
Interpret Bone\*

Nightowl\*  
Shed Skin  
Skein of Vines  
Slashing Step  
Storm of Arrows  
Zen Archery

**2nd level**

Analyze Blood\*  
Avian Geyser  
Detect Familiar\*  
Insurmountable to  
  Surmountable\*  
Silvanus' Blessing  
Silvanus' Favor  
Track\*

**3rd level**

Healing Leeches\*  
Poison Darts  
Scaleskin  
Steady Terrain\*

**4th level**

Brook Healing  
Hemorrhage  
Observance  
Sticks to Snakes\*

**5th level**

Hederan Embrace  
Ilmater's Fortune\*  
Muffle\*  
Pride of the Wild  
Vengeance of Talos

**Sorcerer Spells**

**Cantrip**

Blood Dagger  
Blood Siphon  
Bloodlink  
Eidolic Chains  
Gleam  
Grim Scythe  
Grimlore's Influence  
Hinder  
Ice Shard  
Manipulate Shadow  
Phase

Shadow Embrace  
Shadow Ink  
Venomous Strike

**1st level**

Beguile  
Bone Storm  
Earthen Grip  
Grimlore's Shadowblight  
Inner Fire  
Last Breath  
Smolder

**2nd level**

Amorphous Form  
Analyze Blood\*  
Avian Geyser  
Detect Familiar\*  
Drain Life  
Druthers  
Gale of Obscurity  
GlacIOUS  
Grimlore's Shadowgrasp  
Mana Burn  
Shadow Bind  
Surge of Chaos  
Veil of Elements

**3rd level**

Absorbing Ward  
Displacement  
Fire Whip  
Frost Armor  
Grimlore's Affliction  
Predominance  
Return  
Thunderous Bellow

**4th level**

Grimlore's Withering Coils  
Hemorrhage  
Improved Mage Armor  
Raze

**5th level**

Chaotic Wellspring  
Defile  
Frost Nova  
Grimlore's Touch of Undeath

Hellfire  
Midnight  
Oghma's Knowledge  
Transferal  
Ruin  
Vengeance of Talos  
Wall

**6th level**

Amplify Magic  
Apocalypse  
Bound into Obedience  
Borrowed Time  
Grace of Shar  
Grimlore's Aphotic Armor  
Kossuth's Mark  
Mantle of Malar  
Permafrost  
Rampart of Dispel Magic  
Soultap

**7th level**

Acid Rain  
Conjure Wyrmling\*  
Grimlore's Doom

**8th level**

Alluvial Pool  
Grimlore's Crippling  
Incursion

**9th level**

Grimlore's Calamity

**Warlock Spells**

**Cantrip**

Blood Dagger  
Blood Siphon  
Bloodlink  
Corruption  
Eidolic Chains  
Gloom  
Grim Scythe  
Grimlore's Influence  
Hinder  
Manipulate Shadow  
Night Terror  
Phase  
Scourge

Shadow Embrace  
Shadow Ink  
Spare the Living  
Unholy Flame  
Venomous Strike

**1st level**

Beguile  
Bone Storm  
Creeping Crawling Claw\*  
Cursed with Undeath  
Death's Grasp  
Dread  
Grimlore's Shadowblight  
Inner Fire  
Misery  
Rot  
Smolder

**2nd level**

Detect Familiar\*  
Drain Life  
Grimlore's Shadowgrasp  
Manacle of Burden  
Necrotic Visage  
Shadow Bind

**3rd level**

Fire Whip  
Grimlore's Affliction  
Lunacy  
Mummify  
Poisoned Heart  
Sphere of Deceit  
Spectral Steed\*

**4th level**

Army of the Dead  
Grimlore's Withering Coils  
Hallowing Curse  
Hemorrhage  
Plague

**5th level**

Armor of Bones  
Defile  
Grimlore's Touch of Undeath  
Hellfire  
Ruin

Vehement Inquiry\*

**6th level**

Apocalypse  
Bound into Obedience  
Borrowed Time  
Grimlore's Aphotic Armor  
Investiture of Necrosis  
Myrkul's Power  
Soultap

**7th level**

Conjure Wyrmling\*  
Grimlore's Doom  
Vampiric Aura

**8th level**

Alluvial Pool  
Chalice of the Night  
Grimlore's Crippling  
Incursion

**9th level**

Grimlore's Calamity

**Wizard Spells**

**Cantrip**

Blood Siphon  
Corruption  
Dazzle  
Disarm  
Eidolic Chains  
Gleam  
Gloom  
Grim Scythe  
Grimlore's Influence  
Hinder  
Ice Shard  
Manipulate Shadow  
Night Terror  
Peaceful Valediction  
Phase  
Scourge  
Shadow Embrace  
Shadow Ink  
Spare the Living  
Thieves' Ruse  
Venomous Strike

**1st level**

Acrid Delight\*  
Alacritous Interpretation\*  
Animate Percussion\*  
Bone Storm  
Creeping Crawling Claw\*  
Cursed with Undeath  
Death's Grasp  
Dread  
Earthen Grip  
Earthen Pillar  
Grimlore's Shadowblight  
Guillotine  
Inaudible  
Injurious Spellbook  
Inner Fire  
Misery  
Rot  
Shed Skin  
Smolder

**2nd level**

Amorphous Form  
Avian Geyser  
Barricade  
Cognizant  
Detect Familiar\*  
Drain Life  
Gale of Obscurity  
Glacious  
Grimlore's Shadowgrasp  
Howling Downpour\*  
Insurmountable to  
Surmountable\*  
Mana Burn  
Manacle of Burden  
Necrotic Visage  
Shadow Bind  
Silvanus' Favor  
Veil of Elements

**3rd level**

Absorbing Ward  
Create Useful Robe Patch\*  
Displacement  
Fire Whip  
Frost Armor  
Grimlore's Affliction  
Lunacy

Mummify  
Poison Darts  
Return  
Spectral Steed\*

**4th level**

Army of the Dead  
Boundary  
Dusk Arrows  
Embers  
Furtive Armory  
Grimlore's Withering Coils  
Hallowing Curse  
Improved Mage Armor  
Plague  
Raze  
Spellsteal  
Vermintide\*

**5th level**

Armor of Bones  
Cognition  
Defile  
Frost Nova  
Grimlore's Touch of Undeath  
Hellfire  
Manifest Mimic\*  
Midnight  
Muffle\*  
Mystra's Bequest  
Oghma's Knowledge  
Transferral  
Ruin  
Vengeance of Talos  
Wall

**6th level**

Amplify Magic  
Apocalypse  
Bound into Obedience  
Borrowed Time  
Grace of Shar  
Grimlore's Aphotc Armor  
Investiture of Necrosis  
Kossuth's Mark  
Myrkul's Power  
Oppression  
Permafrost  
Psyche Onslaught

Rampart of Dispel Magic  
Soultap

**7th level**

Acid Rain  
Conjure Wyrmling\*  
Kelemvor's Irradiating Beam  
Grimlore's Doom  
Reveille  
Vampiric Aura

**8th level**

Alluvial Pool  
Chalice of the Night  
Grimlore's Crippling  
Incursion  
Levitate Landscape

**9th level**

Bixmodeus' Binding of  
Perduring Possession  
Grimlore's Calamity  
Replicate

