

# EPIC LEVEL SPELLS

**FEEL THE WEIGHT OF EVERY SPELL FLOWING IN YOUR VEINS, REMEMBER THAT THE POWER YOU HAVE IS NOT TO BE TAKEN LIGHTLY. - MAGNUS 'THE CURATOR OF INFINITY'**

Epic-level magic is not something to be used lightly. There was a time when epic magic was available to mortals but due to the dangerous power it provided, the arbiter of magic, a being who was said to control magic itself, decided to limit it. Ever since that faithful day, mortals only have access to 9th level magic and if one should wish to have 10th level magic or above, they must step up to reach the power of the gods themselves.

The only way for one to gain access to them is through the favor of a god, similarly powerful individual, or to reach the gateway of power leading to epic magic. While there may be long-forgotten scrolls with their contents, they are so rare as to be dismissed as rumor and hearsay.

## EPIC BOONS

### BOON OF ABILITY

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*Prerequisite: 20th level, Boon of Immortality (DMG pg. 232)*

Your character can increase one ability score by 2 or two ability scores by 1 each. The ability score can be increased above 20, up to a maximum of 30.

You can take this boon more than once.

### BOON OF DESPERATE POWER

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*Prerequisite: Caster level of 20 or higher (PHB pg. 165)*

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 and this spell slot is separate from the spell slot gained from the *Epic Boon of High Magic*. Once you expend this spell slot, you cannot cast anymore spells for 24 hours and the 10th level spell slot cannot be regained before 90 days have passed.

### BOON OF FORTITUDE

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*Prerequisite: 20th level, 20 Constitution (increases everytime you pick this boon), Boon of Immortality (DMG pg. 232)*

Your hit point maximum increases by 40.

You can take this boon more than once. Your highest maximum hit point value is determined by your constitution score as follows:

- Constitution of 20, maximum bonus hit points cannot exceed 500 hit points.
- Constitution of 21 to 25, maximum bonus hit points cannot exceed 750 hit points.
- Constitution of 26 to 30, maximum bonus hit points cannot exceed 1000 hit points.

### BOON OF HIGH MAGIC

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*Prerequisite: Caster level of 21 or higher (requirements increase every time you pick this epic boon); 20 or higher in your Spellcasting ability score (requirements increase every time you pick this epic boon)*

You gain an additional spell slot, assuming you already have one of that level, at the rate defined below:

- **1st time (21st Level, 20 Spellcasting Ability Score):** You gain 1 extra spell slot from 1st level up to 5th level.

- **2nd time (23rd Level, 22 Spellcasting Ability Score):** You gain 1 extra 6th and 7th level spell slot.

- **3rd time (25th Level, 25 Spellcasting Ability Score):** You gain 1 extra 8th and 9th level spell slot plus 1 extra 6th and 7th level spell slot.

- **4th time (27th Level, 28 Spellcasting Ability Score):** You gain 1 10th level spell slot. 10th level spell slots take 1 month to regenerate.

- **5th time (29th Level, 30 Spellcasting Ability Score):** you gain 1 11th level spell slot. 11th level spell slots take 6 months to regenerate.

- **6th time (31st Level, 34 Spellcasting Ability Score):** you gain 1 12th level spell slot. 12th level spell slots take 3 years to regenerate.

- **7th time (33rd Level):** All 1st level up to 8th level spell slots gain 1 extra spell slot.

## **BOON OF TRUE SMITING**

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*Prerequisite: 21st level paladin, you must have at least 1 6th level spell slot*

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## BOON OF LEGENDARY MASTERY

*Prerequisite: Martial level of 20 or higher (requirements increase every time you pick this epic boon); 20 or higher in your Strength, Dexterity or Constitution ability scores (requirements increase every time you pick this epic boon)*

You determine your martial level by adding together all your levels in any non-spellcasting class like fighter (if you do not have the Eldritch Knight), monk, barbarian or rogue (if you do not have the Arcane Trickster feature), half your levels (rounded down) in the paladin and ranger classes, and two-thirds of your fighter or rogue levels (rounded down) if you have the Eldritch Knight or the Arcane Trickster feature.

- **1st time (21st Level, 20 or higher in your Strength, Dexterity or Constitution ability score):** You gain 1 legendary resistance. If you would fail a saving throw, you can choose to succeed instead. Expended uses recharge after 24 hours.

- **2nd time (23rd Level, 22 or higher in your Strength, Dexterity or Constitution ability score):** You gain 1 legendary action. You can use it to make one weapon attack or use the Dash, Use an Object, Dodge, Help, Disengage or Hide action or to make a Wisdom (Perception) check. Only one legendary action option can be used at a time and only at the end of another creature's turn. You regain spent legendary actions at the start of your turn.

- **3rd time (25th Level, 25 or higher in your Strength, Dexterity or Constitution ability score):** You gain an additional legendary resistance, bringing your number of legendary resistances to 2.

- **4th time (27th Level, 28 or higher in your Strength, Dexterity or Constitution ability score):** You gain an additional legendary action, bringing your number of legendary actions to 2.

- **5th time (29th Level, 30 or higher in your Strength, Dexterity or Constitution ability score):** You gain an additional legendary resistance, bringing your number of legendary resistances to 3.

- **6th time (31st Level, 34 or higher in your Strength, Dexterity or Constitution ability score):** You gain an additional legendary action, bringing your number of legendary actions to 3.

## ADJUSTED SPELL DAMAGE FOR SPELLS THAT DEALS HALF DAMAGE ON A SAVE.

Spell Level	Single Target	Several Targets
Cantrip	1d8	1d6
1st	2d10	2d6
2nd	3d10	4d6
Spell Level	Single Target	Several Targets
4th	6d10	7d6
5th	8d10	8d6
6th	10d10	11d6
7th	11d10	12d6
8th	12d10	13d6
9th	15d10	14d6
10th	25d10	26d6
11th	40d10	40d6
12th	60d10	60d6

## ADJUSTED SPELL DAMAGE FOR SPELLS THAT NEGATES DAMAGE ON A SAVE.

Spell Level	Single Target	Several Targets
Cantrip	1d10	1d6
1st	3d8	2d8
2nd	6d6	6d6
3rd	6d10	4d12
4th	10d8	8d6
5th	10d10	10d6
6th	15d8	14d6
7th	17d8	15d6
8th	15d10	16d6
9th	16d12	11d10
10th	32d10	33d6
11th	50d10	50d6
12th	74d10	60d8



# 10TH LEVEL SPELL LIST

## ABSOLUTE DEATH

*10th-level Necromancy*

**Casting Time:** 1 action

**Range:** Touch

**Components:** S

**Duration:** Instantaneous

**In the end we all die, why not choose how.**

You touch a creature and stop their body and soul. A creature must succeed on a Constitution saving throw. On a failed save, a creature dies and cannot be resurrected by any spell weaker than a 10th level spell. On a successful save, a creature takes 110 (20d10) necrotic damage.

**At Higher Levels.** When you cast this spell at higher levels, increase the damage by 10d10 and the resurrection spell required increases by 1 for every level above 10th level.

## ARCANE BURST OF DESTRUCTION

*10th-Level Evocation*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

**Duration:** Instantaneous

**You will learn that even the smartest can have unbridled rage.**

You raise up one of your hands and evoke destructive raw magic in a 500-foot long and 20-foot wide line. Everything within the line must succeed on a Dexterity saving throw, taking 33d6 force damage on a failed save, or no damage on a successful one. If this damage reduces a creature to 0 hit points, it is disintegrated. In addition, the area where the spell was cast is subject to an *anti-magic field* for 30 days.

A creature destroyed by this spell can only be brought back by a *wish* or *true resurrection* spell.

## ARMOR OF THE FIRST EMPEROR

*10th-level Conjuraction*

**Casting Time:** 1 Action

**Range:** Self

**Components:** V, S, M (a set of full plate armor made from indestructible metals worth at least 100,000 gold, which the spell consumes)

**Duration:** Until dispelled

**History shows that there are no invincible armies.**

This spell was once a part of an even stronger spell of the 12th level but it has long been split into many parts to suppress its legendary power. It is rumored to be able to reach that level once more if one manages to fuse all the missing spells. You manifest heavenly golden plate armor with multiple gems and designs adorning it.

You gain the following benefits when you're wearing the Armor of the First Emperor.

- Your AC becomes 25 if it wasn't already higher.
- Once a day, you can use an action to become immune to spells of 8th level or lower for 1 minute.
- You gain immunity to force damage.
- Your melee attacks deal an additional 4d12 force damage.
- You gain magic resistance, which gives you have advantage on saving throws against spells and other magical effects.
- You count as three times larger in terms of size when determining your carrying capacity and the weight you can push, drag, or lift.
- Your Strength becomes 26 if it wasn't already higher. This has no effects if your Strength is already 26.

In the process of casting this spell, other than the spell component, you must sacrifice 1 legendary item that adorns the body, such as armor.

This spell is one of the ingredients used to recreate the 12th level spell the First Emperor's Authority.

## BLADE OF THE HEAVENLY REALMS

*10th-level Conjuraction*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S, M (an adamantine longsword gilded with silver and blessed by a good deity or extremely powerful celestial, worth at least 20,000 gold, suspended at least fifty miles in the sky for at least one year uninterrupted)

**Duration:** 1 hour

**Then I saw it, a beautiful golden sword flying through the sky cutting the heavens itself.**

You create a single edged blade made out of the heaven's essence itself. This blade lasts for one hour and you are unable to cast spells while this spell is active. You can dismiss this spell at any time. Until this spell ends, you gain wings that give you a flying speed of 30 feet and on your turns, you gain an additional action and whenever you take the Attack action on your turn you can take an additional attack (this stacks with extra attack). That action can be used only to take the Attack (two weapon attacks only), Dash, Disengage, Hide, or Use an Object action. This sword is considered a +4 legendary longsword which deals 4d8 + 10 radiant damage, it has the heavy and versatile features dealing 4d10 + 10 radiant damage when being used with two hands. In addition, this ignores resistance and treats immunities as resistance. You are considered proficient with this sword and you can choose to give this weapon to anyone but you still cannot cast spells.

In addition, you can instead choose to release all the power of the blade in one attack, dealing 22d10 + 50 radiant damage on a hit. The blade dissipates once this attack is used.

## COSMIC JAVELIN

*10th-level Conjuraction*

**Casting Time:** 1 action

**Range:** 1 mile

**Components:** V, S

**Duration:** Instantaneous

**The stars fly over the cosmic sky bouncing on the void to sparkle.**

A brilliant javelin of cosmic light forms in your hand that you can throw at multiple targets target within range. Choose up to 10 different targets within range of you. Each target, except for the last one, must succeed on a Dexterity saving throw, taking 10d8 radiant damage and 10d8 cold damage on a failed save, or half as much damage on a successful one. They must also succeed on a Constitution saving throw, becoming blinded and stunned for 1 minute on a failed save. The javelin bounces and curves from target to target until it makes it to the final target. Once the javelin reaches the final target it explodes. It then must succeed on a Dexterity saving throw, taking 16d8 radiant damage and 16d8 cold damage and be blinded on a failed save, or no damage and not be blinded on a successful one.



## CROWN OF THE FIRST EMPEROR

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10th-level Conjuraton

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S, M (a platinum crown adorned with 13 of the rarest gems ever, worth at least a total of 100,000 gold, which the spell consumes)

**Duration:** Until dispelled

**You need not follow, but you must witness.**

This spell was once a part of an even stronger spell of the 12th level but it has long been split into many parts to suppress its legendary power. It is rumored to be able to reach that level once more if one manages to fuse all the missing spells. You create 15 starlike orbs of golden flame that adorn your head as a crown.

You gain the following benefits when the golden starlike crown is around your head.

- You know the location of any creature with the power to cast spells if they are within 10 miles of you. If a spell is cast within 10 miles of you, you know everything about that spell and know where it was cast and what it was targeting.
- You radiate bright light up to 120 feet and dim light an additional 120 feet. You can turn this feature on and off as a bonus action.
- Whenever a creature casts a spell of 8th level or lower, or is subjected to any type of elemental damage (like a dragon's breath), within 500 feet of you, you may use your reaction to order an orb to absorb that spell or elemental attack and prevent it from damaging and affecting anything. The orb that absorb a spell or attack returns to place above your head but it glows brighter, indicating it is currently holding a spell or elemental attack. As an action you can order an orb that is currently absorbing a spell or attack to release its contents. Once released you can choose to let it deal 10d10 force damage, heal up to 10d10 hit points, cast the 8th level spell that was absorbed, or release the elemental damage absorbed.
- You gain truesight up to 60 feet.
- You gain proficiency in Perception, or if you're already proficient in it, your proficiency bonus is doubled for any check you make with it.

In the process of casting this spell, other than the spell component, you must sacrifice a legendary item that adorns the head, such as a helmet.

This spell is one of the ingredients used to recreate the 12th level spell the First Emperor's Authority.

## FACT OR FICTION

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10th-level Illusion

**Casting Time:** 1 reaction

**Range:** Touch

**Components:** V, S

**Duration:** 1 minute

**Nothing is more sad than the death of an illusion.**

You shape an illusory duplicate of a creature with a challenge rating of 20 or lower or a character with a combined level of 20 or lower that you know of. The duplicate is a creature, real but formed by your thoughts and imagination, and it can take actions and otherwise be affected as a normal creature. It appears to be the same as the original. It has the creature's hit point maximum and is formed with its equipment, if it had any. Otherwise, the illusion uses all the statistics of the creature it duplicates. The illusion is friendly to you and creatures you designate. It obeys your spoken commands, moving and acting in accordance with your wishes and acting on your turn in combat. The illusion lasts until it drops to 0 hit points, at which point it vanishes into a puff of smoke and disappears instantly.

If you cast this spell again, any currently active illusions you created with this spell are instantly destroyed.

## FATELESS

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10th-level Divination

**Casting Time:** 1 minute

**Range:** Self

**Components:** V, S, M (a flawless glass eye worth 50,000 gp)

**Duration:** 30 days

**I am seeking for the bridge which leans from the visible to the invisible through reality.**

You change how reality perceives you, hiding you out of fate's sight. You can return or hide yourself from fate's sight. While you are in fate's sight, the spell 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 you are hidden from fate's sight, you are hidden to anything not also under this spell, 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 all forms of divination magic, except of 11th level or above.

In addition creatures with truesight cannot see you and creatures with blindsight or tremorsense cannot sense you. If you attack a creature with truesight, they can make a Wisdom (Perception) check against your spell DC, if they fail nothing happens but if they succeed they see you but the spell is not dispelled.

This effect cannot be dispelled, disrupted, or suppressed, and is so strong, even gods or beings of similar power are often unable to penetrate it but some especially strong beings can try to see you. This spell lasts as long as 30 days but you can end it early if you wish.

**At Higher Levels:** When you cast this spell using an 11th-level spell slot, the Duration increases up to 1 year. When you cast this spell using a 12th-level spell slot, the Duration is permanent.

## FIRMAMENT OF REALITY

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10th-level Transmutation

**Casting Time:** 1 hour

**Range:** 1 mile

**Components:** S

**Duration:** Instantaneous

**Reality is merely an illusion, albeit a very persistent one.**

You alter a physical aspect of any mundane object or area limited to a size of 10,000 feet in diameter. As long as it is not magical, you can change the aspect of an object. You can change an object to any non-magical form but it cannot be damaging. You can make a door visible but not corporeal. You can make a flat plain into a large labyrinth of unbreakable adamantine. In addition, if you are to manipulate an object into a specific form, you must be aware of what you're transforming it into. You cannot simply make a wall fully unbreakable, you must first liken the unbreakableness into something such as adamantine. In addition, any creature stuck or crushed by the manipulation of material is gently shunted outside of the area. This change lasts forever and cannot be changed back to its original state unless a 10th level *wish* or *dispel magic* is used.





## FIRST COMMAND

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*10th-level Enchantment*

**Casting Time:** 1 action  
**Range:** 30 feet  
**Components:** S  
**Duration:** Until dispelled

**You shall have no other gods before me.**

You forcefully bind your persona to a creature's subconscious within range. The creature must succeed on Wisdom saving throw or be affected. In addition, creatures with 150 hit points or less automatically fail this saving throw. While affected, a creature regards you as someone above him by natural order, and someone to be trusted, respected, protected at all costs and obeyed absolutely.

You have an unbreakable telepathic bond with all the creatures affected by this spell, and a creature understands the intents of your commands and it tries to fulfill it to its utmost capacity. In addition, it will never do anything that goes indirectly or directly against your command. In combat, you can order up to five creatures you have control over with this spell to do your bidding, no action required but you can affect as many creatures as you want with this spell.

You can specify a simple and general course of action, such as Attack that creature, Run over there, or Fetch that object. If the creature completes the order and doesn't receive further direction from you, it defends and preserves itself to the best of its ability.

You can use your action to take total and precise control of the target. 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 affected 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 affected, and creatures with 150 hit points or less fail this saving throw automatically.

Each time the target is knocked unconscious with any form of psychic damage, it makes a new Wisdom saving throw against the spell. If the saving throw succeeds, the spell ends.

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

## GATE GUARDIAN

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*10th-level Abjuration*

**Casting Time:** 1 action  
**Range:** Self  
**Components:** V, S, M (A holy saint's rib bone)  
**Duration:** 1 minute

**A man's character is his guardian divinity.**

You wreath yourself with heavenly lights and bond your soul with 6 creatures of your choosing. While wreathed in heavenly lights, each creature you choose only takes half damage but you take the other half as long as you are not incapacitated. You regain 4d10 hit point during the turns of the creatures you choose, and 12d10 during your turn.

In addition, you lose any resistances, immunities, and vulnerabilities you have until the end of this spell.

## HARKEN TO ME

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*10th-level Necromancy*

**Casting Time:** 1 action  
**Range:** 500 feet  
**Components:** V, S  
**Duration:** Instantaneous

**Obey me or die...or both.**

You instantly slay a single humanoid creature within range with 150 hit points or fewer and at the same moment animate the body so that it appears that nothing has happened to the creature. Creatures near the creature that just died do not immediately realize what has transpired. If the save fails, the target remains in its exact position with no apparent ill effects. In reality, it is now a perfect undead servant under the your control. The target's companions notice nothing unusual about the state of the target until they interact with it, at which time each companion can make a Wisdom (Perception) check against your spell DC to notice discrepancies. The undead servant serves the character indefinitely and retains all their abilities during their time alive.

The undead creature must first be destroyed and cannot be brought back to life unless a 10th level *wish* or *true resurrection* is used.

## HOPE

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*10th-level conjuration*

**Casting Time:** 1 action  
**Range:** Self  
**Components:** V  
**Duration:** Instantaneous

**When overwhelming power oppresses you hope is the greatest ally.**

You regain your ability to cast *wish* again if you lost it due to its stress effect or any other reason. You cast the spell *wish* as a 10th level spell but do not suffer its stress effects.

## IN-ORGANIC DEMIURGE

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*10th-level Conjuration*

**Casting Time:** 1 action  
**Range:** 120 feet  
**Components:** V, S, M (a wooden pendant carved by a master carver from a tree grown in the Astral plane, worth 100 gp)  
**Duration:** Concentration, up to 1 hour

**There is no greater joy than that of feeling oneself a creator.**

The second summoning spell ever created and imitated. You summon non-living creatures of challenge rating 20 or lower that appear within an unoccupied space 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.



## ILLUSION OF CHOICE

10th-level Illusion

**Casting Time:** 24 hours

**Range:** 10 miles

**Components:** V, S, M (a panting that depicts the reality you wish worth 2000 gold)

**Duration:** Until Dispelled

### Everything's fine today, that is our illusion.

Generating epic magic you conjure an extremely powerful illusion up to the size of 10 miles. You create an illusion of any number of sensory phenomena, which appears at a spot that you can see and lasts for the duration, in which you have perfect control. It seems completely real, and can include sounds, smells, temperature, and other sensations appropriate to the illusion created. You can't create sufficient heat or cold to cause damage, a sound loud enough to deal damage or deafen a creature, or a smell that might sicken a creature.

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.

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.

## MULTIPLICATION OF MINDS

10th-level Enchantment

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

**Duration:** 1 hour

### I think, therefore I am.

You can concentrate on up to 5 spells at the same time. If you attempt to cast a spell that requires concentration while already concentrating on existing spells, you can maintain concentration on all spells simultaneously. If you would fail your concentration check during this time then you only lose your concentration on the oldest spell that you cast. The DC of your concentration check increases by 5 for every spell that you concentrate on.

## ORGANIC DEMIURGE

10th-level Conjuration

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S, M (a wooden pendant carved by a master carver from a tree grown in the Astral plane, worth 100 gp)

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

### The triumph of life is expressed by creation.

The first summoning spell ever created and imitated. You summon living creatures of challenge rating 20 or lower that appear within an unoccupied space 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.

## PRAESIDIUM

10th-level Abjuration

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S, M (A metal ingot made out of adamantite, mithril and diamonds worth at least 10,000gp, which the spell consumes)

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

### Most powerful is he who has himself in his own power.

You cover your body with invisible armor made out of impenetrable force. While covered in invincible force, you are resistant to all forms of damage. In addition, your touch naturally erases matter. Your touch and melee attacks deal an additional 8d10 force damage. Anything killed or destroyed by your touch is disintegrated similar to the *disintegrate* spell.

While the spell is active, you are immune to any divination magic of 9th level or lower. In the case of a harmful effect that makes you do a saving throw, you do it with advantage and a bonus of +5. In addition, you have an AC of 30.

## REALITY CANNON

10th-level Transmutation

**Casting Time:** 1 action

**Range:** 1 mile

**Components:** V, S, M (a magically enchanted obsidian sphere perfectly carved from a 9th level disintegrate spell worth 10,000 gp, which the spell consumes)

**Duration:** Instantaneous

### I do not define time, space, place, and motion, as being well known to all.

You twist reality with so much force over an unbreakable obsidian sphere then rubber band it with unparalleled speed towards a creature of your choice within range. The obsidian sphere strikes the creature and releases a powerful shockwave emanating 60 feet around it. The creature hit by the obsidian sphere must succeed on a Dexterity saving throw or take 10d10 + 100 piercing damage. Creatures that are in the area of the shockwave must succeed on a Constitution saving throw, taking 14d8 thunder damage and be knocked prone on a failed save, or take half as much damage and not be knocked prone on a successful one. This spell deals double damage to objects and structures.

If the damage is enough to destroy objects or structures, they are obliterated, leaving behind traces of a finely disintegrated rubble. 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.

## REALITY SLASH

10th-level Transmutation

**Casting Time:** 1 action

**Range:** 500 feet

**Components:** V, S, M (a small core created from the energies of teleportation worth 3000 gold)

**Duration:** Instantaneous

### I cannot conceive curved lines of force without the conditions of a physical existence in that intermediate space.

You rip apart a 10-foot long space in between anything, cutting it. If it is a creature, the existence of the creature is cut. The creature must succeed on Dexterity saving throw, taking 18d10 + 80 slashing damage on a failed save, or no damage on a successful one. If the creature is reduced to 0 hit points, it is erased from existence. The blade can pass through any magical barrier, save an anti-magic field, and ignores a creature's temporary hit points. In addition, the blade deals quadruple damage to any non magical object or structure but only deals double damage to magical objects or structure. This spell ignores slashing damage immunity.

A creature erased by this spell can only be brought back by a 10th level *wish* or *true resurrection*.



## REGALIA OF THE FIRST EMPEROR

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*10th-level Conjuration*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S, M (an assortment of ten beautifully crafted jewelry each worth 10,000 gold totalling to 100,000 gold, which the spell consumes)

**Duration:** Until dispelled

### **All eyes look to us.**

This spell was once a part of an even stronger spell of the 12th level but it has long been split into many parts to suppress its legendary power. It is rumored to be able to reach that level once more if one manages to fuse all the missing spells. You enchant your ten beautifully crafted jewelry with the powerful magic the First Emperor created, embedding his will into every part.

You gain the following benefits when you're wearing the Regalia of The First Emperor.

- You can choose up to 10 5th level spells that you already know and bind them to the regalia. Each bonded spell can be used once a day. You do not need to maintain concentration on the spells. At the start of the day, you can choose to switch out any spell you've bonded with the regalia. The spells use your spell DC.
- When you would be reduced to 0 hit points, you can use your reaction to use the power in one of your regalia, losing the ability to cast the spell but instead be reduced to 1 hp.
- Once a day and as an action you can immediately cast 3 spells in one turn that the regalia currently has binded.
- You have proficiency on your Charisma based ability checks and if you're already proficient in it, your proficiency bonus is doubled with it.

In the process of casting this spell, other than the spell component, you must sacrifice 6 very rare items that adorns the body, such as trinkets.

This spell is one of the ingredients used to recreate the 12th level spell the First Emperor's Authority.

## RISE FROM THE ASHES

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*10th-level Evocation*

**Casting Time:** 1 reaction

**Range:** Self

**Components:** V, S, M (a phoenix's heart)

**Duration:** Instantaneous

### **Our greatest glory is not in never failing, but in rising every time we fall.**

At your dying you breath, you invoke the power of the first phoenix and explode with a fiery re-entrance. If you drop to 0 hit points, die or are forced to make a death saving throw, you may use a reaction to come back to life with your maximum hit points, removing the effects of any spell that reduces your hit point maximum and all your status conditions are cured.

When you rise up, a fiery explosion in 40-foot radius around you burns away all creatures. Every creature within the area must succeed on a Dexterity saving throw, taking 26d6 fire damage on a failed save, or half on a successful one.

## SERENITY

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*10th-level Evocation*

**Casting Time:** 1 action

**Range:** Self

**Components:** V S

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

**Every breath we take, every step we make, can be filled with peace, joy and serenity.**

A rain of healing energy falls down in a 1 mile area around you. Any creature of your choice within the area immediately regains 100 hit points and the same amount at the start of each of its turn. Creatures healed by this spell are also cured of all diseases and any effect making them blinded or deafened. This spell has no effect on undead or constructs.

# SHIFTING CREATION

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*10th-level Necromancy*  
**Casting Time:** 24 hours

**Range**  
**Component**  
con

## THE FIRST EMPEROR'S MANTLE

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*10th-level Conjuraton*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S, M (a beautiful royal mantle made from the most expensive and rare magical materials, worth at least a total of 100,000 gold, which the spell consumes)

**Duration:** Until dispelled

### **For emperors, it's all about how you carry yourself.**

This spell was once a part of an even stronger spell of the 12th level but it has long been split into many parts to suppress it's legendary power. It is rumored to be able to reach that level once more if one manages to fuse all the missing spells. You manifest a heavenly royal mantle that covers your whole body and acts as your noble clothing.

You gain the following benefits when you're wearing the First Emperor's Mantle.

- You gain a flying speed of 60 feet.
- You project an aura that immediately dispels any 8th level illusion spell that's within 60 feet of you.
- You gain immunity to being charmed.
- Your Charisma becomes 24 if it wasn't already higher. This has no effects if your Charisma is already 24.
- When an area of effect attack such as a dragon's breath is cast towards you, you can use your reaction to absorb it and redirect it towards another area using your spell DC. In addition, You can only use this ability 3 times a day. This ability only works against 8th level spells and below.
- You can cast the *shield* spell as an at-will spell.
- You can cast the *command* spell as an at-will spell, except that it works on undead and constructs.
- You can cast the *dominate person* spell thrice a day.

In the process of casting this spell, other than the spell component, you must sacrifice a legendary item that adorns the body, such as armor.

This spell is one of the ingredients used to recreate the 12th level spell the First Emperor's Authority.

## TIME WALK

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*10th-level Divination*

**Casting Time:** 1 reaction

**Range:** Self

**Components:** V, S, M (a beautiful golden clock with platinum mechanisms worth at least 5,000 gold, which the spell uses up to 12 times)

**Duration:** Instantaneous

### **One more time!**

You can choose a point in time up to 6 seconds in the past. You travel back to that point and all your statistics, hit points, equipment and resources are returned back to their state at that point in time, except that you do not have the spell slot anymore which you used to cast *time walk*. You retain your memories and if you choose a point in time, when you were able to act or when it was your turn in the initiative order, you can immediately take your action. You cannot use *time walk* again for the next 24 hours after you cast it.

## VITRIFICATION

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*10th-level Transmutation*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** Until dispelled

### **If it cannot bend, then it will break.**

You manipulate the very matter of a large amount of material changing it into a crystalline like material that can be unbreakable or as fragile as glass.

Choose one of the following effects to happen:

- You touch an object, whether as soft as gold or as hard as oricalcum, to become permanently as fragile as glass. You can affect up to 10,000 pounds of material, all on one touch or spend the amount on multiple crystallizations. If the object is being held or worn by a creature, that creature must succeed on a Charisma saving throw to negate this spell. If the item is magical, the creature has advantage on that roll. The effects of this spell cannot be reversed by anything short of a *wish* spell.
- You touch the ground, transforming the area in a 1 mile radius into an indestructible crystal wasteland. You may push out any object or creature you wish, and all pushed out creatures and objects take 10d12 piercing damage. While in this wasteland you can take an action to control of the crystal substances and order it to pierce a creature. A creature must succeed on a Dexterity saving throw or take 10d12 piercing damage. The effects of this spell cannot be reversed by anything short of a *wish* spell.





# 11TH LEVEL SPELL LIST

## BLACK DEATH

*11th-level Necromancy*

**Casting Time:** 12 hours

**Range:** 1 mile

**Components:** V, S, M (a dead heart from a dead Atropal, which the spell consumes)

**Duration:** Until dispelled

**We tell ourselves that pestilence is a mere bogey of the mind, a bad dream that will pass away. But it doesn't always pass away and, from one bad dream to another, it is men who pass away.**

A wave of plague radiates outwards from the point of your choosing, infecting everyone and everything in a 500-foot radius around it. Creatures in the area must succeed on a Constitution saving throw or become infected. Within 24 hours, everything in the area begins to show signs of rot and decay. This magical form of the disease is contagious and will spread beyond those initially infected up to an area of 1000 miles beyond its initial area over the course of 10 days. It infects water sources and spreads through the air. Plants infected with it are unfit for consumption, as are disease-ridden animals. If a creature breathes, eats or drinks from an infected source it has to make a Constitution saving throw or be infected. An affected creature has disadvantage on all of his ability checks and has his movement speed halved. Every 24 hours a victim has to repeat its saving throw, having its maximum hit points reduced by half (rounded up) and taking 2 necrotic damage on a failed save, or not having its hit points reduced and taking no damage on a successful one. This spell ignores damage and condition immunities. Undead and constructs are immune to this effect. A creature can only be cured through the use of a 9th level *greater restoration* spell or similar magic. The disease only ends after 10,000 years have passed or through the use of a 11th level *wish* or similar magic.

## BLADE OF THE ABYSSAL KING

*11th-Level Conjuration*

**Casting Time:** 1 Action

**Range:** 300 feet

**Components:** V, S, M (a red orichalcum greatsword, worth at least 100,000 gp, bathed in the scorching heat of the Plane of Fire for at least 10 years uninterrupted)

**Duration:** 1 hour

**Become the evil you fear the worst, so that evil won't overtake you.**

The Blade of the Abyssal King is the mythical blade of the first demon king, a demon lord so powerful that it managed to subdue the abyss in its entirety. When it was destroyed by an extremely powerful being, it's mythical weapon was said to have disappeared. You summon the legendary blade of the first demon king and manifest its fiendish power. Once summoned any non demon prince that uses it must succeed on a DC 35 Constitution saving throw or burn to ashes. While this spell is active you gain demon-like wings that give you a flying speed of 120 feet and on your turns, you gain an additional action and whenever you take the Attack action on your turn you can take an additional attack (this stacks with extra attack). That additional action can be used only to take the Attack, Dash, Disengage, Hide or Use an Object action. This sword is considered a +5 legendary longsword which deals 10d8 + 10 fire damage, it has the heavy and versatile feature, dealing 10d10 + 10 fire damage when being used with two hands. In addition, this ignores resistance and immunities. You are considered proficient with this sword.

In addition, you can instead choose to release all the power of the blade in one attack. You slash the blade in a direction of your choosing releasing a powerful burst of energy 1 mile long and 10 feet wide. Each creature in that line must succeed on a Dexterity saving throw, taking 40d10 + 100 fire damage on a failed save, or no damage on a successful one. The blade dissipates once this ability is used.

## CREATE REVENANT

*11th-level necromancy*

**Casting Time:** 1 hour

**Range:** Touch

**Components:** V, S, M (a dear item from the creature's past life and a small item that can contain souls, which the spell consumes)

**Duration:** Instantaneous

**Vengeance is bitter as absinthe, but sweet as ambrosia.**

You touch a creature that has been dead for no longer than 500 years. If it is not an allied creature then its CR or combined levels has to be 20 or lower. While you resurrect the creature you have to assign it a creature to kill. The creature is then restored to life with all its hit points. 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. The creature then appears in an unoccupied space you choose within 10 feet of you. No matter if it was alive or dead before, the creature is resurrected as an undead revenant in addition to its other creature types but it retains all his other statistics. As a revenant it doesn't require air, food, drink, or sleep. It has resistance against necrotic and psychic damage and is immune to poison damage. In addition it is immune to being charmed, exhausted, frightened, paralyzed, poisoned and stunned. It has the regeneration, rejuvenation, turn immunity and vengeful tracker trait of the revenant creature and has 1 year to complete its vengeance. The revenant is compelled to kill the creature you assigned it to but after the chosen creature dies the revenant also dies.

## DESTINY

*11th-level Divination*

**Casting Time:** 1 action

**Range:** Self

**Components:** V

**Duration:** Instantaneous

**It is not luck, it is destiny.**

Describe an event which can only last up to 1 minute or name a creature or an object. You can then decide a time frame between 1 minute to 1 year from now on. This event or the meeting with the creature or object will happen within this time frame. State the event clearly to the DM as precisely as possible. The DM has great latitude in ruling what occurs in such an instance, the greater the event, the greater the likelihood that something goes wrong.

## ILLUSION OF GRANDEUR

*11th-level Illusion*

**Casting Time:** 1 Bonus action

**Range:** Self

**Components:** V, S, M (a book that pertains to the perfect idol that creature has worth at least 8,000 gp)

**Duration:** Concentration, 1 minute

**If there is sin against life, it consists... in hoping for another life and in eluding the implacable grandeur of this life.**

You cast an illusion around yourself that is so powerful that it not only convinces others but also yourself. While this illusion is active you can use a bonus action to apply one of the following effects to yourself, without having to hold concentration on them:

- You cast the spell *shapechange* or *true polymorph* on yourself.
- You cast *enlarge reduce* on yourself. Your size can be between tiny or gargantuan and you add 4d10 to your extra damage.
- You cast *haste* on yourself, but do not suffer the negative effects when it ends and can cast a spell as a haste action.
- You increase the modifier of one of your stats except your constitution by +5. You can only do this once per stat.

You can have multiple effects active at the same time.



## INSTANT KINGDOM

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*11th level Conjuration*

**Casting time:** 1 Minute

**Range:** Unlimited

**Components:** V, S, M (a letter of passage created from paper that was infused with magical energies for at least 10 years while in a demiplane)

**Duration:** Instantaneous

**Must be the reason why I'm king of my castle.**

You conjure up to 3000 simple houses, 5 fortresses and 1 Castle in a 1000 square mile area. The location where you place them has to be unoccupied by another creature or you have to be given allowance if it belongs to another creature. You make all decisions about their appearance and where to place them. The interior is enclosed by a floor, walls, and a roof, with doors granting access to the interior and as many windows as you wish. The houses are all the same and simple in nature. The area is 30 feet on each side with up to 5 rooms and they are empty inside. The fortresses are the same as the ones created by the mighty fortress spell, except that they are permanent. The castle takes up an area of up to 40000 square feet and up to 200 feet on each side. You can create any floor plan you like. The place is furnished and decorated as you choose. It contains sufficient food to serve a nine-course banquet for up to 100 people. A staff of 100 near-transparent servants attends all who enter. You decide the visual appearance of these servants and their attire. They are completely obedient to your orders. Each servant can perform any task a normal human servant could perform, but they can't attack or take any action that would directly harm another creature. Thus the servants can fetch things, clean, mend, fold clothes, light fires, serve food, pour wine, and so on. The servants can go anywhere in the castle but can't leave it.

## LIVING BOMB

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*11th-level Evocation*

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S, M (a diamond infused with magical sulfur that came from the elemental plane of fire worth at least 10,000 gold)

**Duration:** Until Dispelled

**Tick, tock, your time is up.**

You attempt to infuse a creature with concentrated destruction. It must succeed on a Constitution saving throw. On a failed save you turn it into a living bomb. As long as you are on the same plane, you can use a bonus action every turn to deal 165 (30d10) fire damage to it. This damage ignores resistance and immunity. If this would kill the creature its body explodes into pieces and is disintegrated. Every creature within 100 feet of the explosion must succeed on a Dexterity saving throw, taking half the creatures maximum hit points as fire damage on a failed save, or half as much damage on a successful one. This effect can only be removed by an 11th level *greater restoration* or *wish* spell.

## REFRESH

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*11th-level Evocation*

**Casting Time:** 1 Bonus Action

**Range:** Self

**Components:** V, S

**Duration:** Instantaneous

**Rest when you're weary. Refresh and renew yourself, your body, your mind, your spirit. Then get back to work.**

You instantly gain the benefits of a long rest. This includes all your magical items that recharge on a long rest.

## REWRITE

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*11th-level Enchantment*

**Casting Time:** 1 Action

**Range:** 120 feet

**Components:** V, S, M (a parchment filled with all the things you wish to change about the creature written with their blood mixed with ink)

**Duration:** Until dispelled

**I will remake you!**

Choose a creature you can see. It must make a Charisma saving throw. If it fails you can change its personality, gender, alignment, memories, attributes, up to a maximum of 20 and other statistics but they cannot be higher than yours. You can also decide to change its appearance if you change it to a humanoid. The creature is Charmed by you.

This effect can only be removed by an 11th level *greater restoration* or *wish* spell.

## SPECIAL RELATIVITY

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*11th-level transmutation*

**Casting Time:** 1 Action

**Range:** 120 ft

**Components:** V, S

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

**Blink and you miss me.**

Choose a willing creature that you can see within range. Until the spell ends, the target's speed is quadrupled, it gains a +4 bonus to AC, it has advantage on Dexterity saving throws and checks and when it is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails. This creature can take two turns per round. It takes its first turn at its normal initiative and its second turn at its initiative minus 10.

## SPELL IMMUNITY

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*11th-level Abjuration*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

**Duration:** Until dispelled

**Your attack has been rendered harmless. It is, however, quite pretty.**

You cannot be affected or detected by Spells of 9th level or lower unless you wish to be. You have advantage on saving throws against all other Spells and magical effects. As long as you are under this effect you cannot regain the spell slot that was used to cast this spell. You can regain it again if this effect is dispelled or you choose to end it.



## TAKE WHAT IS OTHERS

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11th-level Illusion

**Casting Time:** 1 Action

**Range:** 500 feet

**Components:** V, S

**Duration:** Until dispelled

**Your mind is a field, ripe for harvest.**

You choose a creature within range and pluck one of its memories and make it into reality. When choosing a memory, these are the following effects:

- **Creature:** You pluck out a creature from the memories of your target and manifest it into reality within range. The creature's statistics and general strength is based on how the target sees it. The DM holds its statistics. The creature's CR can only go up to 20.
- **Location:** You pluck out a place or location from the memories of your target and manifest it into reality within range. The area it takes up can only be a 10 mile radius. You can copy any form of location without limitation such as a great castle, a huge city or even a mountain. Creating these locations shift reality to accommodate the new additions. In addition, these locations you create will not be filled with any living creatures.
- **Event:** You pluck out an event or situation from the memories of your target and manifest it temporarily into reality within range. You can manifest a whole year's worth of memories and it will play exactly as the target remembers. The memory you brought to reality is real in the case that there are living beings but after 24 hours the event dissipates. If you change anything in the event it changes the memory of the target as well. If the memory is too damaged or altered to extreme levels, it could damage the creature's mind.
- **Copy:** You pluck out the creature's self image and create a perfect simulacrum of the creature. The simulacrum has the same statistics of the creature and can learn, grow, and regenerate their abilities like a normal creature would. This cannot affect CR 21 creature or above.

## TIME TRAVEL

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11th-level Divination

**Casting Time:** 10 Minutes

**Range:** Touch

**Components:** V, S, M (an object of some kind that had a significant impact at that point in time you want to travel)

**Duration:** Instantaneous

**You should find your past before your past finds you.**

Up to nine willing creatures of your choice, including you, who link hands in a circle are transported to a different point in time which is up to 100 years in the past. After you have stayed 3 days in the past you and everyone you brought with you are transported back to the present again to the location where you first cast the spell. If this location no longer exist you are transported to a random location close to it. You cannot cast time travel again until you are back to your present.

You can also use this spell to transport an unwilling creature to a point in time up to 100 years in the past. The casting time becomes one action then. Choose a creature within your reach and make a melee spell attack against it. On a hit, the creature must make a Charisma saving throw. If the creature fails the save, it is transported to the point in time you specify. A creature so transported, if it is still alive then, will return after spending 3 days in the past and 3 days after you cast this spell in the present.

## TRUE MANIPULATION

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11th-level Transmutation

**Casting Time:** 1 action

**Range:** 1 mile

**Components:** V, S, M

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

**Own nothing, control everything.**

You can alter any physical properties of an area that you want to. Choose an area of up to 1000 feet in diameter. When you cast the spell you can alter the appearance, texture, color, odor, melting point, boiling point, density, solubility and many other physical properties of the non-living matter in the area. Any environmental change that would damage a creature can only deal up to 55 (10d10) damage per round to it and the maximum AC and hit points of the matter is 30 AC and 200 hit points per 100-foot cube. At the start of your turn you can change one physical property of matter in a 100-foot cube centered on a point you can see. This effect can not change magical properties of objects or terrains but can still change their physical ones.

These changes to the terrain are permanent until dispelled by a 11th level *dispel magic*, *wish* or similar magic."



## 12TH LEVEL SPELL LIST

### BIG BANG

*12th-level Evocation*

**Casting time:** 1 Action

**Range:** 1 mile

**Components:** V, S, M (the condensed core of a star)

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

**In the beginning there was nothing and in the end there will be nothing.**

A beam of white light flashes from your pointing finger, then condenses to linger at a chosen point within range as a dying star in a 40-foot radius sphere for the duration. Every creature within a 50-foot radius of the sphere is dealt 33 (10d6) fire damage at the start of its turn. When the spell ends, either because your concentration is broken or because you decide to end it, the star collapses with the sound of a giant explosion of pure energy that spreads around corners. Each creature within 1 mile of the sphere must succeed on a Dexterity saving throw. A creature takes fire damage equal to the total accumulated damage on a failed save, or half as much damage on a successful one. This fire damage ignores resistance and immunity. This spell deals triple damage to objects and structures. Creatures, objects or structures destroyed by this spell is reduced to dust.

The spell's base damage is 60d6. If at the end of your turn the star has not yet detonated, the damage increases by 16d6. The star also increases in size by 40 feet at the end of your turn.

### CREATE WORLD/PLANE

*12th-level Conjuration*

**Casting Time:** 7 days

**Range:** Sight

**Components:** V, S, M (a divine spark of a greater deity)

**Duration:** Instantaneous

**I am prepared to meet my Maker. Whether my Maker is prepared for the great ordeal of meeting me is another matter.**

Over the duration of 7 days you create your own world or plane with its own geography, atmosphere and other properties. You can also add specific flora and fauna to it according to your own knowledge. The radius of this world or plane is 3000 miles. As part of being the creator of this location you can use an action to change a 1-mile-radius area of it anytime after you have created it. The mineral wealth of this location cannot exceed 1.000.000 gp. At the start you can only create up to 1000 creatures with CRs lower than 10. These creatures are not necessarily friendly towards you, but instead the creatures choose whether to be friendly to you, based on how you treat them. You can choose as much flora as the area can provide as long as the worth of everything does not exceed 1.000.000 gp and the CR of an individual is lower than 10. Describe your world or plane clearly to the DM as precisely as possible. The DM has great latitude in ruling what is allowed for the world or plane.

### DIVINE GATE

*12th-level Abjuration*

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S, M (a lock and key created from solidified soul of a primordial and a greater deity)

**Duration:** Instantaneous

**The greatest fear of immortals is not death, but eternal isolation.**

You can target a creature with 200 or less hit points. It has to make a Charisma saving throw. If its fails it will be banished behind the Divine Gate, a place with no escape. No magic or being can resist or dispel this effect. Not even the gods or other divine beings can escape it or reach beyond it. If it manages to succeed the saving throw it has to repeat it at the start of its turns as long as the caster is alive and on the same plane as the creature. The DC increases by 10 every time it succeeds.

### FIRST EMPEROR'S AUTHORITY

*12th-level enchantment*

**Casting time:** 1 Action

**Range:** Plane

**Components:** V, S, M

**Duration:** Until Dispelled

You take on the rights, responsibilities and authority of the first ruler of the mortals in existence. You are older than any god, any primordial and all the realms were young when you were a monarch. You are now an extremely powerful being but with all your power, you now have the responsibility to protect your kingdom which appears in any plane you choose. There can only be one emperor per plane. The effects of the spells you cast to create the First Emperor's Authority become permanent and can't be dispelled anymore. While you are within your plane you can cast *hope* at will. It can only be used in the protection of your plane.

### HEAT DEATH

*12th-level Transmutation*

**Casting Time:** 1 Action

**Range:** 1 mile

**Components:** V, S, M (a star's dead core)

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

**I am the spirit that negates. And rightly so, for all that comes to be Deserves to perish wretchedly.**

Choose a 200-foot radius area. You deprive the area of any energy. Anything in it immediately stops moving and anything that would pass through it stops and falls down or dissipates dealing no damage. No effect that would create matter or energy has any effect within this field. All creatures of your choosing in the area during the initial cast and at the start their turns there must succeed on a Constitution saving throw, having their movement speed reduced to 0 on a failed save, or not having their movement speed reduced on a successful one. On a failed save they are also under the effect of slow and are restrained. A creature affected by this spell must make another Constitution saving throw at the end of each of its turns. On a success, the effect ends on the target. On a failure, the target is incapacitated, cannot move or speak, and is unaware of its surroundings. Attack rolls against the creature have advantage and the creature automatically fails Strength and Dexterity saving throws. It is also takes 90 (20d8) cold damage at the end of each of its turns. This damage ignores resistance and immunity. If this damage reduces the target to 0 hit points, it is frozen to its core and shatters into small particles. You can use a bonus action to move the area up to 200 feet.

### INEVITABLE ENTROPY

*12th-level Necromancy*

**Casting Time:** 1 Action

**Range:** Touch

**Components:** S

**Duration:** Instantaneous

**They say you die twice. One time when you stop breathing and a second time, a bit later on, when somebody says your name for the last time.**

You touch a creature and fill them with the absolute meaning of the inevitableness of death. In the end, everyone dies. The creature must succeed on a Constitution saving throw or wither to nothingness. A creature that succeeds must make a Wisdom saving throw or be mentally shattered by the pure meaning of entropy. A creature that fails their second saving throw will be afflicted with the *feblemind* spell.

Creatures that die by this spell will have all information and memory about them removed from history. Even their closest and dearest family members will not remember them. Even the gods will have no memory of the creature.





## ILLUSIONARY WORLD

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*12th level illusion*

**Casting time:** 1 Action

**Range:** 1 Mile

**Components:** V, S, M

**Duration:** Until Dispelled

**Ignorance is bliss.**

You choose any amount of creatures you can see. They must make a Wisdom saving throw. On a failed save they are thrown into an illusionary world according to your imagination. While inside the illusionary world they can not be damaged or harmed but they also do not notice that they are in an illusion and any attempt of them to break free fail. An extended stay in this world drives a creature mad. At the start of every day it has to repeat its saving throw or acquire an indefinite madness. Every time it acquires 3 indefinite madneses or at the the end of every 30 days, a creature can repeat their saving throw against this spell. If it succeeds on its saving throw, the spell ends and it reappears where it was originally or if the location no longer exist, it reappears in a random location close to it. The spell can also be ended by a 12th level greater restoration or a 12th level wish but only from someone outside of the illusionary world.

## MAKING HISTORY

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*12th-level Divination*

**Casting Time:** 1 Action

**Range:** Self

**Components:** V

**Duration:** Instantaneous

**The main thing is to make history, not to write it.**

Choose an event that happened at least 1 year ago. You can choose to change the sequence or results of this event as well as the creatures that were present at that time so you can achieve your desired outcome for the present. State your changes clearly to the DM as precisely as possible. The DM has great latitude in ruling what occurs in such an instance, the greater the change, the greater the likelihood that something goes wrong.



# CREDITS

## SOME PEOPLE I TOOK INSPIRATION AND HELP FROM.

- **kirbysag** = Reddit user that created his own epic level spell work.
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