

PATREON ELITE

SCROLL OF LOVE

SPELLS OF ROMANCE AND EMOTION



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SCROLL OF LOVE

Many a poet or artist has claimed there to be no greater force in the multiverse than love. And though the multiverse is littered with unfathomably powerful forces, a learned wizard or cleric of a certain deity can attest to the true power of love, woven with the magics of the cosmos.

A peasant's understanding of this magic starts and ends with the whispered idea of love potions, of spells that compel one person to like another. But such spellcraft is like a brutal, blunt instrument when compared with the sheer variety provided by the magic of romance. As with art and other creative endeavors, love's magic inspires and enlightens, creates compassion and companionship, and holds direct sway over the things all creatures care about.

This supplement contains 10 new spells and one returning subclass that allow you to make love a more tangible, mystical force in your games, as well as a spell list that distributes these new spells to existing canonical and Walrock Homebrew classes.

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SPELL LISTS

Included here are additional spells, sorted into spell lists which allocate the spells to specific classes. A spell's school of magic is noted in parentheses after its name. If a spell can be cast as a ritual, the ritual tag also appears within the parentheses.

ARTIFICER SPELLS

This class is found in *Eberron: Rising from the Last War*.

CANTRIPS (0 LEVEL)

Greta's Gracious Gift (divination)

1ST LEVEL

Alter Beauty (illusion)

2ND LEVEL

Ricardo's Romantic Reverie (conjunction)

3RD LEVEL

Echoes of Emotion (divination)

5TH LEVEL

Conjure Conveyance (conjunction)

AUGMENTED SPELLS

This class is found in the *Augmented* supplement, located on the DM's Guild.

3RD LEVEL

Echoes of Emotion (divination)

BARD SPELLS

CANTRIPS (0 LEVEL)

Greta's Gracious Gift (divination)

1ST LEVEL

Alter Beauty (illusion)

Detect Desire (divination)

Festoon (illusion)

Harmonious Memory (enchantment)

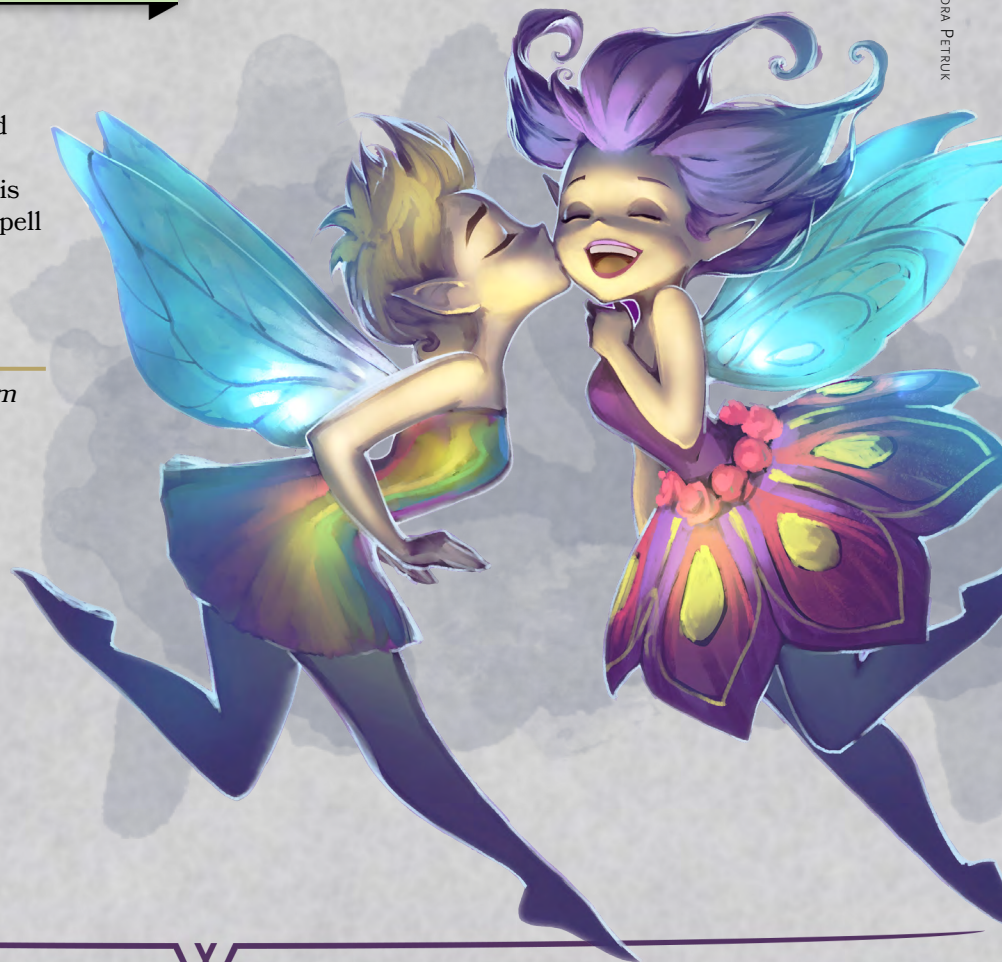
2ND LEVEL

Ricardo's Romantic Reverie (conjunction)

3RD LEVEL

Echoes of Emotion (divination)

Visions of Affection (illusion)



ALEXANDRA PETRUK

5TH LEVEL

Conjure Conveyance (conjunction)

Love Lost (enchantment)

CLERIC SPELLS

CANTRIPS (0 LEVEL)

Greta's Gracious Gift (divination)

1ST LEVEL

Detect Desire (divination)

Harmonious Memory (enchantment)

3RD LEVEL

Echoes of Emotion (divination)

Visions of Affection (illusion)

DRUID SPELLS

1ST LEVEL

Detect Desire (divination)

Festoon (illusion)

Harmonious Memory (enchantment)

3RD LEVEL

Echoes of Emotion (divination)

PALADIN SPELLS

3RD LEVEL

Visions of Affection (illusion)

RANGER SPELLS

3RD LEVEL

Echoes of Emotion (divination)

SORCERER SPELLS

1ST LEVEL

Harmonious Memory (enchantment)

3RD LEVEL

Visions of Affection (illusion)

5TH LEVEL

Love Lost (enchantment)

WARLOCK SPELLS

1ST LEVEL

Alter Beauty (illusion)

Harmonious Memory (enchantment)

3RD LEVEL

Visions of Affection (illusion)

5TH LEVEL

Love Lost (enchantment)

WITCH SPELLS

This class is found in the *Witch* supplement, located on the DM's Guild.

CANTRIPS (0 LEVEL)

Greta's Gracious Gift (divination)

1ST LEVEL

Alter Beauty (illusion)

Detect Desire (divination)

Festoon (illusion)

Harmonious Memory (enchantment)

3RD LEVEL

Echoes of Emotion (divination)

Visions of Affection (illusion)

5TH LEVEL

Conjure Conveyance (conjunction)

Love Lost (enchantment)

WIZARD SPELLS

CANTRIPS (0 LEVEL)

Greta's Gracious Gift (divination)

1ST LEVEL

Alter Beauty (illusion)

Detect Desire (divination)

Festoon (illusion)

Harmonious Memory (enchantment)

2ND LEVEL

Ricardo's Romantic Reverie (conjunction)

3RD LEVEL

Echoes of Emotion (divination)

5TH LEVEL

Conjure Conveyance (conjunction)

Love Lost (enchantment)

SPELL DESCRIPTIONS

The spells are presented in alphabetical order.

ALTER BEAUTY

1st-level illusion

Casting Time: 1 action

Range: Touch

Components: S

Duration: 1 hour

As part of the casting of this spell, touch a willing creature (which can be yourself). With illusory flourishes, you use the spell to either hide or accent the creature's blemishes and good features, making the creature appear your choice of either more or less beautiful. Within this spell's duration, you can end the spell's effects on a creature at any time with no action.

A creature made to appear more beautiful may seem to be wearing finer clothes, have better teeth, clearer skin, and otherwise be more clean and refined. A creature made to appear less beautiful could be missing teeth, carry warts or other blemishes, and might have their clothes look to be torn, filthy, and tattered.

Whatever your choice, this magic also makes a creature look as though they live a certain lifestyle you select (see the *Player's Handbook*, p. 157, for examples of lifestyles). For the duration, that creature has advantage on all Charisma checks to appear to belong with others of that or similar lifestyles, and may have advantage on other checks made to fit in, at your DM's discretion. As examples, a creature appearing to lead an aristocratic lifestyle might have advantage on a Persuasion check to pass itself off as a member of high society at an elegant gala, while a creature seeming to live a poor lifestyle could have advantage on an Intimidation check to enter into a rough-and-tumble thieves' guild.

A creature that suspects the presence of illusion magic can use its action to make an Intelligence (Investigation) check against your spell save DC. If it is successful, the creature discerns the presence of an illusion. This spell does not give advantage on any checks made against a creature that knows of the illusion.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, it can affect one additional creature for each slot level above 1st. Further, when cast with a spell slot of 3rd level or higher, the spell's duration becomes 8 hours.

CONJURE CONVEYANCE

5th-level conjuration

Casting Time: 1 minute

Range: 30 feet

Components: S, M (a thin, narrow slab of black material ½ foot long, and 10 gp which the spell consumes)

Duration: 8 hours

You conjure into existence your choice of either a carriage, rowboat, sled, or wagon at a point you see within range with enough area in which to accommo-

date the chosen vehicle.

You decide the general appearance of the vehicle when you conjure it, but it is always made of wood and sized as a typical vehicle of its type. The vehicle is able to carry up to 6 creatures, their gear, and an additional 500 pounds of cargo. If the vehicle travels on land, it has a speed of 100 feet, and it can travel 10 miles in an hour, or 13 miles at a fast pace. If it travels on water, it has a speed of 50 feet and can travel 5 miles in an hour. The vehicle has an AC of 11 and 50 hit points. If the vehicle is destroyed, the spell ends.

While this spell's caster is aboard the vehicle, they can use an action to instruct the vehicle to travel to a named destination the caster is familiar with, that the vehicle can physically reach within the spell's duration. The spell's caster can also specify whether the vehicle should use the quickest or safest route, and inherently



knows if such routes are possible within the spell's duration. The spell's caster is not able to directly control the vehicle, but can use another action to change its destination once each hour, or an action at any time to halt or restart the vehicle. When the vehicle reaches its destination, it begins to gradually vanish over the course of 10 minutes. Once the vehicle has vanished, the spell ends.

This spell also conjures an invisible creature to move the vehicle, which is Large and horse-like if the vehicle travels on land, or Medium and humanoid if the vehicle travels on water. In either case, the creature has an AC of 10, a Strength score of 16, a hit point maximum of 13, and is permanently affixed to the vehicle.

If the creature is reduced to 0 hit points, it dissipates and the vehicle stops moving. If the creature dissipates, this spell's caster can undertake a 1 minute long ritual while standing within the vehicle to conjure another such creature. Upon the ritual's completion the creature is conjured affixed to the vehicle, restored to its hit point maximum.

At Higher Levels. When you cast this spell with a slot of 6th or 7th level, its duration becomes 24 hours. When you cast this spell with a slot of 8th level or higher, its duration becomes 30 days. If you cast the spell with a slot of 8th level or higher, you can also choose to instead conjure a hot air balloon, which has a speed of 150 feet and can travel 15 miles in an hour, and comes with an invisible humanoid pilot (as with a water vehicle).

DETECT DESIRE

1st-level divination

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

For the spell's duration, you can detect desires that concern creatures or objects within 120 feet of you. Using an action or as part of the action used to cast this spell, you can choose and focus upon a target you can see within this radius, which must be a creature with an Intelligence score of at least 8 or an object. If you have a target with this spell already, you can also use an action to change your focus to a different target within these same parameters.

When you first focus on a target, you learn if there is a powerful desire regarding the target held by a creature within 5,000 feet of yourself. This desire could also regard an event or ideal that the target represents. For example, focusing on a symbol of an occult god can reveal a creature's desire to complete an ancient ritual, or focusing on a local magistrate can reveal another creature's intense desire for revenge against that individual. If multiple desires exist concerning a target, you only sense the strongest.

When focusing in this way, you initially learn no information beyond the vaguest sense of the desire in question. If you spend one minute within the spell's duration directly interacting with the target, you can learn an additional piece of information of your choice concerning the desire, from the following list:

- A general description of the creature experiencing the desire.
- A nebulous idea of how any plans regarding the desire are intended to be accomplished.
- The nature of a second, lesser desire involving the target.

You can only learn one of these pieces of information regarding a particular target every 7 days.

ECHOES OF EMOTION

3rd-level divination (ritual)

Casting Time: 1 action

Range: Self

Components: V, S, M (shards of a shattered mirror worth at least 10 gp, ground into dust, which the spell consumes)

Duration: Concentration, up to 1 minute

You tap into the emotional resonance of your location, revealing the most emotionally-charged event to have occurred in the past year within a 500 foot radius of where you are situated when you cast this spell. This event is depicted within this radius for the spell's duration, and the spell ends early if you leave this radius while the spell is active. If the area has no events of emotional significance that have occurred within the past year, the spell fails to cast, though it does not consume a spell slot or material components.

This event is only visible to yourself and willing creatures you designate that remain within this radius, who see the event played out by illusions representing creatures, objects, and structures important to the event itself. The illusions are intangible and all creatures involved know them for what they are, but the illusions can make sounds and interact with their environment in a convincing fashion. The illusions are fairly accurate to the events that occurred, but are most accurate where there is the greatest concentration of emotion. A bereaved father may be depicted in stunning detail, but his attending servants may not be.

Further, only a significantly emotional event will be portrayed by this spell, and the spell's caster has no control over which event the spell chooses to display. For example, this spell could depict a heartfelt confession of love or a furious vengeful murder, but would not (usually) show an arranged political marriage or an unfeeling assassination, unless there are hidden emotional factors that make these events significant in that way.

FESTOON

1st-level illusion

Casting Time: 1 action

Range: 120 feet

Components: S, M (a flower or streamer)

Duration: 1 hour

You create inconsequential decorations (such as banners, streamers, flowers, lights, or similar) that are placed in locations of your choosing along walls, ceilings, or other surfaces inside a 60-foot cube within range. The decorations feel real to the touch and can even elicit smells, but attempting to move a decoration from where it is located reveals it to be an illusion, and causes it to fade out of being.

The decorations arrange themselves to best decorate a space, and will not obscure objects, creatures, hazards, or other features of an area. You can use an action at any time within the spell's duration to add extra (non-obscuring) decorations within its area, create harmless sensory effects that affect the decorations (such as a slight gust of wind), or to remove certain decorations or end the spell entirely.

At Higher Levels. When you cast this spell with a slot of 2nd level or higher, you can increase the size of the cube that contains its effect by 30 feet for each spell level above 1st. Additionally, when cast this spell with a spell slot of 2nd or 3rd level, the duration becomes 8 hours. This becomes 24 hours when cast with a spell slot of 4th or 5th level. When cast with a slot of 6th level or higher, the spell instead lasts until it is dispelled.

GRETA'S GRACIOUS GIFT

Divination cantrip

Casting Time: 1 minute

Range: 120 feet

Components: M (a small empty box)

Duration: Instantaneous

You focus on and target a single creature you can see within range, with an Intelligence of at least 8, for the entirety of the spell's casting time. Upon the spell's completion, you gain a general knowledge of where to find a gift of good quality for the creature in question. Once you target a creature with this spell, you cannot target that creature again for 7 days. You can only know the general location of one gift at a time, and using this spell a second time while you already know the location of a gift removes your knowledge of the first gift's location.

You immediately know the distance and direction to an area 100 feet in diameter in which the gift is located, within 10 miles of your position when you finish cast-

ing the spell. If no such gift exists within 10 miles, the spell fails. You do not know the exact nature of the gift after casting this spell, but when you physically see the gift, you will immediately know it for what it is.

The gift may have to be earned through currency or deeds, but usually does not cost more than 1 hour of effort, or currency equal to 10 gp + an additional 10 gp for each level or CR of the creature beyond 1.

Gifts may also sometimes not be physical objects, but rather tasks that can be undertaken for the benefit of the target creature or those it cares about. You know such a task to be the gift indicated by this spell when you come across the opportunity to take on the task. Once you locate this task, it takes about 1 hour to complete. When the task is complete, you can present this gift by either informing the target creature of the completed task, or showing the target a token of the task's completion.

After receiving a gift, a creature that is indifferent towards you almost always becomes friendly, while a creature that is hostile usually becomes indifferent or possibly friendly towards you. In any case, a gift does not cause a creature to forsake its previous loyalties, merely regard you more favorably.

HARMONIOUS MEMORY

1st-level enchantment

Casting Time: 1 action

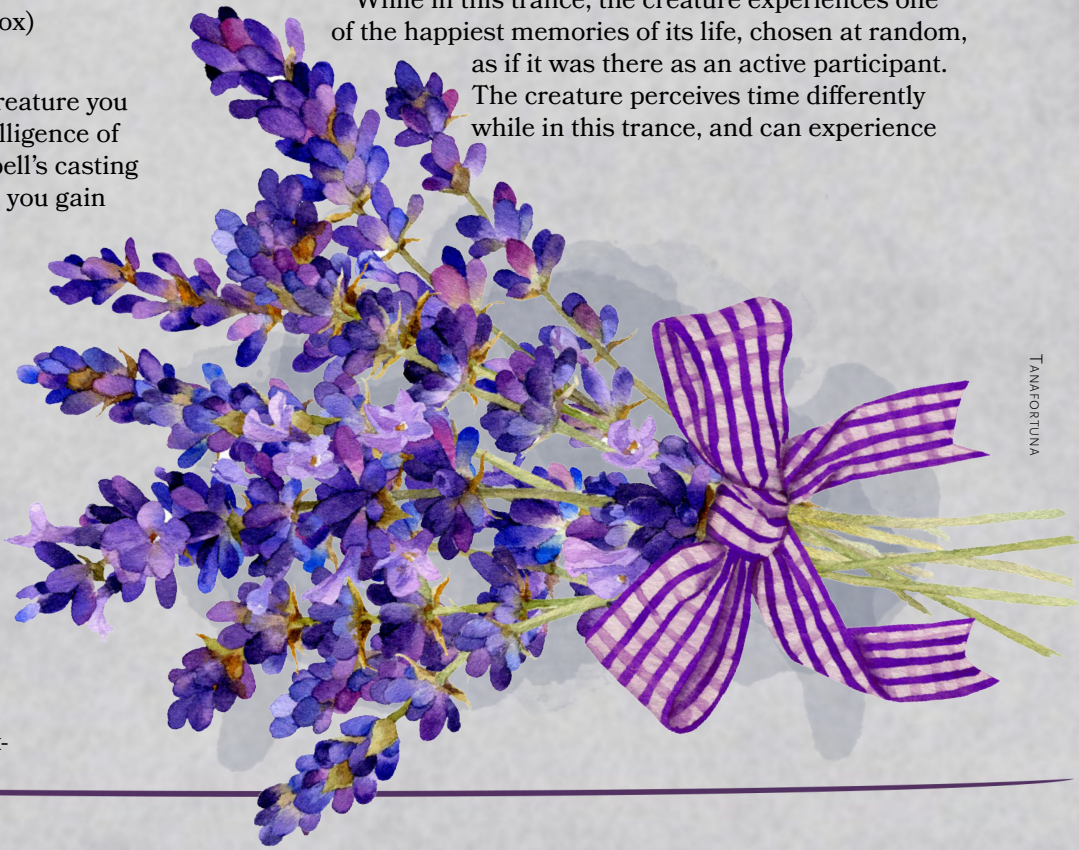
Range: Touch

Components: S, M (a memento of bygone times)

Duration: 1 minute

You touch a willing creature with an Intelligence of 8 or greater as part of the casting of this spell. For the next minute, that creature enters into a dreamlike trance, unaware of the world around it, and is considered to be unconscious.

While in this trance, the creature experiences one of the happiest memories of its life, chosen at random, as if it was there as an active participant. The creature perceives time differently while in this trance, and can experience



up to 8 hours of its memory within the spell's one minute duration.

The memory is accurate to the creature that experienced it, and certain events may be misremembered or misconstrued. The creature has full freedom to act within the memory and has full knowledge of the reality of what it is experiencing. The memory will modify itself to accommodate any differences in the creature's behavior from what it did during the original event, but severe deviations from the creature's past actions may cause the memory to fall apart, ending the spell early.

After the creature wakes from this trance, it gains inspiration. If it is thematically appropriate, the creature can also attempt a DC 15 Wisdom (Insight) check, learning something new about its memory on a success. A creature can only be affected by this spell once every 7 days, and attempting the spell on that creature again during this time expends the spell slot with no effect.

LOVE LOST

5th-level enchantment

Casting Time: 1 action

Range: Touch

Components: S, M (a broken locket, or another destroyed romantic trinket)

Duration: Concentration, up to 1 minute

You point and a target creature you can see within range that has an Intelligence score of at least 8, and attempt to remove all of its knowledge of its greatest desire. The

creature must make a Charisma saving throw, and if it fails, it takes 6d8 psychic damage as you pull its greatest desire from its mind.

A creature that fails this save also begins weeping or otherwise mourning the loss of its desire. For the spell's duration, the creature reduces its movement speeds by half, has disadvantage on any attacks it makes, and attacks made against the creature have advantage. At the end of each of the creature's turns, it can repeat this saving throw, ending this spell on a success. When the spell ends, the creature regains knowledge of its desire.

If a creature fails this initial saving throw, you also gain knowledge of the creature's greatest desire, which may be partial or incomplete. You know with certainty the focus of the creature's desire, be it an object, an ideal, an event, or another creature, as well as what the target creature plans to do within the next 24 hours to get closer to attaining that desire.

A creature that succeeds on the initial saving throw takes half the spell's damage, and the spell ends with no further effects.

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

RICARDO'S ROMANTIC REVERIE

2nd-level conjuration

Casting Time: 1 minute

Range: 150 feet

Components: S, M (a bouquet of fresh flowers and a bottle of fragrance worth at least 100 gp, both of which the spell consumes)

Duration: 1 hour

When you cast this spell, choose one of the following effects for the spell to conjure in an open location of your choice that you can see within range. Anything conjured by this spell lasts for the duration, and dissipates afterward, or when you use an action to end the spell.

Dance Floor. A square dance floor up to 30 feet on each side appears, including decor of your choosing and magical lighting. The color and brightness of the lighting can be adjusted with a bonus action on each of your turns, but it only ever illuminates the area of the dance floor. If music is present, a bonus action can be used to synchronize the lighting with the songs being played, potentially causing the dance floor to change colors in time with the melody.

Meal for Two. You manifest a small, circular table 5 feet in diameter and two chairs. These can be of any mundane, non-precious material, and can be formed and decorated however you choose. Typical decorations include a candelabra (with candles), a fine tablecloth, cushions, or similar.

When it is conjured, atop the table rest two menus detailing a small assortment of fine cuisine and beverages (the specifics are of your choosing). A creature sitting in one of the chairs can speak aloud the name of one of the items on the menu, as well as one of the beverages,



which will be conjured on the table in front of their chair after 10 minutes. No matter how this spell is used, it will only ever conjure food or drink for two creatures. This food provides enough nourishment for one day.

Musical Entertainment. Up to five instruments of your choosing appear, and begin playing a song of your choice. You can use a bonus action to adjust the volume of the music, stop or start it altogether, or change the song being played. If a creature is playing a song in the area, you can also use a bonus action to instruct the instruments to play an accompaniment to that song.

Spirit Show. You conjure a stage that measures 60 feet by 20 feet, and is 3 feet high, complete with illusory set dressing, magical lights, and a spectral curtain. Spirits from the Feywild manifest as actors, and put on a production. You choose the genre of the production when you select this option, but cannot control or direct the story the spirits decide to present in any way. The spirits respond to cheers or jeering, but will not attack, and return to the Feywild if they receive any damage.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the duration of the spell increases by up to 1 hour for each two spell levels above 2nd. You can also manifest one additional listed effect of your choice for the duration, for each two spell levels above 2nd.

VISIONS OF AFFECTION

3rd-level illusion

Casting Time: 1 action

Range: Self (30-foot radius)

Components: S, M (a locket or other romantic trinket)

Duration: Concentration, up to 1 minute

When you cast this spell, the emotional radiance of love cascades from you in waves. Creatures with an Intelligence score of at least 8 within this spell's radius, other than those you designate, perceive visions of positive affections they have experienced in the past. These are usually romantic, amicable, or familial in nature. These visions are different for each creature, and no creature can see another creature's visions.

An affected creature knows the visions to not be real, but they are still distracting, pulling from a creature's memories to duplicate voices, smells, or tactile sensations. When an affected creature starts its turn in this radius, it must make a Wisdom saving throw to fully ignore the visions. On a failure, that creature's attacks are made with disadvantage until the start of its next turn, and opportunity attacks against the affected creature are made with advantage. If a creature that fails this saving throw is concentrating on a spell or similar effect, that concentration ends.

ADDITIONAL SUBCLASS

Also included in this supplement is an extra Sacred Oath option for the paladin: the Oath of Love, which can be taken in place of other Sacred Oath options at 3rd level. Featured previously on Walrock Homebrew, this Oath has been reworked significantly, and appears here in a fully rebalanced form.

PALADIN: OATH OF LOVE

Love is the foundation on which all life, all civilization is built, and is the wellspring from which comes all art and song. To have love is to know true beauty and serenity of a kind that every thinking being seeks to achieve, from gods to mortals. As with all things of worth, though, love takes work, and when the myriad forces of discord and injustice align themselves against it, love needs able-bodied defenders.

Known as Knights of the Lilac Order or Rose-Paladins, paladins that take the Oath of Love do so out of a desire to aid and protect all sentient beings, particularly those whose affections (be they romantic, familial, amicable, or even idealistic) have been placed in jeopardy through the forces of disharmony that challenge the world.

A paladin that takes this oath is always a defender of life and a champion of all the emotions that go along with living. Festooned with cloaks of violet, white, or pink-scarlet depending on their order and station, paladins of Love are a highly visible and well-appreciated sight for any creature suffering the woes of the world.

TENETS OF LOVE

Held inscribed in murals and artwork decorating the temples of gods of love, infatuation, and devotion such as Aphrodite, Ishtar, Shelyn, Myhriss, and Sune, the tenets of the Oath of Love exist to ensure the flourishing of both love and life for all who seek them.

Fight for Love. More precious than riches, fame, or glory, true love is the font from which all that is good in the world springs. When you find love, either your own or that of others, do all that you can to preserve, protect, and enrich it.

Love is Love. Appreciate all forms of love, so long as the expression of that love does not unjustly harm others. A love for land or ideals is just as valid as love for another person. Should you find that you disagree with a specific, non-harmful expression of love on a personal level, find it within yourself to respect its sentiments.

Life Begets Love, Love Begets Life. Love and life are natural companions, and all life has the potential to bring more love into the world. Do not end life without pressing reason, as an ended life itself can bring no love.

Prove Love. Many doubt the power of love, or even the existence of real, true love. To these and other people, be as love itself, and inspire love in all things, of all things. Be the proof in love that they require.

OATH OF LOVE FEATURES

Paladin Level	Features
3rd	Oath Spells, Channel Divinity, Sense Ardor
7th	Aura of Affection (10 feet)
15th	Radiant Empathy
18th	Aura of Affection (30 feet)
20th	Endless Devotion

OATH SPELLS

You gain oath spells at the paladin levels listed.

OATH OF LOVE SPELLS

Paladin Level	Spells
3rd	<i>alter beauty*</i> , <i>sanctuary</i>
7th	<i>calm emotions</i> , <i>warding bond</i>
15th	<i>echoes of emotion*</i> , <i>visions of affection*</i>
18th	<i>freedom of movement</i> , <i>Mordenkainen's private sanctum</i>
20th	<i>dream</i> , <i>love lost*</i>

* this spell can be found earlier in this supplement

SENSE ARDOR

Starting at 3rd level, you can expend one use of your Divine Sense feature as an action to cast the spell *detect desire*, found earlier in this supplement, without expending a spell slot.

CHANNEL DIVINITY

When you take this oath at 3rd level, you gain the following two Channel Divinity options.

Passion's Providence. As an action, you can use your Channel Divinity and produce your holy symbol, which begins to radiate a sense of harmony and eternal love. A number of friendly creatures up to your Charisma modifier that you choose within 60 feet of you (including yourself) are bolstered by this powerful emotion, gaining an amount of temporary hit points equal to your Charisma modifier + your paladin level, which last for up to one minute.

Heartbond. Using your Channel Divinity and an action, you touch two different willing creatures, one of which can be yourself, forming a magical emotional bond between them. For one minute, while the bonded creatures are within 30 feet of each other and can see one another, when either of these creatures makes an attack against a target, the other creature can use a reaction to also make an attack against that same target after the first creature's attack is resolved. This reaction can only be taken by one of the bonded creatures each round.

AURA OF AFFECTION

Beginning at 7th level, the love you feel cascades out from you in waves, bringing comfort and vivacity to those around you. Any time a friendly creature within 10 feet of you regains hit points, it regains an additional 1d8 hit points.

At 18th level, the range of this aura increases to 30 feet, and the additional hit points increase to 1d12.

RADIANT EMPATHY

At 15th level, the compassion you carry within your heart is so powerful, your foes find it difficult to do harm to you and your allies. When a creature within 30 feet of you that is not immune to charm effects damages you or a friendly creature within this radius, reduce that damage by an amount equal to your Charisma modifier.

ENDLESS DEVOTION

Beginning at 20th level, your love resonates in harmony with all creation, allowing you to tap directly into the empathic connection between all things. As an action, you gain the following benefits for one minute:

- You glow with a pink, violet, white, or red dim light that extends from you in a 15-foot radius.
- When an ally within 60 feet of you (other than yourself) takes damage, you can use your reaction to reduce that damage by half.
- Each hostile creature that starts its turn adjacent to you and is not immune to being charmed must immediately make a Wisdom saving throw against your spell save DC. If the creature fails, it drops any weapon it is holding, and it cannot make attacks this turn.

This effect ends early if you are incapacitated or if you die. Once you use this feature, you can't use it again until you finish a long rest.



CREDITS:

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