



COMPENDIUM ARCANA

A SPELL FOR EVERY SITUATION.

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NEW SPELLS



These new spells were created by me because I found their ideas interesting, or just wanted to try my hand at making them! Many of them are my own design, and some of them were inspired by ones found on other homebrew sites.

CANTRIPS

CONCEALMENT

Illusion cantrip

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 hour

An object you touch, smaller than 1 cubic foot, blurs into insignificance. For the duration of this spell, any creature that searches someone concealing that item must make a Wisdom saving throw. On a failed save, the creature fails to notice the item, and cannot make an ability check to find it. On a success, the creature is immune to the effect of this cantrip on that item for 1 hour, and may make an appropriate ability check to find the item. If the concealed object is threatening or out of place, the creature has advantage on the saving throw.

If you cast this spell multiple times, you can affect up to three objects once each, and you can dismiss such any or all of these effects as an action.

CONJURE WEALTH

Conjuration Cantrip

Casting Time: 1 action

Range: 10 feet

Components: V

Duration: Instantaneous

You speak an arcane phrase, causing coins worth a combined total of 2d6 gp to appear in an unoccupied space you can see within range. The coins can take the form of any combination of copper, silver, gold, or platinum pieces.

Once you conjure coins in this way, you cannot do so again for 7 days (168 hours)

The value of the coins created increases by 1d6 when you reach 5th level (3d6), 11th level (4d6), and 17th level (5d6)

DAZE

Enchantment cantrip

Casting Time: 1 action

Range: 30 feet

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

Duration: Instantaneous

Choose a humanoid that you can see within range. The target must succeed on a Wisdom saving throw or be incapacitated until the start of your next turn. A target which has 30 or more remaining hit points automatically succeeds on the saving throw.

FLARE

Evocation cantrip

Casting Time: 1 reaction

Range: 5 feet

Components: V, S, M (a piece of glass)

Duration: Instantaneous

When a creature targets you with a melee weapon attack, you throw up your hand in a distracting manner and create a small flash of light to briefly blind the creature. The attacking creature must make a Constitution saving throw or have disadvantage on the triggering attack. An attacker is immune to this effect if it does not rely on sight, as with blindsight, or can see through illusions, as with truesight.

MARVELOUS LETTER

Conjuration cantrip

Casting Time: 1 minute

Range: Touch

Components: S, M (a wax seal)

Duration: 24 hours

You conjure a letter containing a message of up to 100 words in front of you. It flies to a target that you designate at a speed of 6 mph. If it does not reach the target in 24 hours, it disappears. This letter cannot be dampened or torn, but when a creature presses the seal it opens. If the designated target touches it in any way, it opens. When the letter opens, the spell ends.

RAZOR TOME

Transmutation cantrip

Casting Time: 1 action
Range: 30 feet
Components: S, M (a book or several sheets of parchment)
Duration: Instantaneous

You momentarily transmute several pieces of parchment to have razor sharp edges as they fly out to slice a creature in range, before safely returning to your book or hand. Choose one creature within range, or two creatures within range that are within 5 feet of each other. A single target must succeed on a Dexterity saving throw or take 2d4 slashing damage. If you selected two targets, each one must succeed on a Dexterity saving throw or take 1d4 slashing damage.

This spell's damage increases by 2d4 when you reach 5th level (4d4), 11th level (6d4), and 17th level (8d4). You can target a number of creatures in range up to the number of damage dice you roll for this spell, and can split up the damage dice however you like.

SPECTRAL SHIELD

Abjuration cantrip

Casting Time: 1 action
Range: Self
Components: V, S, M (a piece of glass)
Duration: 1 minute

You invoke a minor protective force to ward away harm. You gain a +1 bonus to AC for the duration. In addition, any damage you take is reduced by 1 (before resistances).

This spell's damage reduction increases by 2 when you reach 5th level (3), 11th level (5), and 17th level (7).

1ST-LEVEL SPELLS

CREATE WINDOW

1st-level Illusion

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a piece of glass)
Duration: 1 hour

You target a relatively flat surface, allowing creatures of your choice to see through it as if it wasn't there. This affects an area of up to 5 square feet. The area turns transparent to the creatures you designate when you cast the spell, allowing them to see through it for the duration. The surface still appears solid to other creatures, but those with truesight can see through it as you can. You can end the spell using an action at any time before the duration ends.

This spell can make most barriers transparent, but it only penetrates up to 3 feet deep if the surface is wood or dirt, 1 foot if the surface is stone, 1 inch if it is a common metal, and is unable to see through lead.

ERONIN'S ERASURE

1st-level Transmutation

Casting Time: 1 minute
Range: 30 feet
Components: V, S
Duration: Instantaneous

You remove writings of either magical or mundane nature from a scroll or from one or two pages of paper, parchment, or similar surfaces.

If you target a piece of nonmagical writing you can see within range, the writing is automatically erased if no one else is holding it. If the writing is being held by a creature, roll a d10. On a roll of a 2-10, the spell is successful. On a roll of a 1, the writing remains.

If you try to erase magical writing with this spell, you must make a spellcasting ability check with a DC equal to 10 + the spell's level, or DC 10 for low-level magic, DC 15 for medium-level magic, and DC 20 for high-level magic, at the DM's discretion.

WRATH

1st-level Necromancy

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a black marble)
Duration: Instantaneous

You point your finger, and dark energy washes over a target you can see within range. The target must succeed on a Constitution saving throw or take 3d6 necrotic damage.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the target takes an additional 3d6 necrotic damage for every spell level above 1st.

2ND-LEVEL SPELLS

ARCANE ALACRITY

2nd-level Transmutation

Casting Time: 1 action
Range: Self
Components: V, S, M (an amount of silver or gold worth 5 gp, which the spell consumes)
Duration: Instantaneous

You imbue yourself with incredible speed for a brief moment, enabling you to cast a spell with a longer casting time as part of the same action of casting Arcane Alacrity. When you cast Arcane Alacrity, choose one other spell that you are currently able to cast (normally or as a ritual) and that has a casting time found on the following list. The spell's casting time is reduced appropriately. If its casting time becomes an action, the spell takes effect immediately after you cast this one. You must still expend a spell slot of the appropriate level for that spell, if applicable. You must still follow all components of the spell.

After doing so, you are paralyzed until the start of your next turn as the surge of magical power leaves you reeling.

IMPART THOUGHT

2nd-level Divination

Casting Time: 1 action
Range: Touch
Components: S
Duration: Instantaneous

You quickly and silent impart an idea of your choice to a willing creature. This spell allows you to communicate one thought, which can be complex as you like, (such as maps, diagrams, explanatory images – which may move in a sequence to show a procedure – and the like) silently to a willing recipient upon touch. Uses for this spell include showing the target a creature's likeness to aid in recognition or a clear route to an unfamiliar place. If the recipient is not willing, this spell automatically fails.

PICTOGRAPH

2nd-level Transmutation (ritual)

Casting Time: 1 action
Range: Self
Components: S, M (a sheet of parchment and 10 gp worth of cut gems, which are consumed by the spell)
Duration: Until dispelled

You transmute a sheet of parchment you hold to flawlessly portray a flat depiction of what you see when you cast the spell. Even if the sheet is larger, the depiction you produce can be no more than 1 foot by 1 foot, and captures only what you saw. The altered parchment—or "pictograph"—records any illusions you saw, and reproduces facets such as colors and brightness as you saw them.

The sheet is not dyed and it is not an illusion. Rather, the sheet is physically changed until an effect would dispel this spell. The transmuted sheet appears indistinguishable from a very true-to-life painting.

3RD-LEVEL SPELLS

ERONIN'S MNEMONIC ENHANCER

3rd-level Transmutation

Casting Time: 1 action
Range: Self
Components: V, S
Duration: Instantaneous

Casting this spell strengthens your mind and memory, allowing you to prepare additional spells. When you cast this spell just before you prepare spells following a long rest, you can prepare up to 3 additional levels of spells in any combination. For instance, you could prepare an additional 2nd level spell and a 1st level spell, or three 1st level spells. You still cast these spells normally.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, you can prepare 1 additional level of spell for every spell slot level above 3rd.

DIRECT WEATHER

3rd-level Transmutation

Casting Time: 1 minute
Range: Self (30-foot radius)
Components: V, S
Duration: Concentration, up to 1 hour

You gain the ability to change the course of weather in a 30-foot radius around you. When you cast this spell and as an action on each of your turns before the spell ends, you can choose one of the following effects, which last until the end of your next turn. This spell has no effect on magical weather.

Direct Rain. If it is raining, you can cause it to cease or to increase in intensity. If you choose to increase the rain's intensity, the area becomes lightly obscured.

Direct Wind. If it is windy or calm, you can change the wind's direction or cause wind to blow in a direction you choose, increase the wind's intensity, or cause it to become calm. If you change its direction, it blows in the direction you choose. If you increase the wind's intensity, it increases its speed by 15 mph.

Direct Temperature. If it is extremely hot or cold, you can cause the temperature to become more mild. Any saving throws or checks creatures make to resist the elements are made with advantage, and creatures make them half as often as they usually would.

ZANGLE'S CHATTER

3rd-level Illusion (ritual)

Casting Time: 1 action
Range: 30 feet
Components: S
Duration: Concentration, up to 1 hour

Choose up to five willing creatures you can see within range. Whenever those creatures speak, this spell alters their words, converting what they say into an illusory conversation about a topic of the casters choice, in a language the caster knows. Each creature you choose hears what is actually said, while those not effected hear the illusory conversation instead. This spell also masks the mouths of the chosen creatures, so that they appear to pronounce the illusory words correctly.

The topic of the illusory conversation and language used can be altered as an action by the caster. When the caster alters the topic, the spell seamlessly shifts the illusory conversation to the new topic. If a creature under the influence of this spell moves out of range, or if they choose to end it as an action, the effect ends for them, and they can no longer hear what is truly being said. While the spell is active, you can add one willing creature you can see within range to the conversation as an action.

A creature can use their action to make an Intelligence (Investigation) check to against your spell save DC. On a success, the illusory conversation becomes faint and hollow sounding to them, and they can hear the actual conversation and see their actual mouths.

4TH-LEVEL SPELLS

ALTER MOMENTUM

4th-level Transmutation

Casting Time: 1 action

Range: Self

Components: S

Duration: Concentration, up to 1 minute

You briefly gain insight into the powers of inertia, allowing you to speed up an object or creature against its will. When you cast this spell, one creature of your choice that you can see within 60 has disadvantage or advantage (your choice) on its first attack roll made on that turn as it accelerates and decelerates uncontrollably. You can invoke a similar power again using your action as long as this spell is active.

In addition, when a creature that you can see within range makes an attack roll, you can use your reaction to impose disadvantage or advantage on that roll. You can also use your reaction to affect a creature or object that uses its movement while within range. That creature must make a Strength saving throw or be flung 2d12 feet in the direction they moved in and fall prone.

At Higher Levels: When you cast this spell using a spell slot of 5th level or higher, the distance a moving creature is flung increases by 1d12 for every spell slot level above 4th.

PORTENT LUCK

4th-level Divination

Casting Time: 1 action

Range: 120 feet

Components: V

Duration: Concentration, up to 10 minutes

You turn a creature's luck into your own, gaining insight into their future and damaging them. One creature you can see within range must make a Charisma saving throw. On a failed save, the creature takes 2d20 force damage, and you record one of the d20's you rolled. On a successful save, the creature takes half damage, and the spell ends.

Until the spell ends, you can replace one attack roll, saving throw, or ability check made by you or the target creature with the recorded d20 roll. You must choose to do so before the ability check, attack roll, or saving throw is rolled. Once you do so, the spell ends.

5TH-LEVEL SPELLS

INVERSEIFY

5th-level Illusion

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

You play on a creature's deepest insecurities, conjuring a terrible illusion based on their shortcomings to assault them, harming their psyche based on the vitality they have already lost. One creature you can see within range must make an Intelligence saving throw or take psychic damage equal to the sum of all the damage it's taken within the last minute. A creature takes half of this damage on a successful save. This can deal a maximum of 60 damage.

At Higher Levels: When you cast this spell using a spell slot of 6th level or higher, you can target one additional creature for every spell slot level above 5th.

SEAL

5th-level Abjuration

Casting Time: 1 action

Range: 120 feet

Components: S

Duration: Until Dispelled

One closed door, window, gate, chest, or other entryway or container of your choice that you can see within range becomes locked for the duration. You and creatures you designate when you cast this spell can open the object normally. You can also set a password that, when spoken within 5 feet of the object, suppresses this spell for 1 minute. Otherwise, it is impassable and unbreakable until the spell is dispelled or suppressed. Ability checks made to dispel it are made with disadvantage.

6TH-LEVEL SPELLS

AURA OF INVISIBILITY

6th-level Illusion

Casting Time: 1 action

Range: Self (20-foot radius)

Components: V, S

Duration: Concentration, up to 10 minutes

Illusionary magic warps around you and nearby allies, hiding them from the view of others. Until the spell ends, yourself and any willing creatures you choose within 20 feet of you become invisible when you cast this spell and at the start of each of their turns if they are within the spell's radius. Anything a creature is wearing or carrying is invisible as long as it is on their person. If a creature attacks or casts a spell, they become visible at the end of the current turn. They also become visible if they end their turn outside of the spell's radius.

ECLIPSE

6th-level Illusion

Casting Time: 1 action

Range: 150 feet

Components: V, S

Duration: Concentration, up to 1 hour

You extinguish all nonmagical light sources within 10 feet of you, and the area in a 90-foot radius sphere centered on a point you choose within range is plunged into magical darkness for the duration. A creature with darkvision can't see through this darkness, and nonmagical light can't illuminate it.

If a spell that restores hit points, deals fire damage, or radiant damage passes through the darkness, targets creatures within it, or is cast from within it, the caster must make a spellcasting ability check contested by your own. If you succeed, the other spell fails. If the other caster succeeds, the other spell is cast as normal.

If any of this spell's area overlaps with an area of light created by a spell of 6th level or lower, the spell that created the light is dispelled.

REDIRECT SPELL

6th-level Abjuration

Casting Time: 1 reaction, which you take when you see a creature within range cast a spell

Range: 60 feet

Components: S

Duration: Instantaneous

You attempt to redirect the magic of a spell being cast by another creature within range. The spell being cast must only target one creature. If it is a spell of 6th level or lower, its effects are redirected to another creature of your choice that you can see within 60 feet of you, as if that creature was the spell's original target. If the redirected spell requires concentration, you can decide to maintain concentration on it, instead of the original caster. The spell still uses the original caster's spell save DC and spellcasting ability modifier.

If the original spell is 7th level or higher, make an ability check using your spellcasting ability. The DC equals 10 + the spell's level. On a successful check, the spell is redirected.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the original spell is redirected if its level is less than or equal to the level of the spell slot you used.

7TH-LEVEL SPELLS

TRAVELER'S WARD

7th-level Divination

Casting Time: 1 minute

Range: 60 feet

Components: V, S

Duration: Concentration, up to 24 hours

You summon a mystical ward to aid in the travel of those effected. Choose any number of willing creatures within range. Until this spell ends, those creatures gain the following benefits:

- Nonmagical difficult terrain no longer costs you extra movement to traverse.
- Your movement speed is doubled.
- You suffer no ill effects from exhaustion, however, you can still die from it.
- You take no damage from nonmagical plants and minor hazards, such as walking through brambles or over sharp rocks.

POWER WORD PACIFY

7th-level Enchantment

Casting Time: 1 action

Range: 30 feet

Components: V

Duration: Instantaneous

You utter a word of power that can compel one creature that you can see within range to become calm. If the target has 100 hit points or fewer, it is pacified. Otherwise, the spell has no effect.

While the target is pacified, it can't attack or use abilities or magical effects that deal damage. A pacified creature can make a Wisdom saving throw as an action, ending the effect on itself on a success. It can also make this saving throw the first time it takes damage on a turn.

SPHERE OF SOUND

7th-level Evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

Deafening sounds, ranging from thunderous booms to metallic shrieks, ripple outwards, and expand to fill a 30-foot radius sphere centered on a point you can see within range. Each creature within the sphere must make a Constitution saving throw. On a failed save a creature takes 12d6 thunder damage and is deafened for 24 hours. A creature takes half as much damage on a successful save, and isn't deafened. This sound can be heard up to 10 miles away.

8TH-LEVEL SPELLS

BOLT OF FATE

8th-level Divination (Wizard, Warlock, Sorcerer, Bard)

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

You briefly allow the currents of fate to guide your hand, releasing a bolt of pure magic to strike a creature you can see within range. The creature makes a saving throw using an Ability score of your choice and takes a type of damage chosen by the caster. Roll 3d100's (3 percentile die) and choose one of the dice. This is how much damage the bolt deals of the chosen type.

Be flavorful in explaining the effects of the type of damage and saving throw you choose. If the saving throw is Intelligence and you deal psychic damage, perhaps you force your mind upon the creature's and attempt to break its psyche. If the saving throw is Strength and the damage is thunder, maybe the creature has to resist tremors wracking its body.

In addition, this spell can be cast through scrying sensors in use by the caster without interrupting the spell, even if the caster would not normally be able to cast through them.

At Higher Levels: When you cast this spell using a spell slot of 9th level, roll another d100 when deciding which damage die to use.

TERRIFYING VISAGE

8th-level Illusion

Casting Time: 1 action

Range: Self

Components: V, S, M (a jar of snake oil)

Duration: Concentration, up to 10 minutes

You adopt a horrific appearance, using illusory magic to change your features so they resemble that of a medusa. When a creature that can see your eyes starts its turn within 30 feet of you, you can force it to make a Constitution saving throw if you aren't incapacitated.

If the saving throw fails by 5 or more, the creature is instantly petrified. Otherwise, a creature that fails the save begins to turn to stone and is restrained. The restrained creature must repeat the saving throw at the end of its next turn, becoming petrified on a failed save or ending the effect on a success. The petrification lasts until the creature is freed by the greater restoration spell or other magic.

Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it can't see you until the start of its next turn, when it can avert its eyes again. If the creature looks at you in the meantime, it must immediately make the save.

A creature can use its action to make an Intelligence (Investigation) check to disbelieve the illusion, at which point the horrifying visage becomes faint and transparent, but cannot avert its eyes if it does this. Creatures with truesight are unaffected by this spell.

If you see yourself reflected on a polished surface within 30 feet, you must make an Intelligence (Investigation) check to recognize your own illusion. On a failed save, you are affected by your own gaze.

9TH-LEVEL SPELLS

NIMBUS

9th-level Transmutation (Druid, Wizard)

Casting Time: 24 hours

Range: Touch (10-mile radius)

Components: V, S, M (the Machine of Nimbus, worth 500,000 gold)

Duration: Until Dispelled

You take control of the weather within 10 miles of the Machine of Nimbus for the duration, which you must touch throughout the casting of this spell.

When you cast this spell, you change the current weather conditions, which are determined by the DM based on the climate and season. You can change the precipitation, temperature, and wind speed. It takes 1d4 hours for the new conditions to take effect. Once they do so, you can change the conditions again as an action while touching the machine. When the spell ends, the weather gradually returns to normal over the course of a day.

When you change the weather conditions, find a current condition on the following tables and change its stage by one, up or down. When changing the wind, you can also change its direction.

PRECIPITATION Stage Condition

- 1 Clear
- 2 Light Clouds
- 3 Overcast or Ground Mist
- 4 **Light Rain, Hail, Snow, or Fog.** The area is lightly obscured.
- 5 **Thunderstorm.** The area is lightly obscured. Every hour, a bolt of lightning strikes a point you can see within the 10-mile radius. All creatures within 10 feet of the impact must make a Dexterity saving throw or take 3d10 lightning damage. Structures also take this damage.
- 6 **Driving Hail.** For every 10 minutes a creature spends outside, it must make a Constitution saving throw or take 1d6 bludgeoning damage. Structures also take this damage. The area is lightly obscured and difficult terrain.
- 7 **Blizzard.** For every 10 minutes a creature spends outside, it must make a Constitution saving throw or take 1d6 cold damage. The area is heavily obscured and difficult terrain.

TEMPERATURE

Stage Condition

- 1 **Searing Heat.** For every hour a creature spends outside, it must make a Constitution saving throw or gain one level of exhaustion and take 1d6 fire damage. Creatures with fire resistance or who rest every 10 minutes to drink water and cool off have advantage on this saving throw.
- 2 **Hot.** For every hour a creature spends outside, it must make a Constitution saving throw or gain one level of exhaustion. Creatures with fire resistance or those who rest every 10 minutes to drink water and cool off are unaffected.
- 3 Warm
- 4 Temperate
- 5 Cool
- 6 **Cold.** For every hour a creature spends outside, it must make a Constitution saving throw or gain one level of exhaustion. Creatures with cold resistance or those who rest every 10 minutes to warm themselves are unaffected.
- 7 **Arctic.** For every hour a creature spends outside, it must make a Constitution saving throw or gain one level of exhaustion and take 1d6 cold damage. Creatures with cold resistance or those who rest every 10 minutes to warm themselves have advantage on this saving throw.

WIND

Stage Condition

- 1 **Suffocating.** Creatures take an extra 1d6 fire damage from the Searing Heat temperature stage, and gain two levels of exhaustion from the Hot and Searing Heat temperature stages, instead of one
- 2 **Stifling.** Creatures take an extra 1d6 fire damage from the Searing Heat temperature stage
- 3 Stagnant
- 4 Calm
- 5 Light Wind
- 6 **Strong wind.** Creatures in the area take an extra 1d6 damage from the Driving Hail and Blizzard precipitation stages.
- 7 **Gale.** Creatures take an extra 1d6 damage from the Driving Hail and Blizzard precipitation stages and gain two levels of exhaustion from the Cold and Arctic temperature stages, instead of one.

METAMORPHOSIS

9th-level Transmutation

Casting Time: 1 action

Range: 90 feet

Components: V, S

Duration: Instantaneous

You transmute any matter within a 20-foot radius sphere centered on a point you can see within range if it is not a part of a creature, within a creature, or being worn or carried by one. The matter changes into a different material of your choice. You can change all matter within the sphere into one material, or you can change different types of matter into different materials. A new material can be anything, so long as you have seen it before. It then replaces the old material, occupying the same space, size, and shape the old one did.

For example, you could turn an iron sword with a gold pommel into an adamantite sword with a diamond pommel, or transform all of it into acid. You could transform molten rock into a flower-scented breeze, poisonous gas into wine, and anything in-between.

EPIC LEVEL SPELLS

A MAD NECROMANCER WATCHES ON WITH GLEE as his zombie plague spreads across the city. A proud abjurer stands before a vast army, shrugging off their siege with ease. A cunning enchanter puts the highest echelons of government under their command, and a terrifying evoker turns an entire village to ash

Epic-level magic is not something to be used lightly. Many of these spells are long forgotten, and for good reason. They may have toppled empires in the past, decimated entire countries for generations, and made grand wizards impervious to damage as they rampage through cities, striking down any who oppose them.

Listed here are 10th level spells, one as a capstone for each school of magic, and epic-level versions of 9th level spells. The only way for one to gain access to them is through the favor of a god or similarly powerful individual, using the following Epic Boon as an example, which is designed to give someone access to these spells. While there may be long-forgotten scrolls with their contents, they are so rare as to be dismissed as rumor and hearsay.

BOON OF EPIC MAGIC

Prerequisite: you must have two 7th level spell slots

You gain one 10th level spell slot, and learn one 10th level spell of your choice. This spell does not count against the number of spells you know. Once you expend this spell slot, it cannot be regained until 100 days have passed.

10TH LEVEL SPELL LIST

ANGLIN'S NOVA

10th-level Evocation

Casting Time: 1 hour

Range: Sight

Components: V, S, M (the heart of a phoenix worth 2,500 gp, which the spell consumes)

Duration: Instantaneous

You punch a hole in the fabric of reality at a point you can see within range, causing raw magic to burst forth for a split second. This burst emits bright light with the properties of sunlight out to a distance of 100 miles, and an earth-shattering boom out to a distance of 50 miles. Any creatures within 1 mile of the burst who can see the light when it appears are blinded.

Creatures within 1000 feet of the burst must make a Constitution saving throw, even if they are behind total cover. A target takes 10d10 + 50 force damage and 10d10 + 50 thunder damage on a failed save, or half as much damage on a successful one. Structures and objects not being worn or carried within this distance also take the damage, which is doubled against them.

If this damage is enough to destroy objects or structures, they are obliterated, leaving behind traces of a white, scorched dust. Any creations of magical force are also obliterated. If this damage kills a creature or reduces it to 0 hit points it is obliterated in the same way, along with everything it is wearing and carrying except magical items. The creature can then only be restored to life by means of a *true resurrection* or *wish* spell.

AUMA'S AXIOM

10th-level Enchantment

Casting Time: 1 action

Range: 30 feet

Components: S, M (the tongue of a solar, worth 500 gp)

Duration: Instantaneous

You gesture towards a creature you can see within range. In order to identify this gesture as a spell, a creature must succeed on a Wisdom (Perception) check versus your spell save DC. The target of the gesture must make a Wisdom saving throw or be effected, and creatures with 150 hit points or less fail this saving throw automatically. While effected, a creature regards you as someone closer to it than anyone else, and someone to be trusted and obeyed absolutely.

You have an unbreakable telepathic bond with all creatures effected by you in this way, and a creature understands and obeys the commands it receives through this connection unflinching. You can command up to five creatures in this way, requiring no action, on your turn, and you can use your action to command any number of them this way.

You can also use your action to take total and precise control of a creature through your telepathic bond. Until the end of your next turn, the creature takes only the actions you choose, and doesn't do anything that you don't allow it to do. During this time, you can also cause the creature to use a reaction, but this requires you to use your own reaction as well.

If a creature effected by this spell dies, you can attempt to transfer the spell to another creature you can see within 30 feet of the body. The creature must make a Wisdom saving throw or be effected, and creatures with 150 hit points or less fail this saving throw automatically.

This spell can only be ended with a *wish* spell. All other attempts to end it simply fail.

DALAUNDO'S DESTINY

10th-level Divination

Casting Time: 1 minute

Range: Self

Components: V, S, M (a flawless glass sphere worth 20,000 gp)

Duration: Instantaneous

You weave the fabric of destiny around you, shrouding you and anything you're wearing or carrying for the duration. You can cause this shroud to become inactive as an action. While inactive, it is undetectable, and has no effect. You can reactivate it as a bonus action or as a reaction whenever you are targeted by an attack or harmful effect.

While the shroud is active, you are hidden to anything not also shrouded, as if you had made a successful check to hide, however impossible such a check would've been. Because of this, you can stand in the open and not be noticed, shout and not be heard, attack and not be discovered, and so on. You cannot be tracked, and are hidden from divination magic.

This effect cannot be dispelled, disrupted, or suppressed, and is so strong, even gods are often unable to penetrate it. After you have had the shroud active for a total of 10 days, the spell ends.

DENAK'S AVATAR

10th-level Abjuration

Casting Time: 1 action

Range: Self

Components: V, S, M (A crystal of adamantine worth at least 5,000gp, which the spell consumes)

Duration: Concentration, up to 8 hours

You adopt a powerful avatar of protection for the duration, which takes the form of spectral, prismatic armor, encasing you. While in this avatar form you are immune to damage, and can't be affected or detected by magic unless you wish to be.

SIMBUL'S PERMANENCY

10th-level Transmutation

Casting Time: 1 action

Range: Self

Components: V, S, M (one solid diamond cube, worth 1,000 gp, for every level of the spell you wish to make permanent, which the spell consumes)

Duration: Instantaneous

This spell makes another spell permanent by transmuting the very nature of its magic, stretching the spell across time itself. The first spell you cast after casting Simbul's Permanency that has a duration besides Instantaneous is made permanent. If the spell requires creatures to make a saving throw for it to take effect, the creatures automatically fail the saving throw.

The spell lasts forever, and it cannot be ended, dispelled, or suppressed, regardless of the spell's description. It continues to function under all circumstances, even when in an area of antimagic. Only you hold the power to end the spell, which you can do as an action.

THALANTYR'S SUMMONS

10th-level Conjuration

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a hunting horn carved from a tree grown in the Astral plane, worth 500 gp)

Duration: Instantaneous

The greatest summoning spell a mortal can learn. You summon three creatures of challenge rating 24 or lower that appear within unoccupied spaces that you can see within range. The summoned creatures are friendly to you and your companions.

The creatures are, for all intents and purposes, their own beings. Roll initiative for the summoned creatures separately. They understand and obey any commands that you issue to them without fail, and you can command them verbally on your turn (no action required by you). If you don't issue any commands to them, they act according to their nature, and according to the fact that they are friendly to you and your companions. The DM has the creatures' statistics.

XZAR'S SOULBLIGHT

10th-level Necromancy

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (the skull of a lich worth at least 999 gp, which the spell consumes)

Duration: Concentration, up to 1 minute

You will the powers of death to infect one creature of your choice that you can see within range. That creature must make a Constitution saving throw when you first cast this spell, and at the end of each of its turns while you concentrate on it. If it ever fails this saving throw, the spell ends, and the creature is cursed with Soulblight. This curse can only be removed by a *greater restoration* spell cast using a 9th-level spell slot, or a *wish* spell. While a creature is cursed, it gains the following effects:

Every time the creature finishes a long rest, its Constitution score is reduced by 1. Every time a creature not cursed with Soulblight spends 1 hour within 30 feet of one that is, it must make a Constitution saving throw or become cursed as well. This effect ignores total cover and penetrates magical barriers and defenses created by spells of 8th level or lower.

Finally, any creature that dies while affected by this curse reanimates as a zombie under your command after 24 hours. These creatures obey your orders to the best of their abilities. If you give them no orders, they will wander and attempt to kill other living creatures they come across. Whenever a zombie comes into physical contact with a creature not cursed with Soulblight (usually by making an attack), that creature must make a DC 14 Constitution saving throw or become cursed as well. A creature killed by these zombies animates after 24 hours as if it died while cursed.

ZAHN'S FANTASY

10th-level Illusion

Casting Time: 24 hours

Range: Sight

Components: V, S, M (a prism infused with gold, worth 1,000 gp)

Duration: Until Dispelled

Summoning the strongest illusion magic known, you create the illusion of any number of sensory phenomena, which appears at a spot that you can see and lasts for the duration. It seems completely real, and can include sounds, smells, temperature, and other sensations appropriate to the thing depicted. You can't create sufficient heat or cold to cause damage, a sound loud enough to deal thunder damage or deafen a creature, or a smell that might sicken a creature (like a troglodyte's stench).

The illusion is not physical, however it can invoke tactile sensations, such as a gentle breeze, rough bark, or a prickling as if one was being watched. It can even emulate arcane sensations, such as the auras seen when using *detect magic*. The illusion can appear to move and emulate different sensations within itself, such as if you create the illusion of a town, complete with people walking and talking as the smells of a market waft through the air.

As long as you can see the illusion, you can use your action to cause the image to move to any other spot you can see. As it changes location, you can alter it so that its movement seems natural for the illusion. For example, if you create an image of a creature and move it, you can alter the image so that it appears to be walking. Similarly, you can cause the illusion to make different sounds at different times, even making it carry on a conversation, for example.

Physical interaction with the illusion may reveal it to be an illusion, because although it can invoke tactile sensations, things can still pass through it. A creature that uses its action to examine the image can determine that it is an Illusion with a successful Intelligence (Investigation) check against your spell save DC. If a creature discerns the Illusion for what it is, the creature can see through the image, and its other sensory qualities become faint to the creature.

POTENT CANTRIPS

SEEING AS THE 6TH-LEVEL FEATURE FOR THE wizard's School of Evocation was one of the shittiest features of the entire class, I decided to take a stab at empowering some of their cantrips. While these might not be available to adventurer's right off the bat, perhaps they are taught by a specific sage that they must seek out, or their tomes can only be found in a forgotten library. Or perhaps you may allow your players to upgrade their existing cantrip to its potent form instead of taking an Ability Score Improvement. Regardless, here is a list for you to peruse!

POTENT ACID SPLASH

Conjuration cantrip

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Instantaneous

A small eruption of acid bursts from a solid surface at a point you choose within range. All creatures and objects within 5 feet must make a Dexterity saving throw. A Creature takes 1d6 acid damage and has its AC reduced by 2 on a failed save, or takes half as much damage on a successful one. This acid damage is maximized for metallic objects. This reduction in AC lasts until the end of your next turn.

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

POTENT BLADE WARD

Abjuration cantrip

Casting Time: 1 bonus action
Range: Touch
Components: S
Duration: 1 round

You extend your hand and trace a sigil of warding on a creature you touch. That creature gains resistance to bludgeoning, piercing, or slashing damage (your choice) until the end of your next turn.

POTENT BOOMING BLADE

Evocation cantrip

Casting Time: 1 action
Range: Special
Components: V, M (a weapon)
Duration: 1 round

As part of the action used to cast this spell, you must make a melee attack with a weapon against one creature within range (which is the reach of the weapon), otherwise the spell fails. On a hit, the target suffers the attack's normal effects, takes 1d8 additional thunder damage, and becomes sheathed in booming energy until the start of your next turn. If the target willingly moves before then, it immediately takes 1d8 thunder damage, and the spell ends.

Both of this spell's damage rolls increase by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

POTENT CHILL TOUCH

Necromancy cantrip

Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: 1 round

You create a ghostly, skeletal hand in the space of a creature within range. Make a ranged spell attack against the creature to assail it with the chill of the grave. On a hit, the target takes 1d8 necrotic damage. Until the end of your next turn, the hand clings to the target, and whenever the target would regain hit points, you regain those hit points instead.

If you hit an undead target, it also has disadvantage on the first attack rolls against you until the end of your next turn.

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

POTENT CREATE BONFIRE

Conjuration cantrip

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: 1 minute

You create a bonfire on ground that you can see within range. Until the spells ends, the magic bonfire fills a 15-foot cube. Any creature in the bonfire's space when you cast the spell must succeed on a Dexterity saving throw or take 1d8 fire damage. A creature must also make the saving throw when it moves into the bonfire's space for the first time on a turn or ends its turn there.

The bonfire ignites flammable objects in its area that aren't being worn or carried.

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

POTENT DANCING LIGHTS

Evocation cantrip

Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: Concentration, up to 10 minutes

You create up to four torch sized lights within range, making them appear as torches, lanterns, or glowing orbs that hover in the air for the duration. You can also combine the four lights into one glowing vaguely humanoid form of Medium size. Whichever form you choose, each light sheds bright light in a 10-foot radius, and dim light for an additional 10 feet.

As a bonus action on your turn, you can move the lights to a new spot within range. A light must be within 40 feet of another light created by this spell, and a light winks out if it exceeds the spell's range.

POTENT DRUIDCRAFT

Transmutation cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

Whispering to the spirits of nature, you create one of the following effects within range:

- You create a tiny, harmless sensory effect that predicts what the weather will be at a location you choose for the next 24 hours. The location must be one you are familiar with. The effect might manifest as a golden orb for clear skies, a cloud for rain, falling snowflakes for snow, and so on. This effect persists for 1 round.
- You instantly make a flower blossom, a seed pod open, or a leaf bud bloom.
- You create an instantaneous, harmless sensory effect, such as falling leaves, a puff of wind, the sound of a small animal, or the faint odor of skunk. The effect must fit in a 10-foot cube.
- You instantly light or snuff out a candle, torch, or a campfire that fits within a 10-foot cube.

In addition, you can upon simple natural elements to damage a creature you can see within range. Make a ranged spell attack against them. On a hit, they take 1d4 damage of a type of your choice. Perhaps they find a thorn in their shoe, a poisonous pod appears and explodes, or a forest-fire ember hurls from your hand.

POTENT ELDRITCH BLAST

Evocation cantrip

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

A beam of crackling energy streaks toward a creature within range. Make a ranged spell attack against the target. On a hit, the target takes 2d6 force damage.

The spell creates more than one beam when you reach higher levels: two beams at 5th level, three beams at 11th level, and four beams at 17th level. You can direct the beams at the same target or at different ones. Make a separate attack roll for each beam.

POTENT FIRE BOLT

Evocation cantrip

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

You hurl a mote of fire at a creature, object, or point within range. Make a ranged spell attack against the target. On a hit, the target takes 2d8 fire damage. A flammable object hit by this spell takes double the damage, and ignites if it isn't being worn or carried.

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

POTENT FRIENDS

Enchantment cantrip

Casting Time: 1 action

Range: Self

Components: S, M (a small amount of makeup applied to the face as this spell is cast)

Duration: 1 minute

For the duration, you have advantage on all Charisma checks directed at one creature of your choice. When the spell ends, the creature must make a Wisdom saving throw to realize that you used magic to influence its mood.

The number of creatures you can target with this spell increases when you reach 5th level (2 creatures), 11th level (3 creatures), and 17th level (4 creatures).

POTENT FROSTBITE

Evocation cantrip

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

You cause numbing frost to form on one creature that you can see within range. The target must make a Constitution saving throw. On a failed save, the target takes 1d6 cold damage, and it has disadvantage attack rolls until the end of your next turn. A target takes half damage on a successful save, and does not have disadvantage on attack rolls.

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

POTENT GREEN-FLAME BLADE

Evocation cantrip

Casting Time: 1 action
Range: Self
Components: V, M (a weapon)
Duration: Instantaneous

As part of the action used to cast this spell, you must make a melee attack with a weapon against one creature within the weapon's reach, otherwise the spell fails. On a hit, the target suffers the attack's normal effects, takes 1d8 additional fire damage, and green fire leaps from the target to a different creature of your choice that you can see within 5 feet of it. The second creature takes fire damage equal to your spellcasting ability modifier.

This spell's damage increases when you reach higher levels. At 5th level, the melee attack deals an extra 2d8 fire damage to the target, and the fire damage to the second creature increases to 1d8 + your spellcasting ability modifier. Both damage rolls increase by 1d8 at 11th level and 17th level.

POTENT GUIDANCE

Divination cantrip

Casting Time: 1 action
Range: 30 feet
Components: S
Duration: Concentration, up to 10 minutes

You target one willing creature you can see within range. Once before the spell ends, the target can roll a d4 and add the number rolled to one ability check or attack roll of its choice. It can roll the die before or after making the ability check. The spell then ends.

POTENT GUST

Transmutation cantrip

Casting Time: 1 action
Range: 30 feet
Components: S
Duration: Instantaneous

You seize the air and compel it to create one of the following effects at a point you can see within range:

- One Medium or smaller creature that you choose must succeed on a Strength saving throw or be pushed up to 5 feet away from you.
- You create a blast of air capable of moving one object that is being neither held nor carried and that weighs no more than 5 pounds. The object is pushed up to 10 feet away from you. It isn't pushed with enough force to cause damage.
- You create a harmless sensory effect using air, such as causing leaves to rustle, wind to slam shutters shut, or your clothing to ripple in a breeze.

The maximum distance you can push objects and creatures with this spell increases by 5 feet when you reach 5th level (10 feet for a creature, 15 for an object), 11th level (15 feet for a creature, 20 for an object), and 17th level (20 feet for a creature, 25 for an object). The maximum weight of objects you can push is equal to the number of feet you can push it minus 5.

POTENT INFESTATION

Conjuration cantrip

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a living flea)
Duration: Instantaneous

You cause a cloud of mites, fleas, and other parasites in your hand and hurl it at a creature or object made of vegetable matter within range. On a hit, the creature takes 1d6 poison damage and moves 5 feet in a direction of your choice if it can move and its speed is at least 5 feet. This movement doesn't provoke opportunity attacks.

If you hurled the cloud at an object made of vegetable matter, it takes the maximum damage possible from this spell. In addition, any Strength check made to break the object within the next minute has advantage.

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

POTENT LIGHT

Evocation cantrip

Casting Time: 1 bonus action
Range: 30 feet
Components: S
Duration: 1 hour

You target one object within range that is no larger than 10 feet in any dimension. Until the spell ends, the object sheds bright light in a 20-foot radius and dim light for an additional 20 feet. The light can be colored and textured as you like. Completely covering the object with something opaque blocks the light. The spell ends if you cast it again or dismiss it as an action.

If you target an object held or worn by a hostile creature, that creature must succeed on a Dexterity saving throw to avoid the spell.

Alternatively, you can choose for this light to be sunlight. The spell otherwise remains the same, however the object sheds bright light only in a 5-foot radius, and dim light for an additional 5 feet.

The radius of the bright and dim light, but not the sunlight, both increase by 10 feet when you reach 5th level (30 feet), 11th level (40 feet), and 17th level (50 feet).

POTENT MAGE HAND

Conjuration cantrip

Casting Time: 1 bonus action
Range: 30 feet
Components: V, S
Duration: 10 minutes

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

You can use your action to control the hand. You can use the hand to manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, or pour the contents out of a vial. You can move the hand up to 30 feet each time you use it. The hand can't attack or activate magic items.

When attempting to carry or manipulate something heavier than 10 pounds, the hand makes a check using your spellcasting ability modifier. The DC is equal to 10 + the number of pounds above the limit you are trying to manipulate. On a success, you are able to manipulate that object for one round (6 seconds).

The weight of objects you can manipulate freely increases by 10 pounds when you reach 5th level (20 pounds), 11th level (30 pounds), and 17th level (40 pounds).

POTENT MENDING

Transmutation cantrip

Casting Time: 1 minute
Range: Touch
Components: V, S
Duration: Instantaneous

This spell repairs a single break or tear in an object you touch, such as a broken chain link, two halves of a broken key, a torn cloak, or a leaking wineskin. As long as the break or tear is no larger than 1 foot in any dimension, you mend it, leaving no trace of the former damage.

This spell can physically repair a magic item or construct, but the spell can't restore magic to such an object.

Alternatively, you can cast this spell to magically fuse up to 6 square inches of non-living material to an object touching it, such as a sword to its scabbard or a rope to a ledge. This fusion lasts for 1 hour. Creatures attempting to separate the fused objects must make a Strength check against your spell save DC. The fused objects can support a number of pounds equal to your spell save DC x 10 before they separate.

The size of a break or tear this spell can repair increases by 1 foot when you reach 5th level (2 feet), 11th level (3 feet), and 17th level (4 feet)

POTENT MESSAGE

Transmutation cantrip

Casting Time: 1 action
Range: 120 feet
Components: S
Duration: 1 round

You point your finger toward a creature within range and whisper a message. The target (and only the target) hears the message and can reply in a whisper that only you can hear.

You can cast this spell through solid objects if you are familiar with the target and know it is beyond the barrier. Magical silence, 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood blocks the spell. The spell doesn't have to follow a straight line and can travel freely around corners or through openings.

Alternatively, you can send out a message to every creature within a 15-foot cube centered on a point you choose within range. This message must be 4 words or less, and cannot be replied to.

This spell's range increases at 5th level (150 feet), 11th level (300 feet), and 17th level (600 feet)

POTENT MINOR ILLUSION

Illusion cantrip

Casting Time: 1 bonus action
Range: 60 feet
Components: V, S
Duration: 1 hour

You create a sound or an image of an inanimate object within range that lasts for the duration. The illusion also ends if you dismiss it on your turn (no action required).

If you create a sound, its volume can range from a whisper to a scream. It can be your voice, someone else's voice, a lion's roar, a beating of drums, or any other sound you choose. The sound continues unabated throughout the duration, or you can make discrete sounds at different times before the spell ends.

If you create an image of an object - such as a chair, muddy footprints, or a small chest—it must be no larger than a 10-foot cube. The image can't create sound, light, smell, or any other sensory effect. Physical interaction with the image reveals it to be an illusion, because things can pass through it.

If a creature uses its action to examine the sound or image, the creature can determine that it is an illusion with a successful Intelligence (Investigation) check against your spell save DC. If a creature discerns the illusion for what it is, the illusion becomes faint to the creature.

You can have up to five instances of this spell active at a time. Upon casting the spell again, the oldest one dissipates.

POTENT POISON SPRAY

Conjuration cantrip

Casting Time: 1 action

Range: 15 feet

Components: V, S

Duration: 1 round

A cloud of noxious gas ejects from your hand, harming one creature you can see within range. The creature must succeed on a Constitution saving throw or take 2d8 poison damage and have disadvantage on their next attack until the start of your next turn. A creature takes half damage on a successful save.

This spell's damage increases by 2d8 when you reach 5th level (4d8), 11th level (6d8), and 17th level (8d8).

POTENT PRESTIDIGITATION

Transmutation cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: 1 hour

This spell is a minor magical trick that novice spellcasters use for practice. You create one of the following magical effects within range:

- You create an instantaneous, harmless sensory effect, such as a shower of sparks, a puff of wind, faint musical notes, or an odd odor.
- You instantaneously light or snuff out up to 5 candles, torches, or small campfires.
- You instantaneously clean or soil an object no larger than 1 cubic foot.
- You chill, warm, or flavor up to 1 cubic foot of nonliving material for 1 hour.
- You make a color, a small mark, or a symbol appear on an object or a surface for 1 hour.
- You create a non-magical trinket or an illusory image that can fit in your hand and that lasts for 1 minute.

In addition, you can make a spell attack against one creature you can see within range, and deal 1d4 damage from a type of your choosing to them. Perhaps a small ember burns across their cheek, they experience a sudden migraine, or feel an invisible knife stab into their arm, dealing piercing damage.

If you cast this spell multiple times, you can have up to three of its non-instantaneous effects active at a time, and you can dismiss such an effect at will.

POTENT RAY OF FROST

Evocation cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

A frigid beam of blue-white light streaks towards a creature within range. Make a ranged spell attack against the target. On a hit, it takes 1d8 cold damage, and its speed is reduced by 15 feet until the start of your next turn.

The caster can also choose to cast this ray as a 1-foot wide, 15-foot long line. Creatures in the line must make a constitution saving throw or take 1d6 cold damage and have their speed reduced by 10 feet until the start of your next turn.

This spell's damage increases when you reach 5th level (2d8, 2d6), 11th level (3d8, 3d6), and 17th level (4d8, 4d6)

POTENT SHOCKING GRASP

Evocation cantrip

Casting Time: 1 action

Range: Touch

Components: S

Duration: Instantaneous

Lightning springs from your hand to deliver a shock to a creature you try to touch. Make a melee spell attack against the target. You have advantage on the attack roll if the target is wearing armor made of metal. On a hit, the target takes 4d4 lightning damage, it can't take reactions until the start of its next turn, and it has disadvantage on the next Dexterity check made before the start of your next turn.

The spell's damage increases by 2d4 when you reach 5th level (6d4), 11th level (8d4), and 17th level (10d4).

POTENT TRUE STRIKE

Divination cantrip

Casting Time: 1 bonus action

Range: 60 feet

Components: S

Duration: Concentration, up to 1 round

You extend your hand and point a finger at a target in range. Your magic grants you a brief insight into the target's nature. You gain advantage on your next attack roll or ability check against the target, provided the spell hasn't ended.

The spell's range increases when you reach 5th level (90 feet), 11th level (150 feet), and 17th level (300 feet).

IMPROVED SPELLS



ooking through various forums, and even playtesting these spells myself, many people found them to be lack-luster for their level, requirements, or their effects in general, so here are some ways in how to make them more potent.

WITCH BOLT (IMPROVED)

1st-level Evocation (Sorcerer, Warlock, Wizard)

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a clear, crystal or glass orb)

Duration: 1 minute

A beam of crackling, blue energy lances out toward a creature within range, forming a sustained arc of lightning between you and the target. Make a ranged spell attack against that creature. On a hit, the target takes 1d12 lightning damage, and on each of your turns for the duration, you can use your action to deal 2d6 lightning damage to the target automatically. The spell ends if you use your action to cast another spell. The spell also ends if the target is ever outside the spell's range or if it has total cover from you.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the initial damage increases by 1d12 for each slot level above 1st, and the sustained damage increases by 1d6 for each slot level above 1st.

RAY OF ENFEEBLEMENT (IMPROVED)

2nd-level Necromancy (Warlock, Wizard)

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (a clear, crystal or glass orb)

Duration: 1 minute

A black beam of enervating energy springs from your finger toward a creature within range. The creature must make a Constitution saving throw. On a failed save, the target's speed is reduced by 10 feet, the target deals half damage with melee weapon attacks, and the target has disadvantage on Strength and Dexterity checks.

At the end of each of the target's turns, it can make a Constitution saving throw against the spell. On a success, the spell ends.

MORDENKAINEN'S SWORD (IMPROVED)

7th-level Evocation (Bard, Wizard)

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

You create a sword-shaped plane of force that hovers within range. It lasts for the duration.

When the sword appears, you can move the sword up to 30 feet, and make up to three melee spell attacks. Each creature or object can only be hit once until the end of your turn. On a hit, a target takes force damage equal to 4d6 plus your spellcasting ability modifier. If a creature moves away from the sword in a way that could trigger an Opportunity Attack, as if a creature occupied the sword's space, you can use your reaction to make one attack against it using the sword.

Until the spell ends, you can use a bonus action on each of your turns to move the sword up to 30 feet and repeat the three attacks against the same targets or different ones.

ABI-DALZIM'S HORRID WILTING (IMPROVED)

8th-level Necromancy (Sorcerer, Wizard)

Casting Time: 1 action

Range: 150 feet

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

Duration: Instantaneous

You draw the moisture from every creature in a 30-foot cube centered on a point you choose within range. Each creature in that area must make a Constitution saving throw. Constructs and undead aren't affected, and plants and water elementals make this saving throw with disadvantage. A creature gains one level of exhaustion and takes 10d8 necrotic damage on a failed save, or half as much damage on a successful one. Creatures who succeed the save aren't exhausted. Plants and water elementals automatically take maximum damage.

CIRCLE OF DEATH (IMPROVED)

6th-level Necromancy (Sorcerer, Warlock, Wizard)

Casting Time: 1 action

Range: 150 feet

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

Duration: Instantaneous

A wave of negative energy ripples out in a 60-foot radius sphere centered on a point you choose within range, thinning the veil between life and death. Each creature in that area must make a Constitution saving throw. A target takes 5d10 necrotic damage on a failed save, or half as much damage on a successful one. Undead affected by the spell regain hit points for the damage rolled on the dice, instead of taking damage.

In addition, creatures that fail their saving throw mark off a failed Death saving throw, even if they are not dying. If a creature begins dying and rolls Death saving throws as usual, they keep any failed Death saving throws already present. When a creature reaches three failed death saving throws at any time, it dies.

Death saving throws failed because of this property of *circle of death* are only reset by a *greater restoration* spell or similar magic.

EPIC VERSIONS OF 9TH LEVEL SPELLS

ASTRAL PROJECTION (EPIC)

10th-level Necromancy

Casting Time: 1 minute

Range: 120 feet

Components: S, M (a forked, metal rod worth at least 250 gp, attuned to a particular plane of existence)

Duration: Special

You and up to eight willing creatures within range project your astral bodies into a plane of your choosing, for which you need the forked, metal rod, or the astral plane, for which a rod is not needed. The spell fails and the casting is wasted if you are already on that plane. The material body you leave behind is unconscious and in a state of suspended animation; it doesn't need food, water, or air, it doesn't age, and its resistant to all damage.

Your astral body resembles your mortal form in almost every way, replicating your game statistics and possessions. The principal difference is the addition of a silvery cord that extends from between your shoulder blades and trails behind you, fading to invisibility after 1 foot. This cord is your tether to your material body. As long as the tether remains intact, you can find your way home. If the cord is cut—something that can happen only when an effect specifically states that it does—you must find a way back on your own.

Your astral form can freely travel through the chosen plane and can pass through portals there leading to any other plane. If you enter a new plane or return to the plane you were on when casting this spell, your body and possessions are transported along the silver cord, allowing you to re-enter your body as you enter the new plane. Your astral form is a separate incarnation. Any damage or other effects that apply to it have no effect on your physical body, nor do they persist when you return to it.

The spell ends for you and your companions when you use your action to dismiss it. When the spell ends, the affected creature returns to its physical body, and it awakens. The spell also ends after 7 days (168 hours) have elapsed if you used the spell to travel to a plane other than the Astral Plane.

The spell might also end early for you or one of your companions. A successful dispel magic spell used against an astral or physical body ends the spell for that creature. If a creature's original body or its astral form drops to 0 hit points, the spell ends for that creature. If the spell ends and the silver cord is intact, the cord pulls the creature's astral form back to its body, ending its state of suspended animation.

If you are returned to your body prematurely, your companions remain in their spectral forms and must find their own way back to their bodies, usually by dropping to 0 hit points.

FORESIGHT (EPIC)

10th-level Divination

Casting Time: 1 minute

Range: Touch

Components: S

Duration: 8 hours

You touch a willing creature and bestow a limited ability to see into the immediate future. For the duration, the target can't be surprised and has advantage on attack rolls, ability checks, and saving throws. Additionally, other creatures have disadvantage on attack rolls, ability checks, and saving throws caused by the target under foresight for the duration.

This spell immediately ends if you cast it again before its duration ends.

GATE (EPIC)

10th-level Conjuration

Casting Time: 1 action

Range: Sight

Components: V, S

Duration: Until dispelled

You conjure a portal linking an unoccupied space you can see to a precise location on a different (or the same) plane of existence. The portal is a circular opening, which you can make 1 to 30 feet in diameter. You can orient the portal in any direction you choose. The portal lasts until the caster chooses to dismiss it on their turn as an action, or until it is dispelled.

The portal has a front and a back on each plane where it appears. It can also appear as invisible. Travel through the portal is possible only by moving through its front. Anything that does so is instantly transported to the other portal, appearing in the unoccupied space nearest to the portal.

Deities and other planar rulers can prevent portals created by this spell from opening in their presence or anywhere within their domains.

When you cast this spell, you can speak the name, pseudonym, title, or nickname of a specific creature. The portal opens in the named creature's immediate vicinity and draws the creature through it to the nearest unoccupied space on your side of the portal. You gain no special power over the creature, and it is free to act as the DM deems appropriate. It might leave, attack you, or help you.

IMPRISONMENT (EPIC)

10th-level Abjuration

Casting Time: 1 minute

Range: 30 feet

Components: V, S, M (a special component that varies according to the version of the spell you choose, worth at least 300 gp per Hit Die of the target with the most Hit Die)

Duration: Until dispelled

You create a magical restraint to hold up to three creatures that you can see within range. Each target must succeed on a Wisdom saving throw or be bound by the spell; if it succeeds, it is restrained, and must make saving throws at the end of each round of combat. Upon failing the save twice, the spell takes effect, and it ends on two successes. The successes and failures don't need to be consecutive. A creature that succeeds on its saving throw to fully resist the spell are immune to its effects for 1 month.

While affected by this spell, the creature doesn't need to breathe, eat, or drink, and it doesn't age. Divination spells can't locate or perceive the target.

When you cast the spell, you choose one of the following forms of imprisonment:

Burial: The target is entombed far in the outer realms in a sphere of magical force that is just large enough to contain the target. Nothing can pass through the sphere, nor can any creature teleport or use planar travel to get into or out of it. The special component for this version of the spell is a small, perfectly crafted mithril orb.

Hedged Prison: The spell transports the target into a demiplane that is warded against teleportation and planar travel. The demiplane can be a labyrinth, a cage, a tower, or any similar confined structure or area of your choice.

The special component for this version of the spell is a miniature representation of the prison made from jade.

Minimus Containment: The target shrinks to a height of 1 inch and is imprisoned inside a gemstone or similar object. Light can pass through the gemstone normally (allowing the target to see out and other creatures to see in), but nothing else can pass through, even by means of teleportation or planar travel. The gemstone can't be cut or broken while the spell remains in effect. The caster of the spell can use an action and allow the creature(s) inside the gemstone to communicate telepathically with any creature within 5 feet.

The special component for this version of the spell is a transparent gemstone, such as a corundum, diamond, or ruby.

Slumber: The target becomes catatonic and cannot be woken. Creatures not normally affected by sleep are still affected by this.

The special component for this version of the spell is a rare combination of herbs.

Ending the Spell: During the casting of the spell, in any of its versions, you can specify a condition that will cause the spell to end and release the targets. The condition can be as specific or as elaborate as you choose, but the DM must agree that the condition is has a likelihood of coming to pass. The conditions can be based on a creature's name, identity, or deity but otherwise must be based on observable actions or qualities and not based on intangibles such as level, class, or hit points. This spell cannot end prematurely by any means other than the specified condition.

You can use a particular special component to imprison multiple creatures at a time, as long as they have less hit dice than the creature imprisoned that has the most hit dice. If you cast the spell again using the same component, the new target joins the previous one in its imprisonment. Each component can have up to three creatures imprisoned by it at a time.

MASS HEAL (EPIC)

10th-level Evocation

Casting Time: 1 action

Range: 300 feet

Components: V, S

Duration: Instantaneous

A flood of healing energy flows from you into creatures around you. You restore up to 1000 hit points, divided as you choose among any number of creatures that you are aware of within range. Creatures healed by this spell act as if they had *lesser restoration* cast upon them. You can choose different *lesser restoration* effects for each creature. This spell heals undead and constructs.

METEOR SWARM (EPIC)

10th-level Evocation

Casting Time: 1 action

Range: sight

Components: V, S

Duration: Instantaneous

Blazing orbs of fire plummet to the ground at ten different points you can see. Each creature in a 40-foot-radius sphere centered on each point you choose must make a Dexterity saving throw. The sphere spreads around corners. A creature takes 10d6 fire damage and 10d6 bludgeoning damage on a failed save, or half as much damage on a successful one. A creature in the area of more than one fiery burst is affected only once.

The spell damages objects in the area, ignites flammable objects that aren't being worn or carried, and deals double damage to structures.

POWER WORD HEAL (EPIC)

10th-level Evocation

Casting Time: 1 action or 1 bonus action

Range: 60 feet

Components: S

Duration: Instantaneous

A wave of healing energy washes over the creature you choose. The target regains all its hit points and hit dice. If the creature is charmed, frightened, paralyzed, stunned, incapacitated, petrified, poisoned, prone, or any combination of the above, the conditions end for that creature. The creature loses all levels of exhaustion, if it has any.

POWER WORD KILL (EPIC)

10th-level Enchantment

Casting Time: 1 action
Range: 120 feet
Components: V
Duration: Instantaneous

You utter a word of power that can compel one creature you can see within range to die instantly. If the creature you choose has 300 hit points or fewer, it dies. Otherwise this spell has no effect.

PRISMATIC WALL (EPIC)

10th-level Evocation

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: 1 hour

A shimmering, multicolored plane of light forms an opaque wall—up to 100 feet long, 50 feet high, and 1 inch thick—centered on a point you can see within range. Alternatively, you can shape the wall into a sphere up to 50 feet in diameter centered on a point you choose within range. The wall remains in place for the duration. If you position the wall so that it passes through a space occupied by a creature, the creature is forced to a side of the wall of your choosing.

The wall sheds bright light out to a range of 100 feet and dim light for an additional 100 feet. You and creatures you designate at the time you cast the spell can pass through and remain near the wall without harm. If another creature that can see the wall moves to within 20 feet of it or starts its turn there, the creature must succeed on a Constitution saving throw or become blinded for 1 minute.

The wall consists of eight layers, each with a different color. When a creature attempts to reach into or pass through the wall, it does so one layer at a time through all the wall's layers. As it passes or reaches through each layer, the creature must make a Dexterity saving throw or be affected by that layer's properties as described below.

The wall can be destroyed, also one layer at a time, in order from red to violet to white, by means specific to each layer. Once a layer is destroyed, it remains so for the duration of the spell. An antimagic field has no effect on it.

1. Red. The creature takes 10d6 fire damage on a failed save, or half as much damage on a successful one. The layer can be destroyed by dealing at least 60 cold damage to it.

2. Orange. The creature takes 10d6 acid damage on a failed save, or half as much damage on a successful one. The layer is destroyed by a strong wind (at least 25 miles per hour).

3. Yellow. The creature takes 10d6 lightning damage on a failed save, or half as much damage on a successful one. This layer can be destroyed by dealing at least 60 force damage to it.

4. Green. The creature takes 10d6 poison damage on a failed save, or half as much damage on a successful one. A passwall spell, or another spell of equal or greater level that can open a portal on a solid surface, destroys this layer.

5. Blue. The creature takes 10d6 cold damage on a failed save, or half as much damage on a successful one. This layer can be destroyed by dealing at least 60 fire damage to it.

6. Indigo. On a failed save, the creature is paralyzed. It must then make a Constitution saving throw at the end of each of its turns. If it successfully saves two times, the spell ends. If it fails its save, it permanently turns to stone and is subjected to the petrified condition.

This layer is destroyed by bright light shed by a daylight spell or a similar spell of equal or higher level.

7. Violet. On a failed save, the creature is blinded, deafened, and knocked prone. It must then make a Wisdom saving throw at the start of your next turn. A successful save ends the blindness. If it fails that save, the creature is transported to another plane of the DM's choosing and is no longer blinded or deafened. (Typically, a creature that is on a plane that isn't its home plane is banished home, while other creatures are usually cast into the Astral or Ethereal planes.)

This layer is destroyed by a dispel magic spell or a similar spell of equal or higher level that can end spells and magical effects.

8. White. The creature takes 10d6 force damage on a failed save, or half as much on a success. While this layer is in place, nothing can pass through the wall, including spells, attacks, and teleportation, including intra-planar travel.

This layer has an AC of 20 and 200 hit points. It is immune to force, necrotic, poison, and psychic damage. It automatically fails Strength, Dexterity, and Constitution saving throws. It uses the caster's mental stats for Intelligence, Wisdom, and Charisma saving throws, but is classified as an object when determining if it is a valid target for spells and features. It is destroyed when its hit points reach 0.

SHAPECHANGE (EPIC)

10th-level Transmutation (ritual)

Casting Time: 1 bonus action
Range: Self
Components: V, S, M (a jade circlet worth at least 5,000 gp, which you must place on your head before you cast the spell)
Duration: Concentration, up to 1 hour

You assume the form of a different creature for the duration. The new form can be of any creature with a challenge rating equal to 24 or lower. You must have seen the creature at least once. You transform into an average example of that creature, one without any class levels or the Spellcasting trait. You gain any Innate Spellcasting trait of the creature, however.

Your game statistics are replaced by the statistics of the chosen creature, though you can retain your alignment and Intelligence, Wisdom, and Charisma scores, or any combination thereof. You also retain all of your skill and saving throw proficiencies, in addition to gaining those of the creature. If the creature has the same proficiency as you and the bonus listed in its statistics is higher than yours, use the creature's bonus in place of yours. You can't use any 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 new form is physically capable of doing so. You can't use any special senses you have (for example, darkvision) unless your new form also has that sense. You can only speak if the creature can normally speak.

When you transform, you choose whether your equipment falls to the ground, merges into the new form, or is worn by it. Worn equipment functions as normal. The DM determines whether it is practical for the new form to wear a piece of equipment, based on the creature's shape and size. Your equipment doesn't change shape or size to match the new form, and any equipment that the new form can't wear must either fall to the ground or merge into your new form. Equipment that merges has no effect in that state.

During this spell's duration, you can use your bonus action to assume a different form following the same restrictions and rules for the original form, with one exception: if your new form has more hit points than your current one, your hit points remain at their current value.

STORM OF VENGEANCE (EPIC)

10th-level Conjuraton

Casting Time: 1 action

Range: Sight

Components: V, S

Duration: Concentration, up to 1 minute

A churning storm cloud forms, centered on a point you can see and spreading to a radius of 500 feet. Lightning flashes in the area, thunder booms, and strong winds roar. Each creature under the cloud (no more than 10,000 feet beneath the cloud) when it appears must make a Constitution saving throw. On a failed save, a creature takes 5d6 thunder damage and becomes deafened for 5 minutes.

Each round you maintain concentration on this spell, the storm produces additional effects on your turn.

Round 2: Acidic rain falls from the cloud. Each creature and object under the cloud takes 5d6 acid damage. Metal structures take double damage as they deteriorate.

Round 3: You call ten bolts of lightning from the cloud to strike ten creatures or objects of your choice beneath the cloud. A given creature or object can't be struck by more than one bolt. A struck creature must make a Dexterity saving throw. The creature takes 10d6 lightning damage on a failed save, or half as much damage on a successful one.

Round 4: Hailstones rain down from the cloud. Each creature under the cloud takes 5d6 bludgeoning damage. Structures take double damage.

Round 5-10: Gusts and freezing rain assail the area under the cloud. The area becomes difficult terrain and is heavily obscured. Each creature there takes 5d6 cold damage. Ranged weapon attacks in the area are impossible. Creatures maintaining concentration on spells must make a concentration check equal to your spell save DC at the end of each of their turns. Finally, gusts of strong wind (ranging from 20 to 50 miles per hour) automatically disperse fog, mists, and similar phenomena in the area, whether mundane or magical. Structures take 5d6 bludgeoning damage each turn.

TIME STOP (EPIC)

10th-level Evocation

Casting Time: 1 bonus-action

Range: Self

Components: V

Duration: Instantaneous

You briefly stop the flow of time for everyone but yourself. No time passes for other creatures, while you take 1d8 + 1 turns in a row, during which you can use actions and move as normal.

This spell ends if one of the actions you use during this period, or any effects that you create during this period, affect a creature other than you or an object being worn or carried by someone other than you.

TRUE POLYMORPH (EPIC)

10th-level Transmutation

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (a drop of mercury, a dollop of gum arabic, and a wisp of smoke)

Duration: Concentration, up to 10 minutes

Choose one creature or a number of non-magical objects that you can see within range that have more than 0 hit points. You transform the creature into a different creature, the creature into an object, or the objects into creature (the objects must be neither worn nor carried by another creature). The transformation lasts for the duration, or until the target drops to 0 hit points or dies. If you concentrate on this spell for the full duration, the transformation becomes permanent.

An unwilling creature can make a Wisdom saving throw, and if it succeeds, it isn't affected by this spell.

Creature into Creature: If you turn a creature into another kind of creature, the new form can be any kind you choose whose challenge rating is equal to or less than the target's (or its level, if the target doesn't have a challenge rating). The target's game statistics, including mental ability scores, are replaced by the statistics of the new form. It retains its alignment and personality.

The target assumes the hit points of its new form, and 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 unless its new form is capable of such actions.

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

Object into Creature: You can turn an object into any kind of creature, as long as the creature's size is no larger than the object's size and the creature's challenge rating is 10 or lower. You can target more objects if you change them into creatures of a challenge rating lower than 10. 10 objects can be transformed into 10 CR 1 creatures, 2 objects into 2 CR 5 creatures, and so on.

The creature(s) are friendly to you and your companions. They act on each of your turns. You decide what action they take and how they move. The DM has the creature's statistics and resolves all of their actions and movement.

If the spell becomes permanent, you no longer control the creature(s). They might remain friendly to you, depending on how you have treated them.

Creature into Object: If you turn a creature into an object, it transforms along with whatever it is wearing and carrying into that form. The creature's statistics become those of the object, and the creature has no memory of time spent in this form, after the spell ends and it returns to its normal form.

TRUE RESURRECTION (EPIC)

10th-level Necromancy (ritual)

Casting Time: 1 action

Range: Touch

Components: V, S, M (a sprinkle of holy water and diamonds worth at least 25,000 gp, which the spell consumes)

Duration: Instantaneous

You touch a creature that has died. If the creature's soul is free and willing, the creature is restored to life with all its hit points.

If the creature is unwilling, you make three ability checks versus those of the creature, one Intelligence, Wisdom, and Charisma check against those of the same nature. If you win the majority of the checks (caster wins ties), the spell is successful, otherwise it fails. If a soul is bound by some other entity, use those entity's stats for the checks.

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, in which case you must speak the creature's name, common title, or pseudonym. The creature then appears in an unoccupied space you choose within 10 feet of you.

WEIRD (EPIC)

10th-level Illusion

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 1 minute

Drawing on the deepest fears of a group of creatures, you create illusory creatures in their minds, visible only to them. Each creature of your choice in a 60-foot-radius sphere centered on a point you choose within range takes 4d10 psychic damage, and must make a Wisdom saving throw. On a failed save, a creature becomes frightened for the duration. The illusion calls on the creature's deepest fears, manifesting its worst nightmares as an implacable threat.

At the start of each of the frightened creature's turns, it takes 4d10 psychic damage. An affected creature cannot willingly move closer to you, has disadvantage on ability checks and attack rolls, and cannot concentrate on spells. An affected creature can use an action on its turn to make an Intelligence (Investigation) check against your spell save DC. If the check is successful, the spell ends for that creature at the end of its current turn.

WISH (EPIC)

10th-level Conjuraton

Casting Time: 1 action

Range: Self

Components: V

Duration: Instantaneous

Wish is the mightiest spell a mortal creature can cast. By simply speaking aloud, you can alter the very foundations of reality in accord with your desires.

The basic use of this spell is to duplicate any other spell of 9th level or lower (not including the Wish spell). You don't need to meet any requirements in that spell, including components. The spell simply takes effect.

Alternatively, you can create one of the following effects of your choice:

- You create one object of up to 50,000 gp in value that isn't a magic item. The object can be no more than 300 feet in any dimension, and it appears in an unoccupied space you can see on the ground.
- You allow up to thirty creatures that you can see to regain all hit points, and you end all effects on them described in the greater restoration spell.
- You grant up to ten creatures that you can see resistance to a damage type you choose, or two creatures immunity to a damage type you choose.
- You grant up to ten creatures you can see immunity to a single spell or other magical effect for 24 hours. For instance, you could make yourself and all your companions immune to a lich's life drain attack.
- You undo a single recent event by forcing a reroll of any roll made within the last round (including your last turn). Reality reshapes itself to accommodate the new result. For example, a wish spell could undo an opponent's successful save, a foe's critical hit, or a friend's failed save. You can force the reroll to be made with advantage or disadvantage, and you can choose whether to use the reroll or the original roll.

You might be able to achieve something beyond the scope of the above examples. State your wish to the DM as precisely as possible. The DM has great latitude in ruling what occurs in such an instance; the greater the wish, the greater the likelihood that something goes wrong. This spell might simply fail, the effect you desire might only be partly achieved, or you might suffer some unforeseen consequence as a result of how you worded the wish.

For example, wishing that a villain was dead might propel you forward in time to a period when that villain is no longer alive, effectively removing you from the game. Similarly, wishing for a legendary magic item or artifact might instantly transport you to the presence of the item's current owner.

The stress of casting this spell to produce any effect other than duplicating another spell weakens you. After enduring that stress, each time you cast a spell until you finish a long rest, you take 2d12 necrotic damage per level of that spell. This damage can't be reduced or prevented in any way. In addition, your Strength drops to 6, if it isn't 6 or lower already, for 2d4 days. For each of those days that you spend resting and doing nothing more than light activity, your remaining recovery time decreases by 2 days.

Finally, there is a 33 percent chance that you are unable to cast wish ever again if you suffer this stress. You can replace the Wish spell with another spell of equal or lower level if this occurs. You must complete a long rest before being able to cast this new spell.