

SCRIBE'S MISCELLANEOUS FOOTNOTES

SPELLS



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ON THE COVER

Currently in the process of taking a break from taking notes, Scribe the kenku wizard draws a staff in an empty book to order to clear his mind by candlelight.

This beautifully drawn hand is done by Ripley, who did an amazing job helping to contrast the poorly drawn magic staff with the amazingly lit and well-drawn hand.

Disclaimer: Scribe is not responsible for the misuse of spells recovered from an ancient vault. These spells can be quite dangerous and he does not have the time to respond to every sending spell about a rogue acid wave damaging a town. Use at your own risk.

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WHO IS SCRIBE?

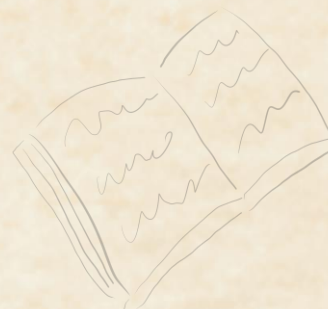
Scribe is a kenku wizard who, through the study of transmutation and magic items, has gained the ability to talk and create. He is currently researching gaining wings as well and wants to share the information he has found with the rest of the kenku race.

He also discovered the Lost Vaults, which is a vast underground vault filled with magical items from a lost age that he studies and sells to fund his research. He uses what he has found to help the world and protect it from the more dangerous items he finds there.

He also needs to take a break every now and then, so he scribbles and writes in his free time, leading to these footnotes! Scribe is more of a writer than an artist, but that does not stop him from scribbling down to help relax.



THESE SPELLS ARE ONES THAT MY TEAM AND I RECOVERED FROM THE LOST VAULTS. WHILE MOST OF THEM ARE NOT IN MY GIVEN SPELL BOOK, IT IS STILL IMPORTANT TO WRITE THEM DOWN FOR ACADEMIC REASONS!



INTRODUCTION

This is a collection of fourth edition spells, originally called “powers,” that have been converted into fifth edition. These spells have been pulled from *The Players Handbook* which only covers the cleric, paladin, warlock, and wizard. Fourth edition was very combat orientated so the fifth edition spells are similarly so. This gives classes like cleric more options for dealing damage, wizards access to different damage types, and rangers ACTUAL melee spells.

SPELLS BY CLASS

This section shows which classes can cast the spells that are found in *Scribes Recovered Spellbooks*. Spells are provided by spell level first, then in alphabetical order.

ARTIFICER

1ST LEVEL

Crucial Advice
Evasive Strike
Shock Sphere

3RD LEVEL

Armor Splinter
Stunning Steel

BARD

CANTRIPS (0 LEVEL)

Spiteful Glamor

1ST LEVEL

Crucial Advice
Force Orb
Shock Sphere

2ND LEVEL

Bastion Of Health
Bigby's Icy Grasp

3RD LEVEL

Armor Splinter
Mire Mind
Sign Of Ill Omen
Spectral Ram

5TH LEVEL

Bewitching Whispers
Death Rend
Mesmeric Hold
Tiger's Reflex

CLERIC

CANTRIPS (0 LEVEL)

Lance Of Faith
Priest's Shield
Righteous Brand

1ST LEVEL

Avenging Flame
Cascade Of Light
Divine Glow
Sign Of Vulnerability

2ND LEVEL

Bastion Of Health
Crown Of Glory
Holy Lantern
Rune Of Peace

3RD LEVEL

Astral Defenders
Divine Power
Searing Light
True Nemesis

4TH LEVEL

Astral Refuge
Knights Of Unyielding Valor
Righteous Inferno

5TH LEVEL

Arc Of The Righteous
Seal Of Warding

6TH LEVEL

Cloak Of Peace

Sentinel Strike

7TH LEVEL

Holy Wrath
Indomitable Spirit

8TH LEVEL

Angel Of The Eleven Winds
Purify

9TH LEVEL

Astral Storm
Seal of Protection

DRUID

CANTRIPS (0 LEVEL)

Dire Radiance
Scorching Burst

1ST LEVEL

Cascade Of Light
Crucial Advice

2ND LEVEL

Undaunted Stride

3RD LEVEL

Lightning Serpent
Searing Light
Spectral Ram

5TH LEVEL

Seal Of Warding
Tiger's Reflex

8TH LEVEL

Purify

9TH LEVEL

Astral Storm

PALADIN

1ST LEVEL

Avenging Flame
Divine Glow
Piercing Smite
Righteous Smite
Shielding Smite

2ND LEVEL

Bastion Of Health
Beckon Foe
Benign Transposition
Crown Of Glory
Holy Lantern
One Heart And Mind
Rune Of Peace

3RD LEVEL

Astral Defenders
Entangling Smite
Radiant Charge
Searing Light
True Nemesis
Whirlwind Smite

4TH LEVEL

Angelic Intercession
Fortifying Smite
Knights Of Unyielding Valor
Righteous Inferno

5TH LEVEL

Arc Of The Righteous
Brand Of Judgement
Exalted Retribution

RANGER

1ST LEVEL

Crucial Advice
Evasive strike
Jaws Of The Wolf

Unbalancing Parry

2ND LEVEL

Hawk's Talons

Swirling Leaves Of Steel

Undaunted Stride

Weave Through The Fray

3RD LEVEL

Armor Splinter

Knockdown Shot

Stunning Steel



4TH LEVEL

Cruel Cage Of Steel

Wounding Whirlwind

5TH LEVEL

Tiger's Reflex

SORCERER

CANTRIPS (0 LEVEL)

Scorching Burst

Spiteful Glamor

1ST LEVEL

Cascade Of Light

Fire Shroud

Force Orb

Shadow Veil

Shock Sphere

2ND LEVEL

Bigby's Icy Grasp

3RD LEVEL

Astral Defenders

Lightning Serpent

Searing Light

Spectral Ram

4TH LEVEL

Knights Of Unyielding Valor

Righteous Inferno

5TH LEVEL

Coldfire Vortex

Frostburn

6TH LEVEL

Crushing Titian's Fist

7TH LEVEL

Acid Wave

8TH LEVEL

Dark Transport

Elemental Maw

Spiteful Darts

9TH LEVEL

Astral Storm

Black Fire

Curse Of The Fey King

WARLOCK

CANTRIPS (0 LEVEL)

Dire Radiance

Eyes Of The Vestige

Spiteful Glamor

1ST LEVEL

Diabolic Grasp

Eldritch Rain

Shadow Veil

Sign Of Vulnerability

2ND LEVEL

Avernian Eruption

Benign Transposition

3RD LEVEL

Iron Spikes Of Dis

Mire Mind

Sign Of Ill Omen

4TH LEVEL

Shielding Shades

5TH LEVEL

Bewitching Whispers

Coldfire Vortex

Death Rend

Soul Flaying

6TH LEVEL

Eyes Of The Warlock

Thirsting Tendrils

7TH LEVEL

Minions Of Malbolge

8TH LEVEL

Dark Transport

Spiteful Darts

9TH LEVEL

Astral Storm

Black Fire

Curse Of The Fey King

Tartarean Tomb

2ND LEVEL

Bigby's Icy Grasp

3RD LEVEL

Lightning Serpent

Searing Light

Spectral Ram

5TH LEVEL

Bewitching Whispers

Coldfire Vortex

Death Rend

Frostburn

Soul Flaying

6TH LEVEL

Crushing Titian's Fist

7TH LEVEL

Minions Of Malbolge

8TH LEVEL

Dark Transport

Elemental Maw

9TH LEVEL

Black Fire

Curse Of The Fey King

Seal Of Protection

Tartarean Tomb

WIZARD

CANTRIPS (0 LEVEL)

Scorching Burst

Spiteful Glamor

1ST LEVEL

Fire Shroud

Force Orb

Shock Sphere

DIRE RADIANCE

Evocation cantrip

Class: Druid, Warlock
Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: One round

You summon a small shaft of enchanted starlight that burns with intensity the closer the foe moves to you. Make a ranged spell attack against a creature in sight. On hit, the creature takes 1d4 radiant damage. On its next turn, if the damaged creature ends its turn closer to you than it started, the damaged creature takes an additional 1d6 radiant damage.

At Higher Levels. The spell's damage for both its primary and secondary effects increases when you reach 5th level (2d4/2d6), 11th level (3d4/3d6), and 17th level (4d4/4d6).

EYES OF THE VESTIGE

Divination cantrip

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

Your eyes glow with a strange light that pries into the minds of your foes and digs out secrets. Target a creature you can see in range. The targeted creature must make a Wisdom saving throw. On a failed save, they take 1d6 psychic damage, and you learn the highest saving throw of the creature.

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

LANCE OF FAITH

Evocation cantrip

Class: Cleric
Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Instantaneous

You create a spear of light to strike foes. Make a ranged spell attack against a creature you can see in range. On hit, the creature takes 1d8 radiant damage.

At Higher Levels. The spell's damage increases by 1d6 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

PRIEST'S SHIELD

Abjuration cantrip

Class: Cleric
Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Concentration, up to 1 minute

You utter a prayer to the divine and touch a creature, creating a shimmer on their body that helps to absorb blows. You touch one willing creature. Once before the spell ends, they gain a +1 to their AC on the next attack roll made against them. The spell ends after the creature is attacked.

At Higher Levels. The spell's bonus to AC increases by 1 when you reach 5th level (+2), 11th level (+3), and 17th level (+4).

RIGHTEOUS BRAND

Evocation cantrip

Class: Cleric
Casting Time: 1 action
Range: 5 feet
Components: V, M (a weapon)
Duration: 1 round

Your weapon glows with a ghostly mark that is the symbol of your deity. As part of the action used to cast this spell, you must make a melee attack with a weapon against one creature within the spell's range, otherwise the spell fails. On hit, the target suffers the attack's normal effects and takes additional radiant or necrotic damage (your choice) equal to your spellcasting modifier. Afterward the spell ends.

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

SCORCHING BURST

Evocation cantrip

Class: Druid, Sorcerer, Wizard
Casting Time: 1 action
Range: 30 feet (5-foot radius)
Components: V, S
Duration: Instantaneous

You create a small burst of flames within a small area. Choose a point in range. A 5-foot radius of flames erupts from the space. Each creature in the radius must succeed on a Dexterity saving throw, or take 1d4 + 1 fire damage. A flammable object hit by this spell ignites if it is not being worn or carried.

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

SPITEFUL GLAMOR

Evocation cantrip

Class: Bard, Sorcerer, Wizard, Warlock

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You attempt to dig out the mind of a weakened creature. The targeted creature must succeed on a Wisdom saving throw or take 1d8 psychic damage. If the target is missing any of its hit points, it instead takes 1d12 psychic damage.

At Higher Levels. The spell's damage increases by one die when you reach 5th level (2d8 or 2d12), 11th level (3d8 or 3d12), and 17th level (4d8 or 4d12).

AVENGING FLAME

1st-level evocation

Class: Cleric, Paladin

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

You can call upon a punishing flame to harm a hostile foe within range whenever they cause harm. The target must succeed on a Wisdom saving throw or take 2d6 fire damage. At the end of each of the creature's turns, they must repeat the saving throw, taking another 2d6 fire damage on a failure. On a success, the spell ends. If the damaged creature attacks or casts a spell that does damage on its turn, it is not allowed to make the saving throw at the end of its turn and takes the 2d6 fire damage.

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

CASCADE OF LIGHT

1st-level evocation

Class: Bard, Cleric, Druid, Sorcerer

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a flask of holy oil)

Duration: Instantaneous

You cast a column of searing light on a creature in range that can cause that creature to become a beacon. The target must succeed on a Dexterity saving throw or take 1d8 radiant damage and shed bright light in a 10-foot radius around them and dim light for an additional 10 feet for 1 minute.

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

CRUCIAL ADVICE

1st-level divination

Class: Artificer, Bard, Druid, Ranger

Casting Time: Special

Range: 30 feet

Components: V, S

Duration: Instantaneous

You can magically enhance your words to provide sage advice to a friend. Whenever an allied creature in range makes a skill check that you have proficiency in, you can use a reaction to grant that allied creature a bonus equal to your spellcasting modifier.

DIABOLIC GRASP

1st-level evocation

Class: Warlock

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You summon a ghostly hand of sulfurous ash that rakes and drags a foe around. Choose a creature in range. The creature must succeed on a Dexterity saving throw or take 3d4 slashing damage and they are pulled 15 feet straight in a direction of your choosing.

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

DIVINE GLOW

1st-level enchantment

Class: Cleric, Paladin

Casting Time: 1 action

Range: Self (15-foot sphere)

Components: V, S, M (a thorax of a firefly)

Duration: Instantaneous

A burst of white light emanates from your body, boosting allies' strength while draining foes. A 15-foot sphere of holy light centered on yourself bursts forth. All hostile creatures in range of the sphere must make a Dexterity saving throw. On a failed save, they take 1d6 radiant damage or half on a successful save. All allied creatures in range of the sphere gain a +1d4 bonus to their next damage roll until the end of your next turn.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each spell level above 1st. The bonus granted to allies increases when the spell is casted at 3rd level (+2d4), 5th level (+3d4), and 7th level (+4d4).



ELDRITCH RAIN

1st-level evocation

Class: Warlock

Casting Time: 1 action

Range: 60 feet (5-foot sphere)

Components: V, S

Duration: Instantaneous

You call a small burst of strange purple eldritch energy down onto an area. Choose a creature in range. The creature must make a Dexterity saving throw. On a failed save, they take 2d6 force damage and all creatures within a 5-foot sphere of the damaged creature must also make a Wisdom saving throw. On a failed save, they take an amount of psychic damage equal to the half the amount of force damage the original target took.

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

EVASIVE STRIKE

1st-level evocation

Class: Artificer, Ranger

Casting Time: 1 action

Range: Special

Components: V, M (a weapon)

Duration: Instantaneous

You enhance your ability to move, giving yourself additional movement as you strike. As you cast this spell, you can move a number of feet equal to 5 x your spellcasting modifier. As part of the action used to cast this spell, you must make a melee or ranged weapon attack against one creature within the weapon's range, otherwise the spell fails. On a hit, the target suffers the attack's normal effects.

FIERY BOLT

1st-level evocation

Class: Sorcerer, Warlock, Wizard

Casting Time: 1 action

Range: 30 feet (5-foot sphere)

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

Duration: Instantaneous

You hurl out a golden flame that bursts at a point in range, searing anyone nearby. Each creature in the 5-foot sphere must make Dexterity saving throw. A target takes 3d4 fire damage on a failed save or half as much damage on a successful one. The fire spreads around corners. It ignites flammable objects in the area that are not being worn or carried.

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

FIRE SHROUD

1st-level evocation

Class: Sorcerer, Wizard

Casting Time: 1 action

Range: Self (15-foot sphere)

Components: V, S, M (A charred piece of silk)

Duration: Instantaneous

A large plume of flames surround you. You create a 15-foot sphere of fire centered on yourself. Each creature in the sphere must make a Dexterity saving throw. On a failed save, they take 2d8 fire damage or half as much on a failed save.

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

FORCE ORB

1st-level evocation

Class: Bard, Sorcerer, Wizard

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a small glass orb)

Duration: Instantaneous

You hurl a small orb of force that explodes into razor sharp shards of force. Make a ranged attack roll against a creature in range. On hit, the creature takes 1d6 force damage and 1d6 slashing damage.

At Higher Levels. Whenever you cast this spell using a spell slot of 2nd level or higher, the force and slashing damage increases by 1d6 for each spell slot used above 1st level.

JAWS OF THE WOLF

1st-level transmutation

Class: Ranger

Casting Time: 1 action

Range: 5 feet

Components: V, M (a melee weapon)

Duration: Instantaneous

You enchant your weapon to attack with the quickness of a wolf's bite. As part of the action used to cast this spell, you must make two melee attacks with a weapon against one creature within the spell's range, otherwise the spell fails. On hit, the target suffers the attack's normal effects. The creature takes half damage if you miss with your weapon attacks from this spell.

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

PIERCING SMITE

1st-level evocation

Class: Paladin

Casting Time: 1 action

Range: 5 feet

Components: V, M (a melee weapon)

Duration: Instantaneous

Your weapon becomes covered in slivered spikes of light that can penetrate through foes. As part of the action used to cast this spell, you must make a melee attack with a weapon against one creature within the spell's range, otherwise the spell fails. On a hit, the target suffers the attack's normal effects and all hostile creatures within 5 feet of the damaged creature must make a Dexterity saving throw. On a failed save, they take 1d6 piercing damage or half as much on a successful save. Afterward the spell ends.

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

RIGHTEOUS SMITE

1st-level evocation

Class: Paladin

Casting Time: 1 action

Range: 5 feet

Components: V, M (a melee weapon)

Duration: Instantaneous

The righteous strike of your weapon fills you and your allies with preternatural resolve. As part of the action used to cast this spell, you must make a melee attack with a weapon against one creature within the spell's range, otherwise the spell fails. On hit, the target suffers the attack's normal effects and you and all allied creatures within 5 feet of you gain temporary hit points equal to your spellcasting modifier until the end of their next turn. Afterward the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, both your weapon damage and the amount of temporary hit points increases by 1d4 for each spell level above 1st.

SHADOW VEIL

1st-level illusion

Class: Sorcerer, Warlock

Casting Time: 1 bonus action

Range: 5 feet

Components: V, S, M (a black cloak)

Duration: Concentration, up to 1 hour

Shadows surround you in a pall of darkness, helping to obscure you from sight and muffle your sounds. For the duration of the spell, you have advantage on Dexterity (Stealth) checks.

SHIELDING SMITE

1st-level abjuration

Class: Paladin

Casting Time: 1 action

Range: 5 feet

Components: V, M (a melee weapon)

Duration: 1 round

As you strike your foe, a golden shield forms in front of a nearby ally to protect them from this foe. As part of the action used to cast this spell, you must make a melee attack with a weapon against one creature within the spell's range, otherwise the spell fails. On a hit, the target suffers the attack's normal effects and an allied creature within 25 feet of you gains a +1 AC bonus against attacks from the damaged creature until the end of the damaged creature's next turn. Afterward the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 3rd level, the AC bonus becomes +2, and becomes +3 when cast at 5th level.

SHOCK SPHERE

1st-level evocation

Class: Artificer, Bard, Sorcerer, Wizard

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

You release a slow moving orb of electrical energy that shocks nearby foes as it flies. The orb flies in a straight line for 30 feet in a direction of your choosing, until it hits a creature or object, or until it reaches its maximum distance. Any creature within 5 feet of the line the orb travels must succeed on a Dexterity saving throw, or take 2d4 lightning damage. If a creature is in the path of the orb, it must make a Dexterity saving throw, taking 2d10 lightning damage, or half as much on a successful save.

At Higher Levels. Whenever you cast this spell using a spell slot of 2nd level or higher, the lightning damage increases by 1d4/1d10 for each spell slot used above 1st level.

SIGN OF VULNERABILITY

1st-level transmutation

Class: Cleric, Paladin, Warlock

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a stone with runes of vulnerability)

Duration: Instantaneous

You draw a sigil of vulnerability in the air that flies out toward a creature and attempts to weaken and harm them. Choose a creature in range. The targeted creature must make a Constitution saving throw. On a failed save, they take 1d4 force damage and gain vulnerability to radiant or necrotic damage (caster's choice) until the end of their next turn, or half as much damage on a successful save. They do not gain vulnerability if they have resistance or immunity to the chosen damage type or are successful against the save.

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

UNBALANCING PARRY

1st-level abjuration

Class: Ranger

Casting Time: Special

Range: 5 feet

Components: V, M (a weapon or shield)

Duration: Instantaneous

You enhance your defenses to a supernatural level, allowing you to move with a speed that can catch a foe off guard. As a reaction to a melee attack, you can increase your AC by an amount equal to your spellcasting modifier. If the attack misses because of your increased AC, you can move 5 feet so long as you are within 5 feet of the attacking creature, and your next melee weapon attack against that creature has advantage.

AVERNIAN ERUPTION

2nd-level evocation

Class: Warlock

Casting Time: 1 action

Range: 60 feet (10-foot radius)

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

Duration: Instantaneous

You cause the ground to rupture with a thick orange smoke that suddenly ignites in a thunderous explosion of fire. Choose a location in range. Orange smoke emerges from the ground in the location that fills a 10-foot radius, which quickly explodes afterward. Each creature in the radius must make a Dexterity saving throw, taking 2d6 fire and 1d6 thunder damage on a failed save, or half as much on a successful one.

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

BASTION OF HEALTH

2nd-level transmutation

Class: Bard, Cleric, Paladin

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

You release a glowing energy that allows one to call upon their own strength to heal their wounds. Choose yourself or a creature in range. As a bonus action while under the effects of this spell, the creature may expend a single Hit Die to regain hit points equal to the results + your spellcasting modifier, as if they were under the effects of a short rest. This spell has no effect on undead or constructs.

BECKON FOE

2nd-level enchantment

Class: Paladin

Casting Time: 1 bonus action

Range: 30 feet

Components: V, S, M (a colorful armor or cloth being worn)

Duration: Concentration, up to 1 minute

You issue a challenge to a foe that they must answer or be punished. Choose a creature in range. The targeted creature must make a Wisdom saving throw or be marked with a beckon mark. While marked for the duration of the spell, if the creature does not end their turn closer to the caster, they take 2d8 psychic damage. If the marked creature is within 5 feet of the caster and does not end their turn within 5 feet of the caster, they take 2d8 psychic damage at the end of their turn.

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

BENIGN TRANSPOSITION

2nd-level conjuration

Class: Paladin, Warlock

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

You call upon the power of your deity or patron to help to get an ally out of danger and punish a foe. Choose a willing allied creature within range that you can see. You swap places with the chosen creature. If you are within melee range of a hostile creature after swapping, you can make a single melee weapon attack against them.

BIGBY'S ICY GRASP

2nd-level evocation

Class: Bard, Sorcerer, Wizard

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (an eggshell)

Duration: Concentration, up to 1 minute

You summon a Medium hand made of solid ice in an unoccupied space that you can see within range. The hand lasts for the spell's duration, and it moves at your command, mimicking the movements of your own hand. The hand floats 2 feet off the ground and it can move across uneven terrain, up or down stairs, slopes and the like, but it cannot cross an elevation change of 10 feet or more. For example, the hand cannot move across a 10-foot-deep pit, nor could it leave such a pit if it was created at the bottom.

The hand is an object with AC 13 and hit points equal to your half of your hit point maximum. If it drops to 0 hit points, the spell ends. It has a Strength of 16 (+3) and a Dexterity of 10 (+0).

When you cast the spell and as a bonus action on your subsequent turns, you can move the hand up to 30 feet and then cause one of the following effects with it.

Clenched Fist. The hand strikes one creature or object within 5 feet of it. Make a melee spell attack for the hand using your game statistics. On a hit, the target takes 1d8 bludgeoning damage and 1d8 cold damage.

Forceful Hand. The hand attempts to push a creature within 5 feet of it in a direction you choose. Make a check with the hand's Strength contested by the Strength (Athletics) check of the target. If the target is Small or smaller, you have advantage on the check. If you succeed, the hand pushes the target up to 15 feet. The hand moves with the target to remain within 5 feet of it.

Grasping Hand. The hand attempts to grapple a Huge or smaller creature within 5 feet of it. You use the hand's Strength score to resolve the grapple. If the target is Small or smaller, you have advantage on the check. While the hand is grappling the target, you can use a bonus action to have the hand crush it. When you do, the target takes 1d4 bludgeoning damage and 1d4 cold damage.

Interposing Hand. The hand interposes itself between you and a creature you choose until you give the hand a different command. The hand moves to stay between you and the target, providing you with half cover against the target.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage from the clenched fist option increases by 1d8 and the damage from the grasping hand increases by 1d4/1d4 for each slot level above 2nd.

CROWN OF GLORY

2nd-level evocation

Class: Cleric, Paladin

Casting Time: 1 action

Range: Self (10-foot radius)

Components: V, S, M (a small golden crown)

Duration: Concentration, up to 1 minute

A crown of golden light appears upon your head, searing nearby creatures and preventing creatures from fleeing from your presence. When the spell is first cast, all creatures within a 10-foot radius of you must make a Dexterity saving throw or take 2d8 radiant damage or half as much on a successful save. Afterwards, a crown of light adorns your head, providing bright light in a 5-foot radius around you and dim light for another 5 feet beyond that. For the duration of the spell, whenever a hostile creature starts their turn within 5 feet of you, their movement speed is reduced by 10 feet.

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

HAWK'S TALONS

2nd-level divination

Class: Ranger

Casting Time: 1 action

Range: Special

Components: V, M (a weapon)

Duration: Instantaneous

Your senses are enhanced to the point of being able to pinpoint weaknesses and gaps in the defenses of the foe. As part of the action used to cast this spell, you must make a melee or ranged weapon attack against one creature within the weapon's range, otherwise the spell fails. The attack roll for this spell ignore half and three-quarters cover and creatures who have taken the dodge action.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the attack roll for the weapon attack is increased by 1d8 for each spell level above 2nd.

HOLY LANTERN

2nd-level conjuration

Class: Cleric, Paladin

Casting Time: 1 bonus action

Range: 15 feet

Components: V, S, M (A flask of lantern oil)

Duration: Concentration, up to 1 hour

You make a request to your god to help guide you through the darkness. You summon a floating lantern made of radiant light that casts bright light in a 30-foot radius and dim light for an additional 30 feet. You can use an action to command the lantern to float to a space within range, or command it to follow you. If the lantern is not within 15 feet of you at the end of your turn, the spell ends. Any allied creature who the light of the holy lantern touches gains a +1d4 bonus to Wisdom (Perception) and Wisdom (Insight) checks.

ONE HEART AND MIND

2nd-level divination

Class: Paladin

Casting Time: 1 action

Range: Self (15-foot radius)

Components: V, S, M (a small golden crown)

Duration: Concentration, up to 5 minutes

Your trust in your allies becomes deepened by your faith in your chosen divine. When you cast the spell, choose a number of creatures within a 15-foot radius of you equal to your spellcasting modifier. For the duration of the spell, so long as they are within a 15-foot radius of you, you and the chosen creatures can communicate telepathically with each other. Additionally, affected creatures can use a Help action on any other creature affected by the spell within the 15-foot radius, even if they are not within 5 feet of them.

RUNE OF PEACE

2nd-level enchantment

Class: Cleric, Paladin

Casting Time: 1 action

Range: 5 feet

Components: V, M (a weapon)

Duration: 1 round

Your weapon leaves behind a glowing rune that prevents you from taking harm. As part of the action used to cast this spell, you must make a melee attack with a weapon against one creature within the spell's range, otherwise the spell fails. On a hit, the target suffers the attack's normal effects and takes an additional 2d8 radiant or necrotic damage (wielder's choice) equal to your spell casting modifier. Afterwards the spell ends. If the attack misses, the creature must make a Wisdom saving throw. On a failed save, the creature is unable to make melee attacks against you until the start of your next turn.

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

SWIRLING LEAVES OF STEEL

2nd-level evocation

Class: Ranger

Casting Time: 1 action

Range: Self (5-foot radius)

Components: V, M (a weapon)

Duration: Instantaneous

You summon the wind to your weapon, allowing you to attack in a spiraling motion with additional force. As part of the action used to cast this spell, you must make a melee attack with a weapon against all creatures within a 5-foot radius of you, otherwise the spell fails. On a hit, the target suffers the attack's normal effects and takes an additional 3d6 force damage. The creature takes half damage if you miss with your weapon attacks from this spell.

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

UNDAUNTED STRIDE

2nd-level abjuration

Class: Druid, Ranger

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: 1 hour

Your movements and knowledge of terrain is honed, allowing you to quickly move without hindrance. For the duration of the spell, your movement is unaffected by difficult terrain.

WEAVE THROUGH THE FRAY

2nd-level abjuration

Class: Ranger

Casting Time: Special

Range: 5 feet

Components: V, S

Duration: Instantaneous

Your reaction time is increased to make sure that a foe who tries to avoid you is harried by you regardless. Whenever a creature in range disengages from you and moves away from you, you can use a reaction to move up to your speed toward the disengaged creature without provoking opportunity attacks.

ARMOR SPLINTER

3rd-level transmutation

Class: Artificer, Bard, Ranger

Casting Time: 1 action

Range: Special

Components: V, M (a weapon)

Duration: Concentration, up to 1 minute

You enchant your weapon in order to sunder the armor of your foe when you hit them. As part of the action used to cast this spell, you must make a melee or ranged weapon attack against one creature within the weapon's range, otherwise the spell fails. On a hit, the target suffers the attack's normal effects. Additionally, the creature must succeed on a Constitution saving throw or suffer a -2 penalty to their AC for the duration of the spell.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the spell lasts for 1 minute longer for each spell level above 3rd.

ASTRAL DEFENDERS

3rd-level conjuration

Class: Cleric, Paladin, Sorcerer

Casting Time: 1 action

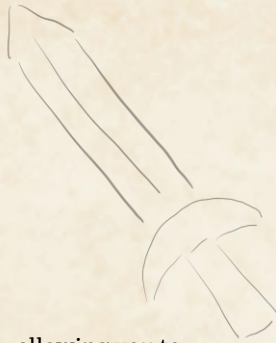
Range: 60 feet

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

Duration: Concentration, up to 1 minute

You conjure 2 Medium warriors made of astral energy within range. The warriors cannot be attacked or damaged, but count as allied creatures. The astral defenders are able to make opportunity attacks, using your spell attack for their weapons. On hit, they deal 4d8 radiant or necrotic damage (your choice). The astral warriors are unable to make actions or bonus actions.

On your turn, you can use your movement to move both the astral defenders up to 30 feet each.



DIVINE POWER

3rd-level evocation

Class: Cleric

Casting Time: 1 action

Range: 5 feet

Components: V, M (a weapon)

Duration: Instantaneous

You imbue your weapon with a divine light that creates a pushing halo effect. As part of the action used to cast this spell, you must make a melee attack with a weapon against one creature within the spell's range, otherwise the spell fails. On a hit, the target suffers the attack's normal effects, and also takes an additional 3d8 radiant or necrotic damage (caster's choice) and must succeed on a Strength saving throw or be pushed 15 feet away from you. Afterwards the spell ends.

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

ENTANGLING SMITE

3rd-level evocation

Class: Paladin

Casting Time: 1 action

Range: 5 feet

Components: V, M (a weapon)

Duration: Concentration, up to 1 minute

Strands of divine energy wrap around a foe to bind them in place as you hit them. As part of the action used to cast this spell, you must make a melee attack with a weapon against one creature within the spell's range, otherwise the spell fails. On a hit, the target suffers the attack's normal effects and takes an additional 3d8 radiant damage. Additionally, the target must succeed on a Strength saving throw or be restrained. The creature can repeat the saving throw at the end of each of their turns, ending the effect on a success.

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



IRON SPIKES OF DIS

3rd-level conjuration

Class: Warlock

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a rusted nail)

Duration: Instantaneous

You point to a location in range as several red iron spikes emerge from the nowhere, impaling the creature and binding to their wounds. Choose a creature in range you can see. The chosen creature must make a Dexterity saving throw. On a failed save, they take 8d4 piercing damage and are restrained until the end of their next turn. On a successful save, they take half damage and are not restrained.

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

KNOCKDOWN SHOT

3rd-level evocation

Class: Ranger

Casting Time: 1 action

Range: Special

Components: V, M (a weapon)

Duration: Instantaneous

You boost the force of your ranged weapon to allow it to carry the energy of a heavy hitting punch on contact. As part of the action used to cast this spell, you must make a ranged weapon attack against one creature within the weapon's range, otherwise the spell fails. On hit, the target suffers the attack's normal effects and takes an additional 3d10 force damage. Additionally, the damaged creature must make a Strength saving throw or be knocked prone.

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

LIGHTNING SERPENT

3rd-level evocation

Class: Druid, Sorcerer, Wizard

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (The fang of a venomous animal)

Duration: Instantaneous

A bolt of lightning is released from your hand, forming the shape of a snake as it quickly slithers to the foe. Choose a creature in range. The chosen creature must make a Dexterity saving throw, taking 2d6 lightning and 2d6 poison damage or half as much on a successful save. Additionally on a failed saving throw, the damaged creature must succeed on a Constitution saving throw or be poisoned until the end of their next turn.

At Higher Levels. Whenever you cast this spell using a spell slot of 4th level or higher, the lightning and poison damage increases by 1d6 for each spell slot used above 3rd level.

MIRE MIND

3rd-level illusion

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

You assault the mind of a foe with various unreal images that obscures you and your allies from the sight of the creature. Choose a creature in range. The chosen creature must succeed on a Wisdom saving throw or you and all allied creatures in sight that you choose are invisible to the affected creature until the end of your next turn.

RADIANT CHARGE

3rd-level evocation

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

You charge forward with wings of light, and the momentum of the movement is carried into your strike. As part of the action used to cast this spell, you must move at least 15 feet toward a creature. During your movement, you gain a fly speed equal to your movement speed until the end of your turn. Additionally, as part of the action used to cast this spell, you must make a melee attack with a weapon against one creature, otherwise the spell fails. On a hit the target suffers the attack's normal effects and takes an additional 3d10 force damage. Afterward the spell ends and you gently land on the ground at the end of your turn.

At Higher Levels. Whenever you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d10 for each spell slot used above 3rd level.

SEARING LIGHT

3rd-level evocation

Class: Cleric, Druid, Paladin, Sorcerer, Wizard
Casting Time: 1 action
Range: Self (15-foot cone)
Components: V, S
Duration: Instantaneous

You grip your symbol or spellcasting focus and thrust it forward, releasing a burst of light that can blind a foe. Each creature in a 15-foot cone must make a Wisdom saving throw. A creature takes 6d4 radiant damage and is blinded until the end of their next turn on a failed save, or half as much damage and is not blinded on a successful one.

At Higher Levels. Whenever you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d4 for each spell slot used above 3rd level.

SIGN OF ILL OMEN

3rd-level divination

Class: Bard, Warlock
Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a stone with runes of Ill Omen)
Duration: Instantaneous

You draw a sigil of ill omen in the air that can invoke misfortune as energy rakes across your chosen foe. Choose a creature in range that you can see. The chosen creature must make a Dexterity saving throw. On a failed save, they take 4d8 slashing damage and they have disadvantage on all attack rolls they make until the end of their next turn. They take half as much damage on a successful save.

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

SPECTRAL RAM

3rd-level evocation

Class: Druid, Bard, Sorcerer, Wizard
Casting Time: 1 action
Range: 60 feet
Components: V, S, M (A ram's horn)
Duration: Instantaneous

You project a bolt of force in the shape of a ram's head that bashes into foes and forces them backward. Make a ranged spell attack against the target. On a hit, the creature takes 4d10 force damage, and if the damaged creature is Large or smaller, they must make a Strength saving throw. On a failed save, they are pushed 15 feet away from you.

At Higher Levels. Whenever you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d10, and the distance pushed increases by 5 feet for each spell slot used above 3rd level.

I'M HONESTLY SURPRISED THERE ISN'T MORE SPELLS THAT PULL INSPIRATION FROM ANIMALS AND OTHER CREATURES. LIFE PROVIDES SO MUCH VARIETY FOR SURVIVAL THAT MORE SPELLS SHOULD DRAW UPON.

STUNNING STEEL

3rd-level transmutation

Class: Artificer, Ranger

Casting Time: 1 action

Range: 5 feet

Components: V, M (a weapon)

Duration: Instantaneous

You enchant your weapon in order to be able to be able to inflict various harms upon foes. As part of the action used to cast this spell, you must make two melee attacks with a weapon against one creature within the spell's range, otherwise the spell fails. On the first hit the target suffers the attack's normal effects. On the second hit, the target suffers the attack's normal effects and is stunned until the end of the creature's next turn. The creature takes half damage if you miss with your weapon attacks from this spell.

TRUE NEMESIS

3rd-level enchantment

Class: Cleric, Paladin

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a symbol or crest)

Duration: Concentration, up to 1 minute

You point your symbol or crest toward a foe, damaging their mind and implanting them with the idea of you being their one true foe. The targeted creature must make a Wisdom saving throw. On a failed save, they take 3d8 psychic damage and are marked with the 'nemesis mark.' While marked for the duration of the spell, the creature must succeed on a Wisdom saving throw whenever they make an attack or cast a spell at a creature other than you. On a failed save, they must redirect their attack toward you. If you attack or cast a spell toward any other creature other than the marked creature, the marked creature can repeat the Wisdom saving throw, ending the spell on a success.

WHIRLWIND SMITE

3rd-level evocation

Class: Paladin

Casting Time: 1 action

Range: Self (5-foot radius)

Components: V, M (a weapon)

Duration: 1 round

You swing your weapon around you in a full circle with divine energy filling your weapon. As part of the action used to cast this spell, you must make a melee attack with a weapon against all creatures within a 5-foot radius of you, otherwise the spell fails. On hit, the target suffers the attack's normal effects and take an additional 4d6 radiant damage. Afterwards the spell ends.

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

ANGELIC INTERCESSION

4th-level conjuration

Class: Paladin

Casting Time: Special

Range: 30 feet

Components: V, S

Duration: Instantaneous

You can teleport in order to help protect an ally from harm, taking the attack instead and swearing revenge. As a reaction whenever a creature you can see within range takes damage from an attack or spell, you can teleport to be within 5 feet of the damaged creature and take the damage and effects from the attack or spell instead. If you do, you gain a +3 bonus to attack and damage rolls against the attacking creature until the end of your next turn.

ASTRAL REFUGE

4th-level conjuration

Class: Paladin

Casting Time: 1 action

Range: Touch

Components: V, S, M (A bottle of mist from the Astral Sea)

Duration: 3 rounds

You touch a willing creature and send them to a safe location of the Astral Sea. While the creature is there, it can use a bonus action to expend any number of Hit Dice to regain hit points equal to the total rolled. The creature is also aware of all actions taking place on the plane they were previously on, as if they were still standing in their previous location before being teleported. After the spell ends, the creature reappears within the location they left. If the location is occupied, they reappear in the nearest unoccupied space.

CRUEL CAGE OF STEEL

4th-level evocation

Class: Ranger

Casting Time: 1 action

Range: 5 feet

Components: V, M (a weapon)

Duration: Instantaneous

You emit a wounding energy from your weapon that can bring down even the strongest of foe to their knees. As part of the action used to cast this spell, you must make three melee attacks with a weapon against one creature within the spell's range, otherwise the spell fails. On the first hit the target suffers the attack's normal effects. On the second hit, the target suffers the attack's normal effects and is stunned until the end of the creature's next turn. On the third hit, the target suffers the attack's normal effects and is paralyzed until the end of the creature's next turn. The creature takes half damage if you miss with your weapon attacks from this spell.

FORTIFYING SMITE

4th-level abjuration

Class: Paladin

Casting Time: 1 action

Range: 5 feet

Components: V, M (a weapon)

Duration: Concentration, up to 1 minute

As you strike with your weapon, a chorus of otherworldly voices sing, ringing out to your foe and fortifying your resolve. As part of the action used to cast this spell, you must make a melee attack with a weapon against one creature within the spell's range, otherwise the spell fails. On a hit, the target suffers the attack's normal effects and takes an additional 4d6 thunder damage. Additionally, you gain a +3 bonus to your AC and saving throws against attacks, spells, and effects from the damaged creature until the end of your next turn.

KNIGHTS OF UNYIELDING VALOR

4th-level conjuration

Class: Cleric, Paladin, Sorcerer

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (ashes of a warrior)

Duration: Concentration, up to 1 minute

You summon four ghostly knights wielding tower shields that have the symbol of your deity on them within range. The knights are Medium creatures that are considered allies. As a bonus action, you can command each knight to move up to 15 feet. The knights cannot be attacked or damaged, and are unable to make actions, reactions, or bonus actions. Hostile creatures cannot move through the knight's space, but allied creatures can, so long as they do not end their movement in the knight's space. Any allied Medium or smaller creature that is within 5 feet of a knight can use the knight as three-quarters cover.

RIGHTEOUS INFERNO

4th-level evocation

Class: Cleric, Paladin

Casting Time: 1 action

Range: 60 feet (15-foot radius)

Components: V, S, M (a pinch of blessed ash)

Duration: Concentration, up to 1 minute

You summon a localized storm of holy flames to burn away your foes. Choose a point in range. A 15-foot radius of white flames burst forth and spiral around the area. Each creature in the burst must make a Dexterity saving throw, taking 2d8 fire damage and 2d8 radiant damage, or half as much on a successful save. The swirling flames last for the duration of the spell. Any creature who enters the flames or starts their turn within the flames takes 1d4 fire damage and 1d4 radiant damage, and all ranged attacks against the creature have advantage while in the flames.

SHIELDING SHADES

4th-level abjuration

Class: Warlock

Casting Time: Special

Range: Self

Components: S

Duration: Instantaneous

You summon up a horde of Shades to protect you from harm, who have the ability to strike back out at attackers. Whenever you take damage from an attack or spell, you can use a reaction to summon the shades, reducing the damage by 5d6. If you reduce the damage to 0, the attacking creature takes necrotic damage equal to half the amount of damage prevented.

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

WOUNDING WHIRLWIND

4th-level transmutation

Class: Ranger

Casting Time: 1 action

Range: Self (5-foot radius)

Components: V, M (a bladed weapon)

Duration: Instantaneous

You hone the edges of your blade to an even finer point and boost your body's speed to create a spinning maelstrom of sharpened steel. As part of the action used to cast this spell, you must make a single melee weapon attack against all creatures within a 5-foot radius of you, otherwise the spell fails. On a hit, the target suffers the attack's normal effects and takes an additional 6d6 slashing damage. Additionally, at the end of the damaged creature's next turn, they must make a Constitution saving throw or take an additional 3d6 damage from the wounds. The creature takes half damage if you miss with your weapon attacks from this spell.

ARC OF THE RIGHTEOUS

5th-level evocation

Class: Cleric, Paladin

Casting Time: 1 action

Range: 5 feet

Components: V, M (a weapon)

Duration: 1 round

You channel your deity's wrath into your weapon causing it to spark. As part of the action used to cast this spell, you must make a melee attack with a weapon against one creature within the spell's range, otherwise the spell fails. On a hit, the target suffers the attack's normal effects, and also takes an additional 6d10 lightning damage. You then make a secondary melee attack against another creature within 20 feet of the creature you hit. On a hit, lighting arcs from the first creature onto the second, and does 3d10 lightning damage to the second creature. Afterward the spell ends.

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

BEWITCHING WHISPERS

5th-level enchantment

Class: Bard, Warlock, Wizard

Casting Time: 1 action

Range: 60 feet

Components: V

Duration: Concentration, up to 1 minute

You whisper tones of an eldritch language into the ears of a foe, driving them to madness and to see all amongst them as foes. Choose a creature in range. The chosen creature must succeed on a Wisdom saving throw or be charmed for the duration of the spell. While charmed by this spell, they consider all creatures allied to them as hostile, and will attack them to the best of their ability. The charmed creature must use its turn to attempt to harm a hostile creature to the best of their ability, and must use their reactions to make opportunity attacks against them if able. If the charmed creature suffers any harm, it can repeat the saving throw, ending the spell on a success.

BRAND OF JUDGEMENT

5th-level abjuration

Class: Paladin

Casting Time: 1 action

Range: 5 feet

Components: V, M (a weapon)

Duration: 1 round

Your weapon flares with holy judgement, punishing foes who dare to harm another in your presence. As part of the action used to cast this spell, you must make a melee attack with a weapon against one creature within the spell's range, otherwise the spell fails. On a hit, the target suffers the attack's normal effects and takes an additional 3d10 radiant damage. Additionally, if the creature makes an attack or casts a spell that deals damage, it takes half the damage from its first attack or spell, regardless if it hits or misses, until the end of its next turn.

COLDFIRE VORTEX

5th-level evocation

Class: Sorcerer, Warlock, Wizard

Casting Time: 1 action

Range: 60 feet (10-foot radius)

Components: V, S

Duration: Concentration, up to 1 minute

You summon a swirling vortex of frigid brilliant energy that focuses on a single foe while lashing out at nearby ones. Choose a target in range. The chosen creature must make a Dexterity saving throw, taking 3d6 cold and 3d6 radiant damage, or half as much on a successful save. Afterward, the swirling vortex spirals outward in a 10-foot radius sphere centered on the chosen creature for the duration of the spell. The vortex will stay centered on the damage creature even if they move. Any creature that enters or starts their turn in the sphere takes 1d6 cold and 1d6 radiant damage.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the primary and secondary cold and radiant damage increases by 1d6 for each spell slot used above 5th level.



DEATH REND

5th-level transmutation

Class: Ranger

Casting Time: 1 action

Range: Special

Components: V, M (a weapon)

Duration: Instantaneous

Your weapon becomes enchanted with a force that can damage a creature further with more hits the creature takes. As part of the action used to cast this spell, you must make two melee or ranged weapon attacks against one creature within the weapon's range, otherwise the spell fails. On each hit, the target suffers the attack's normal effects and the target takes an additional 3d6 necrotic damage from attacks and spells that hit the creature until the end of their next turn. The creature takes half damage if you miss with your weapon attacks from this spell.

EXALTED RETRIBUTION

5th-level abjuration

Class: Paladin

Casting Time: 1 bonus action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

You attempt to call out a foe as your target, letting them know the full extent of the punishment you have in store for them. Choose a creature in range. The targeted creature must make a Wisdom saving throw or be affected by the retribution mark for the duration of the spell. Whenever you make opportunity attacks against the chosen creature, you can make a full attack action rather than a single melee attack. Additionally, your weapon strikes deal an additional 4d8 psychic damage when making opportunity attacks against the marked creature.

FROSTBURN

5th-level evocation

Class: Sorcerer, Wizard

Casting Time: 1 action

Range: 120 feet (10-foot radius)

Components: V, S, M (a mix of sulfur powder and crushed quartz)

Duration: Instantaneous

A small red-blue bead of energy shoots out from your finger to the point of your choosing in range, which then explodes in 10-foot radius sphere of burning hot and frigid energy. Each creature in the radius must succeed on a Dexterity saving throw, or take 4d6 fire and 4d6 cold damage, or half as much on a successful save. The energy spreads around corners. It ignites flammable objects in the area that are not being worn or carried. Additionally, the area of the radius is considered difficult terrain until the end of your next turn due to ice.

At Higher Levels. Whenever you cast this spell using a spell slot of 6th level or higher, the radius of the sphere increases by 10 feet for each spell slot used above 5th level.

MESMERIC HOLD

5th-level enchantment

Class: Bard, Wizard

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

You attempt to reach into the mind of a creature, damaging their mind and preventing any further movement. Choose a creature in range. The chosen creature must succeed on a Wisdom saving throw or take 4d10 psychic damage and are paralyzed. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

At Higher Levels. Whenever you cast this spell using a spell slot of 6th level or higher, you can target one additional creature in range for each spell slot used above 5th level.

SEAL OF WARDING

5th-level abjuration

Class: Cleric, Druid

Casting Time: 1 action

Range: Self (20-foot radius)

Components: V, S, M (a rock with a rune on it)

Duration: Concentration, up to 1 minute

You create a circle of runes on the ground in a 20-foot radius around you that can punish foes, protect allies, and keeps distant enemies at bay. All hostile creatures in the radius must make a Wisdom saving throw. On a failed save, they take 5d8 radiant damage and are restrained until the end of their next turn. The circle of runes stays for the duration of the spell, and hostile creatures consider the area to be difficult terrain. Additionally, all allied creatures in the radius are considered to have half cover from ranged attacks while standing in the circle.

At Higher Levels. Whenever you cast this spell using a spell slot of 6th level or higher, the damage increases by 2d8 for each spell slot used above 7th level.

YOU MAY NOTICE THERE ARE SEVERAL SPELLS HERE THAT USE SOME SORT OF RUNE INVOLVED WITH THE SPELL. THE RUNES SEEM TO BE SOMETHING UNIQUE BEYOND A STANDARD LANGUAGE, WHICH MAKES ME THINK THEY ARE MORE SYMBOL THAN WORD.

SOUL FLAYING

5th-level necromancy

Class: Warlock, Wizard

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (A broken piece of glass)

Duration: Instantaneous

You attempt to rend the soul of a creature directly, bypassing their bodily defenses. Choose a creature in range. The target must make a Charisma saving throw taking 6d10 necrotic damage on a failed save or half as much on a success. If a creature is reduced to 0 hit points by this spell, but doesn't die outright, they have disadvantage on their death saving throws until their next long rest. If a creature is killed outright by this spell, their soul is damaged beyond repair, and the creature cannot be revived or resurrected except with a *wish* spell or Divine Intervention.

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

TIGER'S REFLEX

5th-level abjuration

Class: Bard, Druid, Ranger

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

You enhance your senses to be able to react at moment's notice and with lightning speed. For the duration of the spell whenever a creature makes a melee attack targeting you or moves within 5 feet of you, you can use a reaction to make an opportunity attack. Additionally during this spell, you can make two melee weapon attacks with your opportunity attacks.

CLOAK OF PEACE

6th-level abjuration

Class: Cleric

Casting Time: 1 action

Range: Touch

Components: V, S, M (A piece of cloth sewn with gold worth 250 gp, which the spell consumes)

Duration: Concentration, up to 1 minute

You ask your deity to protect the peace of a creature that you touch. When you touch the creature, a gold shimmering ward goes over their body that slowly fades. While under the effects of this spell, you gain a +5 bonus to AC and saving throws. If the warded creature makes an attack or casts a spell that affects a creature, this spell ends.

CRUSHING TITIAN'S FIST

6th-level evocation

Class: Sorcerer, Wizard

Casting Time: 1 action

Range: 120 feet (15-foot cube)

Components: V, S, M (a small marble figure of a clenched fist)

Duration: Instantaneous

You clench your fist and thrust it downward in front of you. Choose a location in range. An invisible fist of force slams down as a 15-foot cube of force is pushed down onto that area. Each creature in the cube must succeed on a Dexterity saving throw or take 10d6 force damage and be restrained until the end of your next turn.

At Higher Levels. Whenever you cast this spell using a spell slot of 7th level or higher, the damage increases by 2d10 for each spell slot used above 6th level.

EYES OF THE WARLOCK

6th-level divination

Class: Warlock

Casting Time: 1 bonus action

Range: 120 feet

Components: V, S, M (a small crystal orb the size of an eyeball)

Duration: Concentration, up to 1 hour

You place your influence into the mind of another creature, allowing you to see through their eyes and stand in their place. Choose a creature in range. The creature must make a Wisdom saving throw. On a failed save, for the duration of the spell, you can see through the eyes of the chosen creature at any time, and cast spells as if you were standing in the location of chosen creature. Any special vision the creature has is also shared to you when you see through their eyes. The chosen creature is unaware of this shared vision. Whenever you cast a spell through the chosen creature's location, a faint glowing third eye appears on the forehead of the creature for a brief second.

SENTINEL STRIKE

6th-level abjuration

Class: Cleric

Casting Time: 1 action

Range: 5 feet

Components: V, M (a weapon)

Duration: 1 round

Your prayer covers your weapon in motes of silvery light that protects nearby allies. As part of the action used to cast this spell, you must make a melee attack with a weapon against one creature within the spell's range, otherwise the spell fails. On hit, the target suffers the attack's normal effects, and any damage the creature does to a creature within 5 feet of you is reduced to 0 until the end of their next turn.

THIRSTING TENDRILS

6th-level necromancy

Class: Warlock

Casting Time: 1 action

Range: 60 feet (20-foot radius)

Components: V, S

Duration: Instantaneous

You summon a 20-foot-radius sphere of spiked tentacles within a point within range. Each creature in the radius must succeed on a Dexterity saving throw or take 8d6 piercing damage as the creature is impaled with the spikes. When you deal damage with this spell, you can use a bonus action to withdraw the life force with the tendrils, dealing an amount of necrotic damage to each damaged creature equal to your spell casting modifier, and regaining hit points equal to amount of necrotic damage done by this spell.

ACID WAVE

7th-level evocation

Class: Wizard

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a vial of acid, which the spell consumes)

Duration: Instantaneous

You conjure up a wave of acid that dissolves everything in its path in an area within range. The area can be up to 30 feet long, up to 10 feet wide, and up to 10 feet tall. Each creature in that area must make a Dexterity saving throw. On a failed save, a creature takes 10d6 acid. On a successful save, a creature takes half as much damage. The wave then spreads out across the ground in all directions, extinguishing unprotected flames in its area and within 30 feet of it, and then it vanishes.

The wave of acid can eat through nonmagical material as well. The wall of acid can eat through 10 feet of wood, 5 feet of stone, and 1 inch of metal. Nonmagical weapons that are hit with the wave suffer a permanent -1 penalty to its damage rolls, and nonmagical armor suffers a permanent -1 penalty to its AC. If its penalty drops to -5, the weapon or armor is destroyed.

HOLY WRATH

7th-level transmutation

Class: Cleric

Casting Time: 1 action

Range: Self

Components: V, S, M (an enchanted gold holy symbol worth at least 250gp, which the spell consumes)

Duration: Concentration, up to 1 minute

You call upon the wrath of your god in order to protect and empower you. For the duration of the spell, you gain a +2 bonus to all attack and damage rolls. Additionally, at the start of your turns for the duration of the spell, you heal 10 hit points.

INDOMITABLE SPIRIT

7th-level abjuration

Class: Cleric

Casting Time: 1 action

Range: 5 feet

Components: V, M (a weapon)

Duration: 1 round

You fill your weapon with a powerful divine energy that can fortify nearby allies. As part of the action used to cast this spell, you must make a melee attack with a weapon against one creature within the spell's range, otherwise the spell fails. On hit the target suffers the attack's normal effects and takes additional 6d10 radiant or necrotic damage (wielder's choice), and all allied creatures within 15 feet of you regain hit points equal to half the amount of the radiant or necrotic damage done by this attack. Afterward the spell ends.

MINIONS OF MALBOLGE

7th-level conjuration

Class: Warlock

Casting Time: 1 bonus action

Range: Self (10-foot radius)

Components: V, S, M (some ash from the Nine Hells)

Duration: 1 hour

You summon a small swarm of imps made of fire that surround and protect you. For the duration of the spell, you gain 50 temporary hit points. Whenever a hostile creature comes within a 10-foot radius of you or starts their turn within the 10-foot radius, they must succeed on a Dexterity saving throw or take 4d6 fire damage and be pushed 10 feet away from you as the fire imps fling themselves at the foe. The spell ends early if you lose the temporary hit points.

ANGEL OF THE ELEVEN WINDS

8th-level conjuration

Class: Cleric

Casting Time: 1 action

Range: Self

Components: V, S, M (an angel feather)

Duration: Concentration, up to 1 hour

You summon the image of an indistinct angel behind you that offers flight and protection to yourself and others. For the duration of the spell, the image of the angel follows directly behind you. As a bonus action, you can grant yourself or a creature you can see a flying speed of 60 feet and a +3 bonus to AC and saving throws. If you use a bonus action to transfer the bonus to yourself or another creature, the previous creature gently floats down to the ground at the start of their turn.

DARK TRANSPORT

8th-level conjuration

Class: Sorcerer, Warlock, Wizard

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (A piece of a broken sword)

Duration: Instantaneous

You summon a dimensional portal directly on top of a foe, slicing them up and offering you a chance to swap places with them. Choose a Large or smaller creature in range. The chosen creature must succeed on a Dexterity saving throw or take 10d10 slashing damage or half as much on a successful save. Additionally on a failed save, you can use a bonus action to swap places with the damaged creature.

ELEMENTAL MAW

8th-level conjuration

Class: Sorcerer, Wizard

Casting Time: 1 action

Range: 120 feet (20-foot radius)

Components: V, S

Duration: Concentration, up to 1 minute

You tear open a localized vortex to the Elemental Chaos in a 20-foot radius sphere within a point within range. Each creature within the sphere must make a Dexterity saving throw, or take 6d6 damage of a type chosen from the following: acid, cold, fire, lightning, or thunder. Additionally when a creature fails the saving throw, they are pulled 10 feet towards the center of the 20-foot radius. When a creature is successful on the save, they are not pulled and take half as much damage.

Whenever a creature enters or starts their turn in the sphere, they must repeat the Dexterity saving throw, taking 3d6 of the chosen damage type and are pulled 10 feet towards the center of the 20-foot radius on a failed save. When a creature is successful on the save, they are not pulled and take half as much damage.

Whenever a creature starts their turn in or enters the center of the sphere, they must repeat the Dexterity saving throw, taking 12d6 of the chosen damage type, or half as much on a successful save.

PURIFY

8th-level abjuration

Class: Cleric, Druid

Casting Time: 1 action

Range: Self (25-foot radius)

Components: V, S, M (a enchanted gold holy symbol worth at least 500gp, which the spell consumes)

Duration: Instantaneous

You release an aura of golden light that removes the impurities from the bodies of all others. You release a 25-foot aura of golden light from your body. You and 5 other creatures of your choice can reduce their exhaustion level by one, or end one of the following effects on the themselves:

- One disease or one condition afflicting it.
- One curse, including the target's attunement to a cursed magic item
- Any reduction to one of the target's ability scores
- One effect reducing the target's hit point maximum

SPITEFUL DARTS

8th-level evocation

Class: Sorcerer, Warlock

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

You create 7 darts of chaotic energy that contain a large amount of force behind them. Each dart hits a creature of your choice that you can see within range. A dart deals 1d6 + 5 force damage to its target. The darts all strike simultaneously and you can direct them to hit one creature or several. Whenever any amount of darts hits a creature, they must also make a Strength saving throw, or be pushed 10 feet for each dart that hit the creature.

ASTRAL STORM

9th-level evocation

Class: Cleric, Druid, Sorcerer, Warlock

Casting Time: 1 action

Range: 100 feet (15-foot radius)

Components: V, S

Duration: Concentration, up to 1 minute

You conjure a storm pulled directly from the Astral Sea, that calls upon various elemental harms upon foes. An astral storm cloud appears in the shape of a cylinder that is 10 feet tall with a 60-foot radius, centered on a point you can see 100 feet directly above you. The spell fails if you can't see a point in the air where the storm cloud could appear (for example, if you are in a room that can't accommodate the cloud).

When you cast the spell, choose a point you can see within range. A clash of different elements flashes down from the cloud to that point. Each creature within a 15-foot radius of that point must make a Dexterity saving throw. A creature takes 2d10 lightning damage, 2d10 fire damage,

2d10 cold damage, and 2d10 thunder damage on a failed save, or half as much damage on a successful one. The damage of this spell ignores resistances unless the creature has resistance to all damage types of this spell.

On each of your turns until the spell ends, you can use your action to call down elements in this way again, targeting the same point or a different one.

BLACK FIRE

9th-level evocation

Class: Sorcerer, Warlock, Wizard

Casting Time: 1 action

Range: 60 feet (25-foot radius)

Components: V, S, M (the ash of a humanoid corpse, which the spell consumes)

Duration: Instantaneous

You summon a huge blast of pitch black flames, able to scorch souls within a point in range covering a 25-foot-radius sphere. Each creature within the area must make a Dexterity saving throw, taking 10d6 fire and 10d6 necrotic damage or half as much on a successful save. A flammable object hit by this spell ignites if it isn't being worn or carried, and can only be put out by holy water. Creatures killed by this spell leave behind no corpse, but all non-flammable objects are left behind.

CURSE OF THE FEY KING

9th-level divination

Class: Sorcerer, Warlock, Wizard

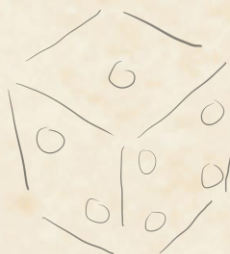
Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a leaf from the feywild, which the spell consumes)

Duration: 1 minute

You hurl a warbling bolt of pure negative energy at a foe, which can fully drain them of their luck and transfer it to you. Make a ranged spell attack against the target. On a hit, the creature takes 10d8 necrotic damage. Additionally, for the next minute, whenever the damaged creature rolls a d20 for an attack roll, saving throw, or skill check, you can steal the result of that d20 and force the creature to reroll, using the new result. You may use that stolen result at any time for any attack roll, saving throw, or skill check you make during the duration of the spell. You can only have 1 stolen result at a time, and are unable to steal another until the previous one is used.



SEAL OF PROTECTION

9th-level abjuration

Class: Cleric, Wizard

Casting Time: 1 action

Range: 60 feet (30-foot radius)

Components: V, S

Duration: Concentration, up to 1 minute

You summon symbols to protect your allies and prevent foes from advancing. You create a 30-foot radius of sigils within range. Any allied creature within the radius gains a +3 bonus to AC and saving throws. Any hostile creature that enters the radius must succeed on a Wisdom saving throw or take 9d6 force damage and cannot move any further into the radius.

TARTAREAN TOMB

9th-level conjuration

Class: Warlock, Wizard

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (A silver plate worth with jewels 10,000 gold inscribed with runes)

Duration: Concentration, up to 1 minute

You summon large black plates inscribed with runes that bash into the foe, quickly forming into a black steel coffin. Choose a Large or smaller sized creature in range. The chosen creature must succeed on a Dexterity saving throw or take 5d10 bludgeoning and 5d10 necrotic damage and are restrained and blinded as they are put into the black steel coffin. While restrained in this fashion, the creature is considered to have full cover from all creatures except you. The coffin has an AC of 20, has resistance to all damage, is immune to psychic and poison damage, and has 250 hit points. The spell ends early if the coffin is destroyed. You can also end the spell early as a bonus action.

If the creature is restrained for the full duration of the spell, you can choose to make the coffin permanent. When you do, the spell component for this spell is consumed, and the creature is placed into suspended animation. While in this state, the creature is unconscious, does not age, and does not require food, water, or air. The suspended animation can only be ended if the spell is dispelled, the coffin is destroyed, or you choose to end it early as a bonus action.

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