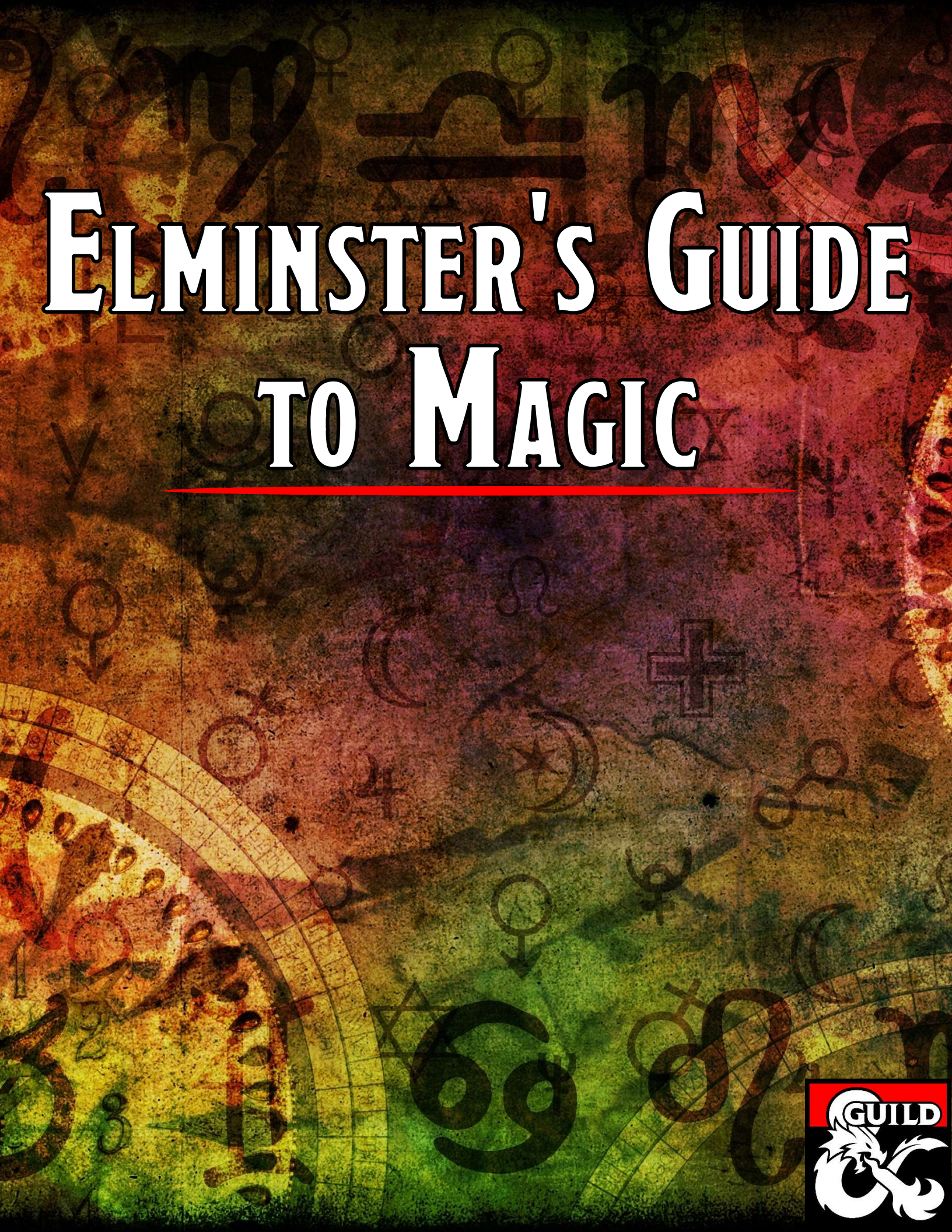
Elminster's Guide to Magic



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Elminster's Prolegomenon

'Tis said the elderly are wont to boast; yet to my mind, in such a tome as this, true vanity is trying the reader's patience with affected modesty. It can truly be said, with neither arrogance nor false humility, that I have walked these Realms far longer than most (too long, many would say), devoting the better part of my travels to the study, and the service, of magic itself. I have sojourned from the golden shores of Maztica to the grimly beautiful depths of the Underdark, and from the transcendent fields of Elysium to the cruel fires of planes better left unnamed, alongside some of the greatest practitioners of Art known to this age of the world; to my acute grief, I have seen too many come to bad ends. It is based on these facts of my experience that I claim expertise to curate and offer ye this collection of magical lore, written by diverse hands, and interspersed with my own small observations.

Today's students of the Art, for whom I compiled the present volume, have acquitted themselves well in many ways. I heartily praise this generation's desire to return to basics after so many years of magical turmoil. The mastery of fundamentals required to lay about ye with destructive evocation spells is a great boon when the time is right. Yet heed my words: there is more to spellcasting than fire and fury.

Far more! The Weave of magic is the key to reality. It can grant true knowledge, puissant defense, control of the world around you, or mastery of the very energies of life. How is it most modern mages content themselves with careers as "glass ballistae," good for a few powerful blows, but shattering at an enemy's touch?

Even the pool of spells in larger circulation has winnowed down to a few hundred at best. And most mages fixate on a small fraction of those! They make themselves predictable thereby, and even stupid monsters have learned how to thwart them.

This grimoire is my modest attempt to redress these problems. Together with insightful writings from past masters of the Art, these pages contain over three hundred and fifty hand-picked spells, chosen to grant versatile options to all spellcasters, whether their means be arcane, divine, or otherwise.

Take this and read! Learn these spells and use them! This ambitious tome aims to make ye a better spellcaster, and to improve the practice of the Art as a whole. And if this little grimoire proves popular, I may assemble another in a year or two.

Elminster Aumar

Advice for Young Wizards

"The following short treatise was composed by Ashemmon of Rhymanthiin, the 5th Blackstaff of Waterdeep. Neither the best nor the worst of the many fine wizards to hold that title, he was a great spellcaster of even greater potential. In my estimation, had he not so often allowed himself to be embroiled in the minutia of politics and pedagogy, he could have ascended even higher. Yet withal, his concern was for the larger good of all civilized folk, and he sought to shape students worthy of the same calling, and it take a mean soul indeed to fault the departed for that. I don't agree with everything old Blackstaff has to say, but of all introductory texts I have seen for young apprentices, his is among the best, and certainly the most applicable to the present era of Faerûn." *Elminster*

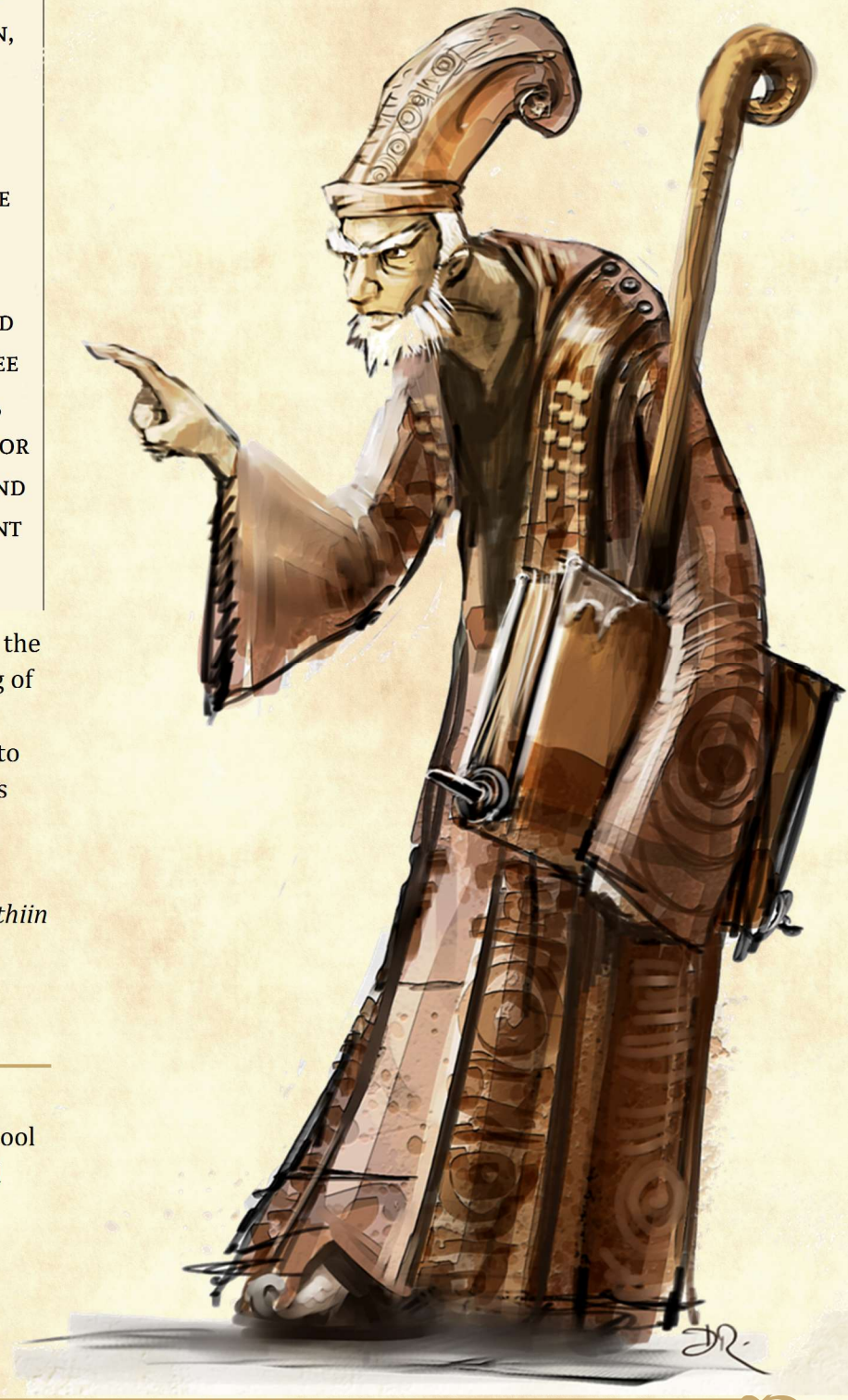
The following essay was originally drawn up for the private use of my own apprentices. At the urging of certain judicious friends, and against the inclinations of my own modesty, I have decided to make the text available to the public at large. It is my hope that novice wizards everywhere might benefit from its wisdom.

Ashemmon of Rhymanthiin

Reconsider your choice of school

Your choice of school will greatly affect your wizarding career. For many apprentices, the School of Evocation is the default choice. And let me tell you it was always thus! I can understand the appeal—evocation spells are exciting, and give quick and spectacular results.

But if you have chosen the School of Evocation, I urge you to take the time to reconsider. Some other schools are less highly acclaimed, perhaps, but I believe them to be more powerful. The Schools of Illusion and Divination come to mind. Become an evoker if you wish, just ensure you consider your options well.



Develop a strong selection of spells

As a wizard, you are only as effective as the spells in your spellbook allow, and so a good selection is essential. The following list of spells are well-known and practiced by wizards all across the realms. They represent the best of the current art and should form the staple of every spellbook. You should actively seek out these spells, though it may take years to collect them all.

I've ranked them here by their level of potency:

Cantrips. *light, mage hand, minor illusion, prestidigitation, ray of frost*

Level the First. *chromatic orb, fog cloud, mage armor, magic missile, ray of sickness, shield, silent image, sleep, Tasha's hideous laughter, thunderwave*

Level the Second. *blindness, cloud of daggers, invisibility, levitate, mirror image, phantasmal force, pyrotechnics, suggestion, web*

Level the Third. *animate dead, counterspell, fear, fireball, major image, slow, sleet storm*

Level the Fourth. *arcane eye, banishment, dimension door, Evard's black tentacles, greater invisibility, polymorph*

Level the Fifth. *animate objects, Bigby's hand, hold monster, wall of force*

Level the Sixth. *contingency, globe of invulnerability, magic jar, mass suggestion, sunbeam, true seeing*

Level the Seventh. *eyebite, force cage, plane shift, simulacrum*

Level the Eighth. *antipathy/sympathy, clone, demiplane, maze, mind blank*

Level the Ninth. *foresight, meteor swarm, prismatic wall, time stop, true polymorph, wish*

> "The fifth Blackstaff overrates *chromatic orb* and several other spells, but this is a pretty fair list. I would add *misty step*, *hypnotic pattern*, *conjure elemental*, *geas*, *Otto's irresistible dance*, *reverse gravity*, and *shapeshift*—but wizards will disagree over such matters.
>
> Mages of a more martial bent would supplement the list of cantrips with one or more of the sword dweomers first developed by the elven masters of Bladesong—*greenflame blade* and the like—but like so many other spells, their utility depends greatly on the user.
>
> In addition, these selections draw only from the core of more common spells in circulation. Surely Ashemmon himself would advise ye to avail thyself of the many new spells in this grimoire!
>
> In that regard, the Blackstaff's recommendations may be most useful as a hierarchy of benchmarks. When choosing a new spell of a given level, compare it to the spells of that level listed here. If it is difficult to imagine situations where, given the choice, ye would cast the new spell instead of these, it is likely a poor choice."

Acquire many rituals

If a spell is a ritual, you can cast it without expending any magical energy, and without having to prepare it beforehand. Collect as many as you can.

Following are some of the rituals you should consider acquiring: *alarm, comprehend languages, contact other plane, detect magic, feign death, find familiar, gentle repose, identify, illusory script, magic mouth, phantom steed, unseen servant,* and *water breathing.*

> "Many think of ritual spells as essentially 'free magic,' which is an inaccurate simplification in theory, but a solid principle in use—acquire and employ as many as ye can!

Every spell on this list is worthy, and I would add more besides: *Drawmij's instant summons*, *Leomund's tiny hut*, *Rary's telepathic bond*, and *Tenser's floating disk* all have a place in nearly any spellbook.

As a caution against the pernicious blind spots that bedevil even the greatest minds, take note that Ashemmon's failure to include these specific spells may stem from an intellectual bias against their creators, all wizards from another world whose spells still bear their names. The first Blackstaff, the great Khelben Arunsun, was well-known for his rivalry with Bigby, he of the famous hand, another member of the same otherworldly cabal. Bigby's clever creation appears on the Blackstaff's first list, as does one of Mordenkainen's best, because they are just too good to leave off. Nevertheless, I suspect Khelben's prejudice down the line of his students to Ashemmon, causing him to view these unique spells with a jaundiced eye.

(Of course, such scholarly speculation fuels the old saw about wizards being worse gossips than tailors and fishmongers, an aspersion I would despise, were it not true.)"

Know your spells

It is hard to believe, but many wizards charge into battle with only a cursory understanding of their spells. Apprentice, know your spells!

For your common spells, you should have the following information committed to memory: what is the casting time, what is the range, what is the duration, what is the area of effect, what components are required, what is the effect, what are the exceptions?

And most importantly—does the spell require concentration?

"If ye fail to keep such details straight about the spells you cast frequently, I predict a brief and inglorious career lies ahead for ye."

Be mindful of concentration

Concentration is an enormously important matter for a wizard. The rule is very simple – if a spell requires concentration, you cannot cast another spell that requires concentration while it is in effect. You can, however, cast a spell that *does not* require concentration.

In practice, this means you want a good mix of spells that require concentration and those that don't. And you will want to consider carefully how your concentration and non-concentration spells can be used together.

Find a familiar

Do I really need to explain the usefulness of a familiar? It can scout the dungeon out ahead of you, provide distractions while you attack, and even deliver spells for you!

"And provide ye with loyal companionship. A not-inconsiderable benefit, that."

Learn to use illusions

An argument can be made that illusions are the most powerful magic of all. Other spells have constraints and restrictions and are, to an extent, predictable. With illusions, the only constraint is your imagination.

"Sadly, 'tis a large constraint for many wizards I might mention!"

Even *minor illusion* is remarkably powerful. I firmly believe a wizard could negotiate the easier levels of a dungeon with just that cantrip. You can create the

illusion of a wooden crate for your ally to hide behind and launch a surprise attack. You can create a false floor over a pit, and lead your pursuers to their doom. You could create the illusion of a chest spilling over with jewels to distract and confuse the charging monsters. And so on! I've done all of these things, and many more.

As with most things wizardly, the key is preparation. Spend some time thinking about the illusion you will create. Talk to other wizards, read instructional scrolls, attend guild meetings and so on. Free up your mind, and become creative!



Win the battle before the battle...

Too many young wizards only begin thinking once the battle has begun. But your actions beforehand will dictate the success of your endeavors, more often than not.

Did you set an *alarm* to guard your comrades against ambush while they slept? Did you cast *comprehend languages* to decipher the ancient carving that contains a vital clue? Did you send your familiar to scout ahead? Did you use your *mage hand* to open the dangerous door or chest? Did you use your *arcane eye* to examine the room ahead?

> "The good news is, if ye do not wish to plan ahead, there are many other career paths available. Dwarven battlerager, Moonsea politician, and medusa's garden decoration all come to mind.
>
> If ye are a wizard who wishes to plan, but do so unimaginatively, the news is even better: You are an excellent candidate for the War Wizards of Cormyr."

...then win the battle

Battlefield tactics for the wizard is an enormous subject, and whole volumes have been written upon it. I can only touch upon the matter here.

> "If you have any affection for the Common tongue, preference for linguistic precision, or measure of good taste, prepare ye now for the pain of the category names to come."

Briefly, there are four general classes of spells you will use on the battlefield. For most of you, the common names for these classes are: blast spells, buff spells, debuff spells and control spells. If you learn when and how to use each type of spell, you can have a devastating impact during combat.

"I will assume ye are as repelled by the idiomatic names the Blackstaff uses to classify these spells as I am, gentle reader, since no other assumption would allow me to continue with a helpful tone.
In the Blackstaff's defense, he was being considerate of his audience. These labels were and are popular in Waterdeep, particularly among young nobles choosing to sample the life of an adventurer.

I should explain that the intercourse of so many languages in the busiest ports of the Sword Coast has given many local dialects of Common a shifting, adaptive quality. New terms are acquired and discarded like copper coins. Cohorts of privileged people sharing specialized interests develop their own argot almost intentionally. It is, on the one hand, useful in speeding up conversation about complex topics among those who discuss them constantly. On the other hand, it can also be insidiously divisive, with those in the know often using such vocabulary to aggrandize themselves as being part of an exceptional group or to exclude those they see as undesirables.

The aesthetic value of such novel words is obviously a matter of personal taste, but most older wizards—myself obviously included—consider the labels used here irritatingly vulgar.

Regardless of how popular or useful these terms are, if ye wish to speak of such categories in the presence of elder mages powerful enough to disintegrate ye (and as a personal note, I am very likely a mage powerful enough to disintegrate ye), I suggest using the following less idiosyncratic labels:

- Injuring spells
- Enhancement spells
- Debilitation spells
- Command & Control spells."

Blast Spells

This is the most straightforward and obvious use of magic in combat. You cast a spell to inflict an injury on an opponent, usually with the intention of killing it. Too many wizards, I fear, focus only on this class of spell. While not deprecating these spells too much, anyone in your party can kill an orc. There are more unique things you can achieve with your magic.

The best spells of this class combine damage with another effect. *Ray of frost*, for example, does both injure and slow your foe, and is hence preferred to the more popular *firebolt*, which simply inflicts a wound.

Spells of this type include: *burning hands, chromatic orb, cloud of daggers, cone of cold, disintegrate, fireball, flaming sphere, lightning bolt, magic missile, scorching ray,* and *wall of fire*.

"Most of these are not concentration spells, so they complement the other spell types nicely."

Buff Spells

This class of spells involves the enhancement and extension of the abilities of yourself and your allies. Used judiciously, these spells can reliably increase your odds of success.

Spells of this type include: *enlarge, fly, haste, invisibility, levitate, mage armor, magic weapon, shield, stoneskin* and *true seeing*.

"At first I thought the Blackstaff forgot to mention *polymorph*, which would be a foolish oversight—then I realized he had likely revised this document for popular use. There are few spells more powerful

> When it comes to the extension and enhancement of thy ally, but there are also few spells that require more wisdom, care, and knowledge of creature types to be used without disaster."

Debuff Spells

This class of spells impairs your enemies in some way, and here we really begin to explore the unique potency of the wizard. Preventing the enemy mage from casting offensive spells (using *blindness*, for example), can be far more effective than casting a *magic missile* or the like.

Spells of this type include: *blindness, fear, ray of sickness, reduce, slow,* and *Tasha's hideous laughter*.

> "And polymorph!"

Control Spells

This class of spells is concerned with shaping the battlefield itself and manipulating the positioning and tactics of your enemies. This is where a wizard can have the most dramatic impact on a battle. A carefully placed control spell can disrupt and destroy the enemy's tactics, and end a battle in moments. A control spell can turn an imminent defeat into a certain victory.

Any spell that changes a monster's movement, maneuverability or tactics may be considered a control spell. In addition, any spell that affects the terrain of the battlefield may also be considered a control spell.

Spells of this type include: *dissonant whispers, Evard's black tentacles, fear, grease, gust of wind, hold monster, hold person, hypnotic pattern, mass suggestion, phantasmal force, prismatic wall, sleep, slow, stinking cloud, suggestion, telekinesis, thunderwave, wall of fire, wall of force, wall of stone, and web.*

> "And *levitate!* Levitating an enemy monster that lacks range attacks, for example, can render it helpless."



Practice ethical magic

I urge all young wizards to practice magic ethically. An old magical college, long since defunct, used to have its graduates take the following pledge:

1. I will operate discreetly. I will reveal the secrets of my craft to no one.

> "Having more direct, personal knowledge of the goddess of magic's desires than I can describe here without seeming an insufferable braggart, I will instead cite the teachings of her church in my disagreement here. Mystra herself desires that eldritch secrets be shared with anyone worthy.
>
> However, the teaching of magic is not a task to be undertaken by the inexperienced, so I will give the benefit of the doubt to this unidentified lost college of magic (the name and unfortunate fate of which I believe I know, but cannot confirm), and speculate that this dictum was intended to dissuade younger students from taking apprentices of their own."

2. I will operate within the laws of my country.

3. I will meet all my expenses from my own funds. I will not accept charity.

> "Why not?"

4. I will live in seclusion. I will strive to minimize my social contact with non-wizards.

5. I will minimize my contact with kings, queens, and other rulers.

6. My home will include at least one room reserved exclusively for research and study.

7. I will be patient. I will persevere in the face of adversity.

8. I will not attempt to circumvent accepted magical procedures.

> "Again, a commandment directed only at beginners. I once heard another wizard's apprentice comment that 'Wizardry consists of learning all the rules for successfully breaking all the rules.' I knew at once that apprentice would exceed her master. Which, to the sorrow of many, she did."

9. I will strive to add to the existing body of magical knowledge through original research.

> "Believe it or not, I expected to disagree with more of these than I did. Where they were questionable, I have commented, but where I have not, I generally have no quibble. Some are nearly always disregarded. For example, it is hard to think of a wizard with access to powerful rulers who made no use of it, but history suggests it would be better if most had.
>
> Others may be correct but unnecessary. Mages with the hunger for new Art will never stop researching, and those without will quit entirely ere long. All wizards worth their salt want private studies, and those who go without do so by necessity, not by choice.
>
> Please indulge me as I add a 10th item to this pledge: 'I will know myself. I will not forget that character is the first component of any spell, trust is the most enduring form of alchemy, and self-deception is the deadliest of illusions.'
>
> Perhaps ye dismiss this addendum of mine as sentimental claptrap? Fair enough. Ye wouldn't be the first. But if ye think so, it were best to brace thyself: ye will find the hard road ye walk that much harder."

Spell Indexes

Following are the spells indexed by class.

Bard Spells

Cantrips (0 Level)

Amanuensis

Create Item

Echoing Blow

Jinx Shot

Leading Strike

Project Object

Voice of Battle

1st Level

Chameleon

Cleanse

Critical Strike

Dictation

Easy Trail

Enrage Animals

Entropic Shield

Fortifying Cry

Frightful Strike

Herald's Call

Know Greatest Enemy

Misdirected Mark

Nerveskitter

Prophesied Strike

Protection from Aerial Attack

Speed of Thought

Thundering Armor

Undersong

Wailing Wind

2nd Level

Backbiter

Balancing Lorecall

Blinding Spittle

Command Another's Pet

Curse of Ill Fortune

Daggerspell Stance

Easy Climb

Elemental Blade

Elonia's Glamour

Invigorating Strike

Knight's Move

Lifetap

Listening Lorecall

Moon Rune

Sudden Transposition

Tactical Precision

Unluck

War Cry

Whirling Blade

Wraithstrike

3rd Level

Acid Breath

Allegro

Celebration

Clarity of Mind

Cloak of Bravery

Dread Mercy

Four-Winds Bag

Grace

Great Thunderclap

Hearth Spirit

Love's Lament

Magnetism

Nauseating Breath

Nightscar

Quickening Breeze

Redirect Spell

Shroud of Undeath

Sleep of Horror

4th Level

Battle Hymn

Breath of the Elements

Crown of Light

Eye for An Eye

Pain

Premonitory Vision

Recitation

Resistance, Greater

Thunderous Reprisal

Watchware

5th Level

Code of Secrecy

Conduit

Curse of Ill Fortune, Mass

Doomtide

Dragonsight

Guiding Snarl

Immunity to Poison and Disease

Lesser Chainfire

Servant Army

Shadow Form

Unexpected Clarity

Weaken Ability

6th Level

Chain Madness

Howling Chain

Inevitable Winter

Lorloveim's Shadowy Transformation

Note of Aggression

Opportune Lacuna

Read Object

Resistance, Superior

7th Level

Hiss of Sleep

Inevitability of the Grave

Instill Vulnerability

Simbul's Spell Sequencer

Symphonic Nightmare

8th Level

Brain Spider

Invisibility, Superior

Lasting Breath

Prismal's Wormhole

Pummelling Drumbeat

Shifting Paths

True Domination

Wrathful Castigation

9th Level

Instant Refuge

Monstrous Thrall

Saga of Foretold Doom

Wail of the Banshee

Cleric Spells

Cantrips (0 Level)

Amanuensis

Astral Seal

Blazing Starfall

Blood Curse

Challenger's Mark



Hand of Radiance

Leading Strike

Reaver's Touch

Virtuous Strike

Voice of Battle

1st Level

Air Jaunt

Celestial Fist

Cleanse

Deathwatch

Dictation

Entropic Shield

Fortifying Cry

Foundation of Stone

Frightful Strike

Numinous Shield

Prophesied Strike

Protection from Aerial Attack

Rejuvenate Self

Summons of Justice

Thundering Armor

Updraft

Vigor

Wailing Wind

2nd Level

Alicorn Lance

Align Weapon

Blood Bond

Blood Wind

Body Blades

Chilling Scythe

Command Another's Pet

Curse of Ill Fortune

Desecrate

Elemental Blade

Energized Shield

Invigorating Strike

Knight's Move

Lava Missile

Lifetap

Sticks to Snakes

Unluck

Whip of Flame

3rd Level

Blade of Pain and Fear

Cloak of Bravery

Clutch of Orcus

Grace

Hearth Spirit

Holy Storm

Ice Axe

Knightly Intercession

Life Drain

Nauseating Breath

Poison

Predatory Shards

Quickening Breeze

Redirect Spell

Searing Light

Shield of Warding

Shroud of Undeath

Storm Cone

Storm Shield

4th Level

Anyspell

Blistering Radiance

Blood Mantle

Breath of the Elements

Calm Winds

Consumptive Field

Crown of Light

Dragon Breath

Moon Bolt

Recitation

Resistance, Greater

Sacred Strike

Shield of Faith, Mass

Spark of Life

Thunderous Reprisal

Wrack

5th Level

Caging Glaive

Champion's Strength

Code of Secrecy

Curse of Ill Fortune, Mass

Doomtide

Earth Reaver

Lesser Chainfire

Life's Grace

Pocket Cave

Righteous Might

Sanctuary, Mass

Soul Scour

Stalwart Pact

Stone Body

Valiant Fury

6th Level

Azuth's Alteration Mantle

Bolt of Glory

Chain Madness

Crawling Darkness

Curse of the Everbleeding Wounds

Energy Immunity

Gravedust Cloud

Resistance, Superior

Shield of Warding, Mass

Zealot Pact

7th Level

Azuth's Spell Shield

Brilliant Blade

Chariot of Sustarre

Conjure Remorhaz

Create Revenant

Death Dragon

Holy Star

Holy Word

Instill Vulnerability

Mark of the Unfaithful

Radiant Assault

Stone Shape, Greater

Symphonic Nightmare

Vigorous Circle

Vortex

8th Level

Brain Spider

Brand of Fire

Brilliant Aura

Conjure Dragon

Crown of Glory

Death Spider

Dragon's Roar

General of Undeath

Heat Drain

Mass Death Ward

Stone Walk

Stormrage

True Domination

9th Level

Anathema

Awaken Construct

Energy Drain

Implosion

Monstrous Thrall

Plague of Undead

Undeath's Eternal Foe

Visage of the Deity, Greater

Volcanic Eruption

Druid Spells

Cantrips (0 Level)

Create Item

Fire Hawk

Frostwind Blade

Punishing Strike

Quickling Step

Reaver's Touch

1st Level

Air Jaunt

Easy Trail

Elemental Burst

Enrage Animals

Foundation of Stone

Frightful Strike

Great Watcher Spirit

Ironbreaker Claws

Leaf into Dagger

Scattered Form

Tearing Claws

Updraft

Vigor

Wailing Wind

2nd Level

Alicorn Lance

Animal Spy

Balancing Lorecall

Binding Winds

Blinding Spittle

Blood Frenzy

Command Minor Beast

Creeping Cold

Daggerspell Stance

Decastave

Decomposition

Desecrate

Earthen Grace

Elemental Blade

Fire Trap

Kelpstrand

Lava Missile

Lifetap

Listening Lorecall

Mountain Stance

Razorscales

Sticks to Snakes

3rd Level

Cloudburst

Control Temperature

Four-Winds Bag

Hearth Spirit

Icelance

Poison

Predatory Shards

Pyroclastic Tide

Quickening Breeze

Storm Cone

Storm Shield

4th Level

Breath of the Elements

Calm Winds

Circle of Privacy



Eye of the Hurricane

Moon Bolt

Oak Skewer

Pain

Premonitory Vision

Resistance, Greater

Serenity of Stone

Serpent Arrows

Spark of Life

Sudden Stalagmite

Venom Bolt

Wind at Back

5th Level

Bite of the Werebeast

Guiding Snarl

Hornet Shot

Jungle's Rapture

Longstrider, Mass

Pocket Cave

Quill Blast

Wind Tunnel

Xorn Movement

6th Level

Acidic Armor

Anger of the Noonday Sun

Cloudwalkers

Energy Immunity

Freeze

Inevitable Winter

Resistance, Superior

7th Level

Brilliant Blade

Changestaff

Creeping Doom

Inevitability of the Grave

Mark of the Unfaithful

Stone Shape, Greater

Stone Spiders

Storm of Elemental Fury

Vigorous Circle

Vipergout

Vortex

8th Level

Awaken, Mass

Bite of the King

Bombardment

Brand of Fire

Brilliant Aura

Shifting Paths

Stone Walk

Stormrage

Unyielding Roots

9th Level

Anathema

Cast in Stone

Moonfire

Obedient Avalanche

Transmute Rock to Lava

Volcanic Eruption

Whirlwind, Greater

Paladin Spells

1st Level

Cleanse

Divine Sanction

Frightful Strike

Know Greatest Enemy

Piercing Smite

Protection from Aerial Attack

Rejuvenate Self

Summons of Justice

Thundering Armor

Weightless Pursuit

2nd Level

Align Weapon

Chilling Scythe

Elemental Blade

Energized Shield

Invigorating Strike

Knight's Move

Loyal Vassal

Strength of Stone

Zeal

3rd Level

Aegis of Assault

Aegis of Shielding

Cloak of Bravery

Dread Mercy

Grace

Holy Storm

Knightly Intercession

Redirect Spell

Regal Procession

Shield of Warding

4th Level

Crown of Light

Eye for An Eye

Killing Ground

Recitation

Serenity of Stone

Thunderous Reprisal

5th Level

Caging Glaive

Champion's Strength

Draconic Might

Righteous Might

Unexpected Clarity

Valiant Fury

Ranger Spells

1st Level

Bloodhound

Easy Trail

Enrage Animals

Frightful Strike

Ironbreaker Claws

Leaf into Dagger

Speed of Thought

Wailing Wind

Weightless Pursuit

2nd Level

Animal Spy

Balancing Lorecall

Command Minor Beast
Earthen Grace
Easy Climb
Elemental Blade
Kelpstrand
Listening Lorecall
Mountain Stance
Razorscales
Sticks to Snakes

3rd Level

Blade Storm
Control Temperature
Dread Mercy
Four-Winds Bag
Pyroclastic Tide
Quickening Breeze
Storm Cone

4th Level

Calm Winds
Circle of Privacy
Eye of the Hurricane
Premonitory Vision
Serenity of Stone
Serpent Arrows
Wind at Back

5th Level

Hornet Shot
Jungle's Rapture
Longstrider, Mass
Quill Blast
Unexpected Clarity
Wind Tunnel

Sorcerer Spells

Cantrips (0 Level)

Amanuensis
Blazing Starfall
Challenger's Mark
Create Item
Echoing Blow
Frostwind Blade
Looming Shadow
Project Object
Punishing Strike
Quickling Step

1st Level

Chameleon
Critical Strike
Elemental Burst
Fist of Stone
Frightful Strike
Nerveskitter
Nightshield
Nystul's Flash
Protection from Aerial Attack
Serpent Missile
Shieldbearer
Sorcerous Scribe
Speed of Thought
Tearing Claws
Weightless Pursuit

2nd Level

Backbiter
Balancing Lorecall
Blood Wind
Daggerspell Stance
Death Armor
Earthen Grace
Ebony Hand
Elemental Blade
Elonia's Glamour
Embalm
Fire Trap
Fog of Viscidity
Hail of Stone
Mountain Stance
Rainbow Beam
Razorscales
Shadow Burst
Unluck
Whirling Blade
Wraithstrike

3rd Level

Abolish Shadows
Acid Breath
Aegis of Ensnarement
Blade of Pain and Fear
Clarity of Mind
Death Talisman
Dragonskin
Four-Winds Bag
Great Thunderclap
Hailstones
Hover
Icelance

Nauseating Breath

Nightscar

Predatory Shards

Protection from Normal Missiles

Rainbow Blast

Redirect Spell

Regal Procession

Shroud of Undeath

Sign of Sealing

Sleep of Horror

Stony Grasp

Whip of Pain

4th Level

Battle Hymn

Blistering Radiance

Bloodstar

Burning Blood

Delayed Magic Missile

Dragon Breath

Enervation

Flight of the Dragon

Force Orb

Life Bolt

Mask of Death

Orb of Cold

Pain

Premonitory Vision

Resistance, Greater

Spell Immunity

Thunderlance

Venom Bolt

Wrack

5th Level

Ball Lightning

Bite of the Werebeast

Chilling Frost

Conduit

Draconic Might

Dragonsight

Earth Reaver

Immunity to Poison and Disease

Indomitability

Ironguard, Lesser

Lesser Chainfire

Life Steal

Moonbow

Prismatic Ray



Shadow Form
Shard Storm
Stone Body
Unexpected Clarity
Weaken Ability

6th Level

Ability Theft
Acid Fog
Acid Storm
Aura of Terror
Claws of the Umber Hulk
Death Spell
Dust of Death
Energy Immunity
Fire Spiders
Gemjump
Hardening
Howling Chain
Imbue Undead with Spell Ability
Inevitable Winter
Lorloveim's Shadowy Transformation
Metal to Rust
Opportune Lacuna
Ray of Entropy
Read Object
Resistance, Superior
Sign of Sealing, Greater

7th Level

Brilliant Blade
Elemental Body
Hiss of Sleep
Ice Claw
Ironguard
Kiss of the Vampire
Master Earth
Radiant Assault
Simbul's Spell Sequencer
Stone Shape, Greater
Stone Spiders
Symphonic Nightmare
Synostodweomer
Vipergout

8th Level

Blackfire
Brand of Fire
Brilliant Aura
Death Spider
Fire Shield, Mass
Flensing
Gateway
Heart of Stone
Invisibility, Superior
Lasting Breath
Polar Ray
Prismal's Wormhole
Shifting Paths
Trait Rip
Wrathful Castigation

9th Level

Absorption
Awaken Construct
Black Blade of Disaster
Effulgent Epuration
Energy Drain
Glorious Transmutation
Instant Refuge
Moonfire
Mycontil's Last Resort
Obedient Avalanche
Plague of Undead
Reality Maelstrom
Sphere of Ultimate Destruction
Transmute Rock to Lava
Unbinding
Wail of the Banshee

Warlock Spells

Cantrips (0 Level)

Amanuensis
Blazing Starfall
Blood Curse
Challenger's Mark
Echoing Blow
Frostwind Blade
Jinx Shot
Looming Shadow
Project Object
Punishing Strike
Quickling Step
Reaver's Touch

1st Level

Enrage Animals
Frightful Strike
Ironbreaker Claws
Nightshield

Nystul's Flash
Rejuvenate Self
Scattered Form
Serpent Missile
Speed of Thought
Tearing Claws
Thundering Armor
Weightless Pursuit
Your Glorious Sacrifice

2nd Level

Backbiter
Balancing Lorecall
Blastbones
Blood Frenzy
Blood Wind
Body Blades
Daggerspell Stance
Death Armor
Decastave
Desecrate
Ebony Hand
Elemental Blade
Fire Trap
Lava Missile
Lifetap
Shadow Burst
Whip of Flame

3rd Level

Abolish Shadows
Acid Breath
Aegis of Assault
Blade of Pain and Fear
Celebration
Clutch of Orcus
Death Talisman
Four-Winds Bag
Life Drain
Nightscar
Predatory Shards
Shroud of Undeath
Sleep of Horror
Whip of Pain

4th Level

Bloodstar
Burning Blood
Consumptive Field
Enervation
Killing Ground
Life Bolt
Mask of Death
Murderous Mist
Pain
Serpent Arrows
Sinuous Horrors
Thunderous Reprisal
Venom Bolt

5th Level

Bite of the Werebeast
Caging Glaive
Doomtide
Hornet Shot
Jungle's Rapture
Life Steal
Pocket Cave
Servant Army
Shadow Form
Soul Scour
Unexpected Clarity
Weaken Ability

Wizard Spells

Cantrips (0 Level)

Amanuensis
Blazing Starfall
Blood Curse
Challenger's Mark
Create Item
Echoing Blow
Frostwind Blade
Looming Shadow
Project Object
Punishing Strike
Quickling Step
Reaver's Touch

1st Level

Chameleon
Critical Strike
Elemental Burst
Fist of Stone
Frightful Strike
Nerveskitter
Nightshield
Nystul's Flash
Protection from Aerial Attack
Serpent Missile
Shieldbearer
Sorcerous Scribe

Speed of Thought
Tearing Claws
Thundering Armor
Weightless Pursuit

2nd Level

Backbiter
Balancing Lorecall
Blastbones
Blood Wind
Daggerspell Stance
Death Armor
Decastave
Earthen Grace
Ebony Hand
Elemental Blade
Elonia's Glamour
Embalm
Fire Trap
Fog of Viscidity
Hail of Stone
Lifetap
Moon Rune
Mountain Stance
Rainbow Beam
Shadow Burst
Sudden Transposition
Unluck
Whirling Blade
Wraithstrike

3rd Level

Abolish Shadows
Acid Breath
Aegis of Assault
Aegis of Ensnarement
Aegis of Shielding
Blade of Pain and Fear
Clarity of Mind
Death Talisman
Dragonskin
Great Thunderclap
Hailstones
Hover
Icelance
Magnetism
Nauseating Breath
Nightscar
Predatory Shards
Protection from Normal Missiles
Rainbow Blast
Redirect Spell
Regal Procession
Shroud of Undeath
Sign of Sealing
Sleep of Horror
Stony Grasp
Whip of Pain

4th Level

Battle Hymn
Blistering Radiance
Bloodstar
Body Clock
Burning Blood
Delayed Magic Missile



Dragon Breath
Enervation
Flight of the Dragon
Force Orb
Life Bolt
Mask of Death
Orb of Cold
Pain
Rary's Mnemonic Enhancer
Resistance, Greater
Serpent Arrows
Spell Immunity
Thunderlance
Thunderous Reprisal
Venom Bolt
Watchware
Wrack

5th Level

Ball Lightning
Bite of the Werebeast
Caging Glaive
Chilling Frost
Conduit
Draconic Might
Dragonsight
Duel Ward
Earth Reaver
Hornet Shot
Immunity to Poison and Disease
Indomitability
Ironguard, Lesser
Life Steal
Moonbow
Pocket Cave
Prismatic Ray
Servant Army
Shadow Form
Shard Storm
Stone Body
Unexpected Clarity
Weaken Ability
Xorn Movement

6th Level

Ability Theft
Acid Fog
Acid Storm
Acidic Armor
Aura of Terror
Claws of the Umber Hulk
Death Spell
Dust of Death
Energy Immunity
Fire Spiders
Gemjump
Gravedust Cloud
Hardening
Howling Chain
Imbue Undead with Spell Ability
Inevitable Winter
Lorloveim's Shadowy Transformation
Metal to Rust
Opportune Lacuna
Ray of Entropy
Read Object
Resistance, Superior
Sign of Sealing, Greater

7th Level

Brilliant Blade
Create Revenant
Elemental Body
Hiss of Sleep
Ice Claw
Inevitability of the Grave
Ironguard
Kiss of the Vampire
Master Earth
Radiant Assault
Simbul's Spell Sequencer
Stone Shape, Greater
Stone Spiders
Symphonic Nightmare
Synostodweomer
Vipergout

8th Level

Blackfire
Brilliant Aura
Death Spider
Fire Shield, Mass
Flensing
Gateway
Heart of Stone
Invisibility, Superior
Lasting Breath
Polar Ray
Prismal's Wormhole
Shifting Paths
Spell Engine

Trait Rip

Wrathful Castigation

9th Level

Absorption

Awaken Construct

Black Blade of Disaster

Effulgent Epuration

Energy Drain

Glorious Transmutation

Instant Refuge

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Mycontil's Last Resort

Obedient Avalanche

Plague of Undead

Reality Maelstrom

Sphere of Ultimate Destruction

Transmute Rock to Lava

Unbinding

Volcanic Eruption

Wail of the Banshee



Spell Descriptions

"These pages contain over three hundred and fifty hand-picked spells, chosen to grant versatile options to all spellcasters, whether their means be arcane, divine, or otherwise. The spells are presented in alphabetical order." *Elminster*

Ability Theft

6th-level necromancy

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

You can rob a creature of an inherent ability and give that ability to an ally. Make a melee spell attack against a creature within reach. On a hit, choose one ability score. For the duration, the target has disadvantage on checks and saving throws with the chosen ability score. In addition, the target deals only half damage with weapon attacks (whether they involved the chosen ability score or not), and has disadvantage on attack rolls.

When you cast this spell, choose another willing creature within 30 feet. For the duration, that creature gains advantage on all ability checks and saving throws with the ability score you chose. In addition, that creature gains 25 temporary hit points.

At the end of each of the first target's turns, it can make a saving throw against the spell. If you chose Strength, Dexterity, or Constitution, it makes a Wisdom saving throw. If you chose Intelligence, Wisdom, or Charisma, it makes a Constitution saving throw. On a successful save, the spell ends.

Abolish Shadows

3rd-level abjuration

Casting Time: 1 action
Range: Self (30-foot radius)
Components: V, S, M (a round black stone)
Duration: Instantaneous

A burst of energy radiates from you in a 30-foot radius, dispelling shadowy foes and magical darkness alike. Creatures of your choice within 30 feet must make a Constitution saving throw or take 4d8 radiant damage. Creatures with vulnerability to radiant damage have disadvantage on this saving throw.

If the spell's area overlaps with an area of darkness created by another spell, make an ability check using your spellcasting ability. The DC equals 10 + the other spell level. On a successful check, the other spell ends. Multiple magical darkness spells may be abolished in this way.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, the radiant damage increases by 1d8 for each slot level above 3rd, and if the spell's area overlaps with one or more areas of darkness created by spells of 2nd level or lower, those spells end immediately.

"I've seen more than a few supposedly veteran adventurers undone by magical darkness. This be one spell I always like to have prepared."

Absorption

9th-level abjuration

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

This spell creates an arcane ward that surrounds and protects you, harmlessly absorbing the energy of spells that target you to fuel your own casting. For the duration, you can use the ward as a reaction to absorb a spell that is targeting only you and which does not have an area of effect. The absorbed spell's effect is canceled, and the spell's energy—not the spell itself—is stored in the ward.

Once the ward absorbs a spell, you may use the captured spell energy, which has the same level as

the spell when it was cast. The ward can absorb a number of spell levels equal to half your level + your spellcasting ability modifier. Once the ward absorbs that number of levels of spell energy, it can't absorb more. If you are targeted by a spell that the ward can't store, the ward has no effect on that spell. You always know how much spell energy your ward has absorbed and how many spell levels are currently stored within it.

You can convert levels of spell energy stored in your ward to cast spells you have prepared or know, creating new spell slots from the stored energy rather than using slots of your own. You can create spell slots only of a level equal to or lower than your own highest-level spell slots, up to a maximum of 5th level. You use the stored levels of spell energy in place of your own spell slots, but otherwise cast the spell as normal. For example, you can use 3 levels of spells stored in the ward as a 3rd-level spell slot.

Any spell levels remaining in the ward when the spell ends are lost.

Acid Breath

3rd-level evocation

Casting Time: 1 action
Components: V, S, M (a handful of ants)
Range: 30-foot cone
Duration: Instantaneous

You exhale a 30-foot cone of acid. Each creature within the cone must make a Dexterity saving throw. A target takes 8d6 acid damage on a failed save, or half as much damage on a successful one.

At Higher Levels: You can cast this spell using a 4th level or higher spell slot. The acid damage increases by 1d6 for each slot level above 3rd.

Acid Fog

6th-level conjuration

Casting Time: 1 action
Components: V, S, M (powdered troll blood)
Range: 120 feet
Duration: Concentration, up to 1 minute

You fill a 20-foot cube with dense vapors that dissolve flesh and bone. Each creature within the cube must make a Constitution saving throw. A target takes 6d6 acid damage on a failed save, or half as much damage on a successful one.

In addition, everything within the fog is heavily obscured. Because the vapors are semisolid, the area of the fog is also difficult terrain.

Acid Storm

6th-level conjuration

Casting Time: 1 action
Range: 150 feet
Components: V, S, M (a flask of acid)
Duration: Instantaneous

A cloud of swirling acid rain engulfs the area in a 20-foot radius by 20-foot high cylinder. Each creature within the cylinder must make a Dexterity saving throw. A target takes 10d8 acid damage on a failed save, or half as much damage on a successful one.

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

> "This spell is highly effective against a tightly clustered group of enemies. It is not for the weak of stomach, however."

Acidic Armor

6th-level abjuration

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

You conjure a layer of translucent green energy resembling plate armor, which emits noxious fumes and corrodes attacking enemies. Choose an ally you can see within range. That ally gains resistance against acid damage, and until the spell ends, any creature that touches that ally or hits it with a melee attack while within 5 feet of it takes 1d10 acid damage.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the acid damage

increases by 1d10 for each slot level above 5th.

Aegis of Assault

3rd-level conjuration

Casting Time: 1 reaction, which you take when a creature within range hits one of your allies with a melee attack
Range: 30 feet
Components: V, M (a weapon)
Duration: 1 round

With a flash of light, you bring instant vengeance to the attacking enemy. As part of the reaction used to cast this spell, you choose to do either one or both of the following:

- ✧ Teleport to an unoccupied space, as long as that space is not farther away than you are now from the creature that made the triggering attack.
- ✧ Make one melee weapon attack against the attacker if it is within reach. You can use your spellcasting ability instead of Strength for the attack and damage rolls of this attack if you choose. If that attack hits, it deals an extra 1d4 radiant damage.

If you are unable to do either one, the spell ends. Otherwise, after the triggering attack is resolved, the creature who made that attack has disadvantage on attack rolls against creatures besides you until the end of its next turn.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the range increases to 60 feet, and the radiant damage increases by 1d4 for each slot level above 3rd.

Aegis of Ensnarement

3rd-level enchantment

Casting Time: 1 reaction, which you take when a creature within range hits one of your allies with a melee attack
Range: 30 feet
Components: V, M (a weapon)
Duration: 1 round

Your magic ensnares the enemy, compelling it to attack you instead of your ally. The creature that made the triggering attack must roll a Charisma saving throw before that attack is resolved. If it fails, you teleport it to an unoccupied space within 5 feet of you. It then makes the triggering attack against you instead, comparing the same attack roll to your Armor Class to determine whether it hits or misses you.

Whether the saving throw succeeds or fails, after the triggering attack is resolved, the attacking creature takes 1d4 psychic damage and has disadvantage on attack rolls against creatures besides you until the end of its next turn.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the range increases to 60 feet, and the psychic damage increases by 1d4 for each slot level above 3rd.

Aegis of Shielding

3rd-level abjuration

Casting Time: 1 reaction, which you take when a creature within range of you hits one of your allies with a melee attack
Range: 30 feet
Components: V, M (a weapon)
Duration: Instantaneous

You protect your ally with a gleaming barrier of invisible force. Until the end of the turn, the target of the triggering attack gains resistance to bludgeoning, piercing, and slashing damage, as well as a +5 bonus to AC, including against the triggering attack.

After the triggering attack is resolved (whether it hits or misses), the creature that made the attack takes 1d4 force damage and has disadvantage on attack rolls against creatures besides you until the end of its next turn.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the range increases to 60 feet, and the force damage increases by 1d4 for each slot level above 3rd.

Air Jaunt

1st-level transmutation

Casting Time: 1 action
Range: Self

Components: V, S, M (a fan)
Duration: 1 round

You gain the ability to walk on air. You gain a flying speed equal to your walking speed until the end of your next turn, at which point the spell ends, and if you are still aloft, you fall unless you can stop the fall.

Alicorn Lance

2nd-level evocation

Casting Time: 1 action
Components: V, S, M (a lock of Unicorn mane)
Range: 120 feet
Duration: Concentration, up to 1 minute

A transparent alicorn (unicorn horn) forms about 2 inches from your brow. Starting the turn you cast this spell, for the duration you can use a bonus action during each of your turns to launch the horn at a creature you can see within range. The target must make a Dexterity saving throw, taking 3d6 radiant damage on a failed save. It is also outlined in silver faerie fire on a failed save, causing any attacks against it to be made with advantage until the start of your next turn. On a successful save the target takes half as much radiant damage, but suffers no other effects.

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

Align Weapon

2nd-level transmutation (ritual)

Casting Time: 1 action
Components: V, S, M (one weapon or fifty projectiles)
Range: Touch
Duration: Concentration, up to 1 minute

You infuse a weapon you touch with the energies of one of the Outer Planes, energies which correspond strongly to certain ethical or moral alignments and inflict extra damage against certain types of creatures. When you cast this spell, choose one of these four planes:

- **Elysium (Good):** Aberrations, chromatic dragons, elementals, fiends, or undead.
- **Hades (Evil):** Beasts, celestials, metallic dragons, humanoids, or plants.
- **Limbo (Chaos):** Constructs, angels, dragons, devils, or giants.
- **Mechanus (Law):** Aberrations, demons, fey, monstrosities, oozes, or undead.

Until the spell ends, the weapon inflicts an additional 2d6 force damage against the types of creatures listed for the chosen plane.

Your may have an alignment that limits your choice of planar energies when you cast this spell. If you are evil-aligned, you cannot choose Elysium; if you are good-aligned, you cannot choose Hades, if you are lawful in alignment, you cannot choose Limbo; if your alignment is chaotic, you cannot choose Mechanus.

Allegro

3rd-level transmutation

Casting Time: 1 action
Range: 10 feet
Components: V, S, M (a tail feather from a bird of prey)
Duration: Concentration, up to 10 minutes

This spell grants astonishing speed to you and your companions. Choose up to six creatures that you can see within range. For the duration, you and each creature chosen can take the Dash action as a bonus action.

Amanuensis

Transmutation cantrip

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (any kind of blank paper)
Duration: Concentration, up to 10 minutes

You choose any nonmagical writing you can see within range and it is magically copied onto blank paper you are holding. This spell copies 250 words per minute and creates a perfect duplicate of the

original. It does not translate the text or make it clearer.

Illustrations or magical writings (such as the text of a spellbook, a spell scroll, or a glyph of warding) are not copied at all by this spell. If the original text contains both normal writing and magical writing or illustrations (such as a letter with a *glyph of warding* or a drawing in one corner), only the normal text is copied.

You must provide blank paper in some form for the spell to copy the text onto. If a blank sheet is filled with copied text, you must cast the spell again with a new blank sheet of paper to continue copying more text.

Anathema

9th-level enchantment (ritual)

Casting Time: 1 action
Range: Special
Components: V, S, M (a special consecrated book or scroll inscribed with the target's name, detailing the crimes for which the target is being condemned, which requires 10,000 gp worth of special metallic inks and rare mineral dusts to inscribe, and which is consumed in the casting of the spell)
Duration: Instantaneous

You can permanently exclude a creature from the benefits of your faith. The chosen creature suffers the following effects:

- ✧ It can no longer cast any cleric, druid, paladin, or ranger spells gained from the worship of your deity.
- ✧ It can no longer use the Channel Divinity feature if it is derived from the worship of your deity.
- ✧ It cannot benefit from any of your faith's services, such as spellcasting provided by a temple of your faith, or naming, marrying, or burial services.
- ✧ If it dies, it's soul is barred from entry into your deity's plane, just as though it had never declared allegiance to your deity.

If you target a higher-level spellcaster than yourself with this spell, the spell fails. A creature targeted with this spell is instantly aware of all of its effects, and that you are the caster.

You can pronounce an anathema effect upon any creature, even if it is on a different plane. You cannot



pronounce an anathema against someone who is already dead. Some deities do not allow an anathema to be pronounced against the innocent or against their chosen, while others grant their most powerful servants free use of this most terrible of divine curses.

The anathema spell marks the subject as accursed to others of your faith. If they are aware that a creature is anathema, members of your faith feel instinctively that they will displease their deity if they speak to that creature, look at it, or even acknowledge its existence. Clerics, paladins, druids, and rangers of your faith automatically detect an anathema effect simply by looking at the subject.

The effect is permanent until lifted, either by you or another member of your faith of higher level who can cast this spell. This spell is unaffected by *dispel magic* or *counterspell*, and it can be neither copied nor undone by a *wish* spell.

In some campaigns, less traditional faiths may be possible (such as the worship of whole pantheons or sub-groups of gods, gods with multiple aspects, a non-personal sacred philosophy, etc.). The DM determines how the effects of this spell will work relative to such beliefs and explains them to you when you acquire this spell.

Changing Deities

It is possible for a cleric or paladin to abandon their chosen deity and take up the faith of another. In doing so, the divine spellcaster severs ties with the organized clergy of the abandoned deity, and must choose a new Domain or Oath appropriate to the new deity. (If the existing Domain or Oath is one the new deity provides, it may be retained, and the transition may be easier.)

Once this conversion is made, the cleric or paladin receives the powers of their new Domain or Oath on a provisional basis. Before the next time they gain a level, they must find a cleric of the new deity (this may be a paladin of the new deity if the character is a paladin) and perform a similar act of devotion to the absolution a paladin who breaks a vow must seek. This may be an all-night prayer vigil, a fast, or even a quest for the new church (often recovering a lost relic valued by the deity). After rites of devotion confirming the character's devotion to their new deity, the character starts fresh.

If the character does not receive this confirmation in their new faith before they accumulate enough experience to gain a new level, they have two choices: They may delay the process of leveling (continuing to accrue experience points but without the benefit of gaining a level) until they are confirmed in their new faith, or they may continue adventuring without the benefits of a Domain or Oath until they attain confirmation. They can still cast spells as normal for their class, but do not gain the spells from their Domain or Oath, nor any other Domain or Oath features. If this continues too long, a paladin in this position may be forced to accept the Oathbreaker paladin option described in the *Dungeon Master's Guide*, and a cleric may be forced to convert to the Defier Domain (a new domain introduced in this document).

Anger of the Noonday Sun

6th-level evocation

Casting Time: 1 action
Range: Self (20-foot radius)
Components: V, S
Duration: Instantaneous.

A blast of brilliant energy bursts outward in a 20-foot radius around you and each creature caught in the blast must make a Constitution saving throw. On a failed save, the creature takes 8d8 radiant damage and is blinded for one minute. On a successful save, the amount of damage is halved and the creature is not blinded. Undead creatures have disadvantage on this saving throw.

A creature blinded by this spell can try another saving throw at the end of each of its turns. If the save is successful, the blinded condition ends.

This spell cancels any magical darkness it touches if the darkness was created by a spell of equal level or lower.

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

Animal Spy

2nd-level divination

Casting Time: 1 action
Components: V, S
Range: Touch
Duration: Concentration, up to 1 hour

You can borrow some of the senses of a beast you touch. During each of your turns, you can use a bonus action to see what the beast sees and hear what it hears until the start of your next turn, gaining the benefits of any special senses that beast may possess. During this time, you are deaf and blind with regard to your own senses.

This spell can only affect beasts with an Intelligence score of 3 or less. You don't gain any control over the beast or communication with it other than seeing and hearing through its senses. If you cast this spell on a beast that is tied to another intelligent creature by a class feature or spell (such as a wizard's familiar or a ranger's animal companion), then that intelligent creature can make a Wisdom saving throw when you cast this spell. On a successful save, the spell fails. Whether you succeed or fail, the intelligent creature tied to the beast gains no special awareness of this spell of its effects.

Anyspell

4th-level transmutation

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

This spell grants you the ability to cast any one spell of your choice from the wizard spell list, provided it is a 1st, 2nd, 3rd, or 4th level spell. As part of the action used to cast this spell, you must read the spell you intend to cast directly from a scroll or a wizard's spellbook, or the spell fails (reading from a spell scroll in this way does not use the spell scroll).

Once you cast *anyspell*, the spell you chose and read can be cast any time until the end of your next turn, using the required casting time and components. (Therefore, spells that take longer than 1 round to cast are usually not suitable choices this spell.) To cast the chosen spell, you must still expend a spell slot of the appropriate level.

Astral Seal

Evocation cantrip

Casting Time: 1 action
Range: 10 feet
Components: V, S, M (a silver mirror)
Duration: Instantaneous

A flash of silver light streaks toward a creature of your choice you can see within range. Make a ranged spell attack against the target. On a hit, the target suffers 1d6 radiant damage, and you outline your enemy with the silver glow of the Astral Plane, exuding an energizing light that may aid an ally. The next time an ally hits the target with an attack roll before the end of your next turn, that ally gains temporary hit points equal to half the radiant damage inflicted. Objects and creatures with 0 hit points do not grant temporary hit points from this spell when they are struck.

At Higher Levels. This spell's radiant damage increases when you reach higher levels, becoming 2d6 at 5th level, 3d6 at 11th level, and 4d6 at 17th level.

Aura of Terror

6th-level necromancy

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

An aura of fear emanates from you in a 30-foot radius and moves with you for the spell's duration. Each creature that enters the aura for the first time, or starts its turn there, must succeed on a Wisdom saving throw or become frightened for the duration.

A frightened creature can try another saving throw if it ends its turn where it can no longer see you. On a successful save, the creature is no longer frightened.

Awaken Construct

9th-level necromancy

Casting Time: 8 hours
Range: Touch
Components: V, S, M (the brain of a humanoid that has been dead less than 24 hours, treated with 10,000 gp worth of alchemical reagents, with the brain being consumed by the spell)
Duration: Instantaneous

You summon writhing tendrils of life-giving electricity that cover the brain in your hand, before dispersing the light into a nearby construct and bestowing intelligence upon it.

After spending 8 hours treating the brain, touch a large or smaller construct. The construct is awakened and gains Intelligence, Wisdom, and Charisma scores of 2d6 + 6 each.

The awakened construct is charmed by you and friendly to you and your companions, but is not under your control unless you control it by other means. It remains charmed by you for 30 days or until you or your companions do anything harmful to it. When the charmed condition ends, the awakened construct chooses whether it will remain friendly to you, based on how you treated it while it was charmed.

Awaken, Mass

8th-level transmutation

Casting Time: 8 hours
Range: Touch
Components: V, S, M (a canary diamond worth at least 5,000 gp, which the spell consumes)
Duration: instantaneous

This spell works the same way as the *awaken* spell, except that you may awaken a number of targets equal to your spellcasting ability modifier.

Azuth's Alteration Mantle

6th-level abjuration

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

You create a shimmering magical aura around any creature you touch. While casting this spell you name two other spells. The warded creature is immune to all effects of the two spells you name, and whenever it is targeted by one of those spells, it must make a choice between the two following effects:

- **Healing:** The warded creature can convert the incoming spell into healing energy. It heals 1d6 hit points per level of the spell targeting it.
- **Return Casting:** The caster of the spell targeting the warded creature becomes the target of that spell instead. For any effects not determined when the spell was initially cast, the warded creature is considered the caster of the spell.

Azuth's Spell Shield

7th-level abjuration

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

You are completely immune to all magical spells and effects until the start of your next turn. Any magical effect already on you is suppressed for one round, but its duration is not increased.

Backbiter

2nd-level enchantment

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

You place a dark curse on an enemy that causes its own weapons to work against it. Choose a creature you can see within range. The creature must roll a Wisdom saving throw. It takes 3d8 psychic damage on a failed save, or half as much on a successful one.

In addition, if the creature failed the saving throw, it has disadvantage on the next weapon attack roll it makes before the end of its next turn. The first time the creature makes a weapon attack and misses before the end of its next turn, it inflicts the same damage on itself that it would have inflicted on the

target.

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

Balancing Lorecall

2nd-level transmutation

Casting Time: 1 bonus action
Range: Self
Components: V, S, M (a thin wooden dowel at least 3-inches in length)
Duration: Concentration, up to 10 minutes

Until the spell ends, you gain the ability to move up, down, and across any horizontal, sloping, or vertical surface capable of bearing at least half your weight. You leave your hands free while doing so, even when moving across surfaces where balancing is practically impossible. For the duration, you also gain a climbing speed equal to your walking speed, proficiency in the Acrobatics skill, and advantage on all Dexterity checks relating to balance.

Ball Lightning

5th-level evocation

Casting Time: 1 action
Range: 120 feet
Components: V, S, M (a handful of copper and iron pellets)
Duration: Concentration, up to 1 minute

A 5-foot diameter ball of lightning appears at a point you choose within range and lasts for the spell's duration. Any creature in the ball's area when the spell is cast takes 5d8 lightning damage, or half as much on a successful Dexterity saving throw.

As a bonus action on each of your turns, you can move the ball of lightning up to 30 feet vertically or horizontally. The ball stops moving for the round and deals 5d8 lightning damage if it touches a creature during its movement. A creature takes half the lightning damage on a successful Dexterity saving throw.

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

Battle Hymn

4th-level enchantment

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

This spell creates an inspiring tune that bolsters the will of all allies within range. For the duration, it grants each ally advantage on all Wisdom throws and immunity to the frightened condition while it is within 30-foot of you.

Binding Winds

2nd-level evocation

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

You cause howling winds to surround a creature within range. The creature must make a successful Dexterity saving throw, or suffer the spell's effects. If the creature fails the saving throw, its speed drops to 0 for the duration of the spell. A flying creature affected by this spell is held in mid-air. A bound creature can attempt a new Dexterity saving throw at the end of each of its turns. On a successful save, the spell ends.

In addition, the howling winds that surround the creature block all sound from passing through the barrier. Until the spell ends, the creature is deafened, and it must make a Constitution saving throw at the beginning of each of its turns. If it fails, it cannot cast spells with verbal or somatic components until the start of its next turn.

Furthermore, ranged attacks made by the affected creature are made at disadvantage.

Bite of the King

8th-level necromancy

Casting Time: 1 action
Range: 5 feet
Components: V

Duration: Concentration, up to 1 minute

You appear to devour an enemy creature, banishing it to a claustrophobic demiplane that resembles the belly of some horrid beast. Choose a Medium or smaller creature within range and make a melee spell attack against it. If you succeed, the target vanishes to the demiplane, where it remains for the duration or until it fights its way free.

At the start of each of its turns, the confined target must make a Constitution saving throw. It takes 3d6 acid damage and 3d6 bludgeoning damage on a failed save, or half as much on a successful save.

The target can use its action to attack the fleshy walls confining it. The Armor Class of the walls equals 10 plus your spellcasting ability modifier. The walls automatically succeed on all Strength and Constitution saving throws or checks, but automatically fail all other saving throws or checks.

The walls are immune to all conditions. They have resistance to acid damage and vulnerability to poison damage. If the walls take a total of 60 or more damage, the target escapes, and the spell ends.

When the spell ends, a rift slashes open in the nearest unoccupied space to you, and the creature emerges from it into that space.

Bite of the Werebeast

5th-level transmutation

Casting Time: 1 action
Range: Self
Components: V, S, M (the fang of a wild predator)
Duration: Concentration, up to 1 minute

You change yourself into a bestial shape which resembles the hybrid form of a lycanthrope of your choice. You retain this form until the spell ends, gaining the following traits:

- ✧ You have advantage on all Wisdom (Perception) checks.
- ✧ You have resistance to all nonmagical bludgeoning, piercing, or slashing damage from weapons that aren't silvered.
- ✧ You have advantage on all Strength checks and Strength saving throws.
- ✧ Your carrying capacity is doubled.
- ✧ You grow fangs, which act as a natural weapon with which you are proficient. You can use your spellcasting ability instead of Strength for the attack and damage rolls of melee attacks using your fangs, which inflict 2d8 piercing damage. Your fangs are considered magical, granting you a +1 bonus to the attack and damage rolls you make using them.
- ✧ Your Armor Class cannot be lower than 15, no matter what kind of armor you are wearing.
- ✧ Whenever you take the attack action on your turn, you can attack with your fangs as a bonus action.

While in this form, at the start of each of your turns, you must make a Wisdom saving throw against your own spellcasting DC. If you fail, you cannot cast spells until the beginning of your next turn.

Black Blade of Disaster

9th-level conjuration

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

You create a black, blade-shaped planar void. As an action, make a melee spell attack against any target in range. If you hit, your target takes 10d6 + 40 force damage. Anyone reduced to 0 hit points by the blade is disintegrated (as if by the *disintegrate* spell). A disintegrated creature and everything it is wearing and carrying, except magic items, are reduced to a pile of fine gray dust. The creature can be restored to life only by means of a *true resurrection* or a *wish* spell. If you drop the blade or let go of it for any reason, the spell ends if it is not back in your hand at the end of your next turn.

Blackfire

8th-level necromancy

Casting Time: 1 action
Components: V, S, M (a pinch of dust from an immolated vampire)

Range: 120 feet
Duration: Concentration, up to 1 minute

You exhale black flame toward a creature of your choice within range. Make a ranged spell attack. If you hit, your target is engulfed in numbing black flame and becomes poisoned. The target must make a successful Constitution saving throw at the end of each turn for the duration, or gain 1 level of exhaustion on each failure. If the target makes three successful Constitution saves, the fire goes out and the target is no longer poisoned.

On the target's turn, anyone adjacent to it must make a successful Dexterity saving throw or be engulfed in blackfire.

Anyone killed by *blackfire* is disintegrated (as if by the *disintegrate* spell). A disintegrated creature and everything it is wearing and carrying, except magic items, are reduced to a pile of fine gray dust. The creature can be restored to life only by means of a *true resurrection* or a *wish* spell.

Blade of Pain and Fear

3rd-level evocation

Casting Time: 1 action
Components: V, S
Range: Self
Duration: Concentration, up to 1 minute

A three-foot tear in reality, filled with gnashing teeth and writhing tongues, extends from your hand like the blade of a sword. As part of the action of casting this spell, and as an action on each of your turns for the duration, you can make a melee spell attack. If you hit, the target takes damage equal to 2d8 + your spellcasting ability modifier, and it must make a Wisdom saving throw. If it fails, it becomes frightened of the blade and the one wielding it until the spell ends.

The blade is not a real weapon, and you cannot drop it. It extends from your hand until the spell ends..

Blade Storm

3rd-level transmutation

Casting Time: 1 action
Range: Self
Components: V, M (a weapon that inflicts slashing or piercing damage)
Duration: 1 round

Once you cast this spell, your speed is reduced to 0 until the start of your next turn. However, as part of the action of casting this spell, you can make one melee weapon attack with a piercing or slashing weapon you already have in hand against every creature within the reach of that weapon.

If you have a piercing or slashing weapon in each hand, you can attack with either weapon, and at the end of the turn, each creature you attacked takes slashing damage equal to your spellcasting ability modifier, whether you hit or missed.

In addition, if you have a weapon in each hand, until the start of your next turn, when a creature provokes an opportunity attack from you, you can use a special reaction granted by this spell instead of making a normal opportunity attack. You use this special reaction to attack the provoking creature twice, using each of your two weapons to make one attack.

Blastbones

2nd-level necromancy

Casting Time: 1 action
Components: V, S, M (bones)
Range: 120 feet
Duration: Special

This spell must be cast on an exposed skeleton. It cannot be cast on the bones of a living creature (assuming they are still attached to the creature) but may be cast on an undead **skeleton**. The targeted set of bones explodes, dealing 2d4 + 2 piercing damage to creatures within a 10-foot radius of it.

When you cast this spell, you can choose whether to detonate the bones immediately or delay the blast for up to one hour. If you choose to delay the blast, then you can set certain conditions ("Whenever that door is opened") or a command word that will cause the bones to explode.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the amount of

piercing damage is increased by 1d4 + 1 for each slot level above 2nd. If you cast it using a spell slot of 4th level or higher, the maximum length of the optional delay increases to 4 hours. If the spell slot is 6th level or higher, it increases to 8 hours. If the slot is 8th level or higher, it increases to 24 hours.

Blazing Starfall

Conjuration cantrip

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

A shower of radiance falls upon your enemies and then bursts out, creating a cage of burning embers that are painful to pass through. Choose a 10-foot cube within range. Each creature in the cube must make a Dexterity saving throw, taking 1d4 radiant damage if it fails. Until the start of your next turn, the area of the cube is lightly obscured, and the next time a creature leaves the area, it takes 1d4 fire damage and the spell ends.

At Higher Levels. When you reach 5th level, the radiant damage and fire damage both increase to 2d4. Both damage rolls increase to 3d4 at 11th level, and 4d4 at 17th level.

Blinding Spittle

2nd-level transmutation

Casting Time: 1 action
Components: V, S
Range: 30 feet



Duration: Instantaneous

You spit a bubble of black, tarry goo at your opponent. Make a ranged spell attack. If you hit, the target is blinded until it or a companion uses an action to clean its eyes.

Blistering Radiance

4th-level evocation

Casting Time: 1 action
Range: 300 feet (50-foot radius)
Components: V, S, M (some tinder and a small lens)
Duration: Concentration, up to 1 minute

You create a tiny ball of light that streaks out from your hand to a point you choose within range. It bursts into a 50-foot radius sphere, a blistering hot corona that hovers in place for the duration.

A creature in the area when you cast the spell must make a Constitution saving throw. On a failed save, the creature takes 2d6 fire damage from the searing heat. In addition, if the creature saw the initial blast, it is blinded until the end of its next turn. On a successful save, a creature only takes half the fire damage, and isn't blinded.

For the duration, any creature that starts its turn within the corona must make a Constitution saving throw. The creature takes 2d6 fire damage on a failed save, or half as much damage on a successful one.

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

Blood Bond

2nd-level enchantment (ritual)

Casting Time: 1 action
Components: V, S, M (a length of red silk ribbon)
Range: Touch
Duration: Concentration, up to 10 minutes
You choose two willing creatures within an Intelligence of 6 or higher and link their life forces. Any damage taken by either creature targeted by this spell is split between the linked creatures. If a spell that allows a saving throw for half damage strikes both creatures, they make only one saving throw (they may choose which creature will make the save) and then split any damage inflicted between them per this spell's normal effect.

Blood Curse

Necromancy cantrip

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

You gamble some of your own life force on a curse that bedevils your enemy but may empower you. You may not cast this spell if you currently have less than 5 hit points. Choose a target within range that can see or hear you. The target makes a Wisdom saving throw. If it fails, the target takes 1d4 psychic damage. You also take the same amount of psychic damage, which cannot be reduced or redirected in any way. Before the beginning of your next turn, if the target is hit with an attack, it takes an additional 1d4 necrotic damage, and the spell ends. When this happens, you also gain temporary hit points equal to your spellcasting ability modifier plus the amount of necrotic damage the creature took.

The necrotic damage increases by an extra 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

> "The creation of these kinds of curses is often attributed to the Vistani tribes of the benighted realm known as Barovia, or to the Gur culture of Faerûn's own Western Heartlands. However, this usually arises from a prejudiced attempt to paint entire human ethnicities as somehow innately villainous. Those who know these cultures well can attest that they are no worthier of general mistrust than any other human group."

Blood Frenzy

2nd-level transmutation

Casting Time: 1 bonus action
Range: Touch
Components: V, S
Duration: Special

You touch a creature that has the Rage class feature (such as a barbarian). The next time it uses this feature to Rage, that use does not count against any limit that feature imposes on how often it can be used.

Blood Mantle

4th-level transmutation

Casting Time: 1 action
Components: V, S, M (a ruby or garnet worth 25 gp)
Range: Self
Duration: Concentration, up to 1 minute

You are surrounded by a swirling mass of blood red droplets. These drops move to intercept any attack by magically joining together and hardening into a barrier. For the duration, you gain a +4 bonus to AC and gain advantage on any saving throw versus fire or cold damage. However, you have disadvantage on any saving throw versus lightning damage.

You can use an action to throw the droplets up to 10 feet from you and reform them into a stationary bulwark made of an iron-like red metal. The bulwark is 10 feet tall, 10 feet wide, and 1-inch thick. Once you have thrown the droplets, they will remain in the form of the solid bulwark until the spell ends.

Blood Wind

1st-level evocation

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

You choose one friendly creature within range as the spell's target. Until the end of the creature's next turn, any melee attack it makes with an unarmed strike or a natural weapon (such as a claw, bite, or tail) carries the force of the wind, giving that attack a reach of 20 feet.

Bloodhound

1st-level divination

Casting Time: 1 action
Range: Self
Components: V, S
Duration: 24 hours

When this spell is cast, you gain excellent tracking instincts. For the duration of the spell, you have advantage on Wisdom (Survival) checks to track other creatures, and on all Wisdom (Perception) checks related to smell.

In addition, if you lose a quarry due to changing conditions or some other nonmagical effect, you can make another check with advantage to pick up the trail.

Bloodstar

4th-level conjuration

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a ruby worth at least 50 gp)
Duration: Concentration, up to 1 minute

You create a pulsating ruby-red orb that shoots from your hand to a point you choose within range. The orb hovers at its destination, shedding dim light in a 20-foot radius.

You choose any number of creatures within 10 feet of the orb. When a creature you chose takes damage while within 10 feet of the orb, it must make a Constitution saving throw. If it fails, it suffers disadvantage on all Constitution checks and saving throws until the spell ends.

As a bonus action on each of your turns, you can move the bloodstar up to 30 feet and choose new targets. When you do so, creatures who have previously failed their Constitution saving throw against the orb's effects can make another Constitution saving throw if they are not within 10 feet of the orb's new location, ending the effects on themselves with a success. The orb itself is made only of light, and cannot take damage or be attacked.

Body Blades

2nd-level transmutation

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

When you cast this spell, sharp metallic blades sprout from your body and all your gear. You are proficient with the blades as light melee weapons that inflict 1d6 + your Strength modifier piercing damage. You can choose to attack with the blades using an attack action, and may even attack with one using each hand (following all normal rules for wielding a light weapon in each hand).

In addition, for the duration, you can deal damage when successfully grappling a creature. Whenever you have a creature grappled at the end of your turn, that creature takes piercing damage equal to 1d6 + your Strength modifier.

Finally, you have advantage on all ability checks or saving throws made to escape a grapple, and whenever a creature tries to grapple you, it takes piercing damage equal to 1d6 + your Strength modifier, whether they succeed or fail in their grapple attempt.

Body Clock

4th-level transmutation

Casting Time: 1 action
Components: V, S, M (a kernel of corn, and a drop of water)
Range: Touch
Duration: 24 hours

The target gains the following benefits for 24 hours or until the next time it finishes a long rest (whichever comes first), at which point the spell ends:

- ✧ The need for rest is reduced. The target gains the benefits of a long rest after 1 hour.
- ✧ The target can hold its breath 10 times longer than normal.
- ✧ The target can set an internal alarm clock to go off after a set amount of time, up to the duration. Once the time has elapsed, the target can hear a faint ringing.

Bolt of Glory

6th-level evocation

Casting Time: 1 action
Components: V, S, M (your holy symbol)
Range: 60 feet
Duration: Instantaneous

You stretch out your hand and a bolt of blinding energy leaps at your target. Make a ranged spell attack at a target you can see within range. Undead, fiends, and creatures with sunlight sensitivity take 10d8 radiant damage on a hit; aberrations, beasts, constructs, elementals, monstrosities, oozes, lycanthropes, and chromatic dragons take half as much. Other creatures are not affected by this spell.

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

Bombardment

8th-level conjuration

Casting Time: 1 action
Range: 300 feet
Components: V, S, M (a quartz crystal embedded in rock)
Duration: Instantaneous

You bombard a 60-foot tall by 30-foot radius cylindrical area within range with falling boulders.

Any creature caught in the spell's area takes 12d6 bludgeoning damage and is buried under 5 feet of rubble. A successful Dexterity saving throw halves the damage and avoids burial. Any creature buried under the rubble is restrained but can use an action on its turn to make a DC 20 Strength check to free itself.

A buried creature that fails the Strength check to free itself is restrained and trapped until help arrives. At least one person digging through the rubble can free a trapped creature in 1 minute.

Brain Spider

8th-level divination (ritual)

Casting Time: 1 action
Components: V, S, M (a spider)
Range: 300 feet
Duration: Concentration, up to 10 minutes

You can eavesdrop on the thoughts of up to eight other creatures at once. The targets must each make an Intelligence saving throw. For the creatures that fail their saving throws, you can choose to perceive your choice of one of the following for 1 minute, making a new choice at the end of each minute:

- ✧ The surface thoughts of all creatures who failed their saving throw, in any order.
- ✧ Information from all eight creature's minds on one subject of your choice.
- ✧ Insight from one of the target creatures into its reasoning (if any), its emotional state, and information on either one subject of your choice of your choice or on something that looms large in its mind (such as something it worries over, loves, or hates).

For the duration, as an action on your turn, you can implant a suggestion in the mind of one of the creatures with whom you are connected, as per the *suggestion* spell. If a creature resists your suggestion, it is immune to any further attempts, but it is not freed from the *brain spider*.

Brand of Fire

8th-level evocation

Casting Time: 1 action
Range: 90 feet
Components: V, S
Duration: Instantaneous

Your solemn curse causes fire to leap at your enemies to brand them. Choose up to three creatures within range that you can see. Each creature must make a Dexterity saving throw, taking 8d6 fire damage on a failed save or half as much on success. If a creature that failed its saving throw is hit by an attack roll before the end of your next turn, it takes 20 additional fire damage.

At Higher Levels. If you use a 9th-level spell slot to cast this spell, the fire damage increases to 10d6, the range increases to 150 feet, and you choose up to 5 creatures.

Breath of the Elements

4th-level transmutation (ritual)

Casting Time: 1 action
Components: V, S
Range: Touch
Duration: 24 hours

Choose air, earth, fire, or water. For the duration of the spell, you can breathe that element normally, as if it were whatever element you normally breathe (air for most surface creatures, water for most creatures of the sea).

Brilliant Aura

8th-level transmutation

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

When you cast this spell, the weapons of all creatures of your choice within range glow with radiant energy for the duration. An affected weapon sheds dim light in a 10-foot radius, deals radiant damage instead of its normal damage type, and ignores non-living material, causing attacks with the affected weapon against creatures wearing armor or using shields to be made with advantage.

In addition, undead creatures are considered vulnerable to the damage caused by a weapon affected by this spell. Constructs, however, gain resistance to the damage of these weapons.

Brilliant Blade

7th-level transmutation

Casting Time: 1 action
Range: 30 feet
Components: V, S

Duration: Concentration, up to 10 minutes

When you cast this spell, one weapon of your choice or up to twenty pieces of ammunition within range glow with radiant energy. An affected weapon sheds dim light in a 10-foot radius, deals radiant damage instead of its normal damage type, and ignores non-living material, causing attacks with the affected weapon against creatures wearing armor or using shields to be made with advantage.

In addition, undead creatures are considered vulnerable to the damage caused by a weapon affected by this spell. Constructs, however, gain resistance to the damage of these weapons.

Burning Blood

4th-level necromancy

Casting Time: 1 action
Range: 120 feet
Components: V, S, M (a drop of blood and a pinch of saltpeter)
Duration: Concentration, up to 1 minute

You infect the blood of a creature within range with a toxic mixture of corrosive fluids. The target must make a Constitution saving throw. On failure, it takes 1d8 acid damage and 1d8 fire damage. Until the spell ends, the target cannot take reactions, and it can only take move actions on its turn.

On a successful save, the target does not take any damage or suffer any ill effects that turn. However, for the spell's duration, the target must make a new Constitution saving throw at the start of each of its turns, or it takes the damage and suffers the spell's effects.

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

Caging Glaive

5th-level conjuration

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

An otherworldly polearm made of smoldering green iron appears in your two free hands. Both your hands must be empty when you cast this spell. The weapon is similar in size and shape to a glaive, and it lasts until the end of your next turn.

You can use your action to make a melee spell attack with this unearthly polearm. Your reach for this spell attack is 10 feet. On a hit, the target takes 5d8 necrotic damage, its speed is reduced by half, and you pull it 5 feet closer to you. In addition, all melee attacks against the target are made with advantage until it starts its turn further than 5 feet away from you.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the damage increases by 1d8 for every two slot levels above 5th.

Calm Winds

4th-level evocation

Casting Time: 1 action
Range: Self (20-foot radius)
Components: V, S
Duration: Concentration, up to 10 minutes

When you cast this spell, it stills the air around you, creating an area of calm within a 20-foot radius sphere centered on you. A creature inside the spell's area is immune to the effects of high winds from either natural effects or spells. In addition, air-based elemental creatures treat the area as difficult terrain for the duration, and feel an instinctive urge to avoid entering it.

The spell's protective area moves with the caster, who can only move at half speed while concentrating on the spell.

Cast in Stone

9th-level transmutation

Casting Time: 1 action
Range: Self
Components: V, S
Duration: Concentration, up to 1 minute

When you cast this spell, your eyes transform into dimly lit gray orbs that can petrify your foes. For the duration, at the end of each of your turns, you can

force any creature within 30 feet of you who can see you to make a Constitution saving throw. If the creature fails its saving throw, it is restrained and must make another Constitution saving throw at the end of its next turn.

If the second saving throw is successful, the effect on the creature ends. If the creature fails the second saving throw, it is petrified until a *greater restoration* spell or similar magic frees it.

If a creature fails the initial saving throw by 5 or more, it is immediately petrified as described above.

Celebration

3rd-level enchantment

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

You perform a magical drinking song that causes listeners to become highly intoxicated. Up to six creatures of your choice that can hear you within range must make a Wisdom saving throw. A creature that fails this saving throw is charmed by you and poisoned until the end of your next turn, as if it were heavily intoxicated due to drinking.

Until the spell ends, you can continue the performance on each of your turns as a bonus action. The targets you chose must make the Wisdom saving throw again if they are still within range, suffering the same effects on a failure.

Creatures that have previously succeeded on a saving throw against this spell have advantage on saving throws against it for 1 minute.

> "I once subdued an entire tribe of Uthgardt barbarians using this spell. We sang forty-three increasingly slurred rounds of *When I drain the rosy bowl*, by which time they were all unconscious. I couldn't speak for two days after."

Celestial Fist

1st-level conjuration

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a holy symbol)
Duration: Concentration, up to 1 minute

You conjure a great fist of light that smashes down on your enemy and seeks to hold that foe fast in its grip. Choose a large or smaller creature within range. The target must make a Dexterity saving throw. On a failed save, it takes 3d8 radiant damage and is restrained until the end of its next turn. On a successful save, it takes half as much damage, and isn't restrained.

A creature restrained by this spell makes a Dexterity saving throw at the end of each of its turns. On a failed save, it remains restrained until the end of its next turn. On a successful save, the spell ends.

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

Chain Madness

6th-level illusion

Casting Time: 1 action
Components: V, S, M (brain tissue of a **mind flayer**)
Range: 60 feet
Duration: Instantaneous

You inflict one creature with crippling madness. If the target fails an Intelligence saving throw, roll twice on the Long-Term Madness table (see "Madness" in chapter 8 of the *Dungeon Master's Guide*). The effects of the madness are immediate and last for 24 hours. If you rolled the same results twice, the madness lasts 48 hours.

The target may infect up to six different people with madness. The first six people it touches within 24 hours of becoming mad must make an Intelligence saving throw or be inflicted with the same madness as the original target. This madness lasts 24 hours, even if the original target rolled the same result twice.

A creature infected with madness from this spell's

original target can spread it as well, forcing each of the first three people it touches during the 24-hour duration of its madness to make an Intelligence saving throw with advantage, contracting the same madness for 12 hours on a failure. Creatures who contract this madness from the touch of a creature besides the spell's original target, cannot pass it on to others.

Challenger's Mark

Enchantment cantrip

Casting Time: 1 action
Range: 5 feet
Components: V, S
Duration: 1 round

You bellow out a magical challenge that your opponent finds difficult to ignore. When casting this spell, make a melee weapon attack against one creature within range. On a hit, the target suffers the attack's normal effects. In addition, before the beginning of your next turn, the target has disadvantage on the next attack roll it makes that does not target you. Also, if the target willingly moves more than 30 feet away from you, or makes an attack that suffers disadvantage from this spell, it immediately takes 1d8 psychic damage.

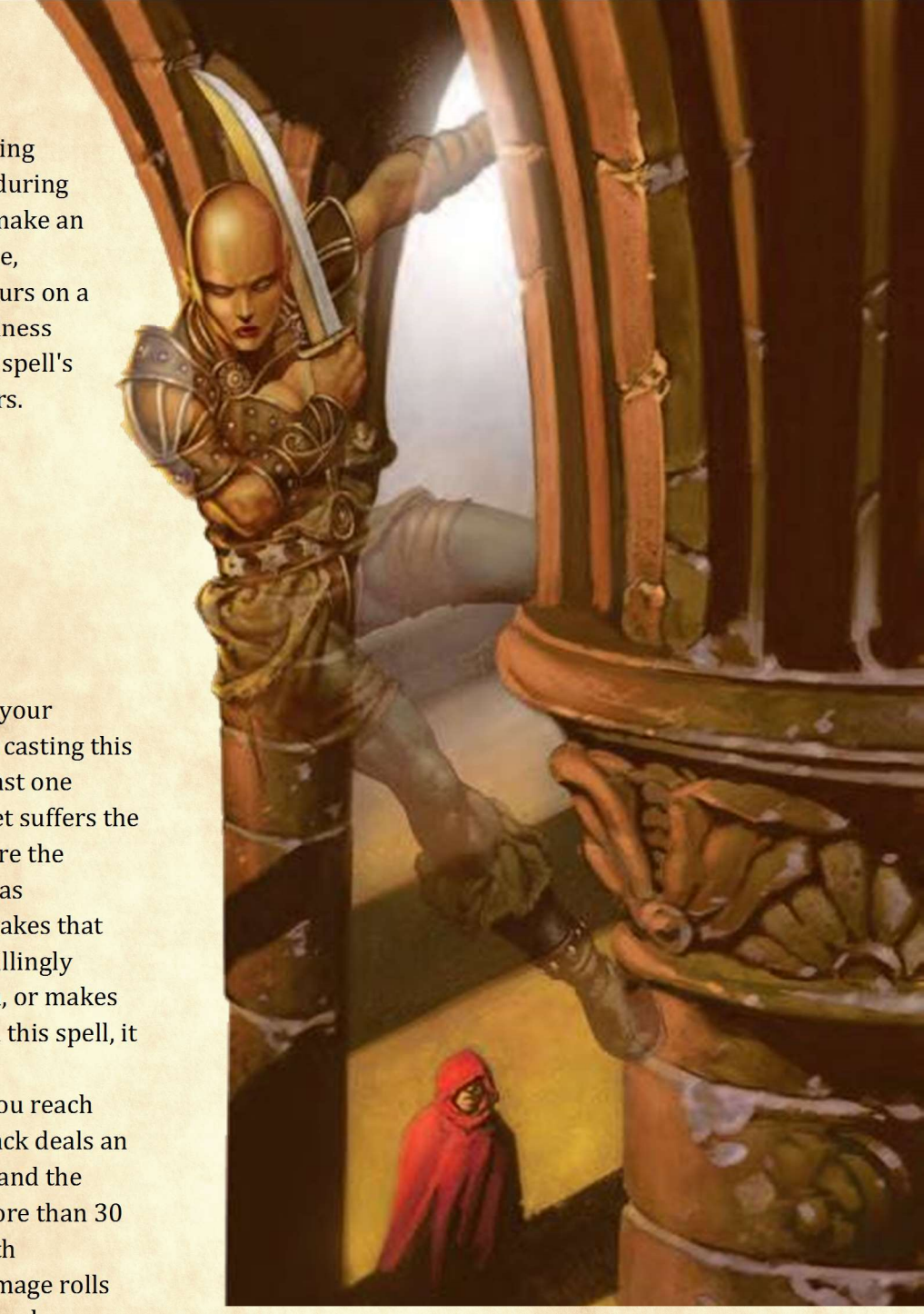
This spell's damage increases when you reach higher levels. At 5th level, the melee attack deals an extra 1d8 psychic damage to the target, and the damage the target suffers for moving more than 30 feet away from you, or attacking you with disadvantage, increases to 2d8. Both damage rolls increase by 1d8 at 11th level and 17th level.

> "Some sages suggest that challenger's mark is not a true magical effect, but is rather a product of intimidation, suggestion, and martial confidence."

Chameleon

1st-level illusion

Casting Time: 1 action
Range: Self



Components: V, S, M (a lizard scale or tail)
Duration: Concentration, up to 1 hour

You magically blend in with your surroundings. So long as you are motionless, you have advantage on Dexterity (Stealth) checks, and attack rolls against you have disadvantage. If you move, the effect ends.

Champion's Strength

5th-level transmutation

Casting Time: 1 action
Components: V, S, M (a gold chain of five links worth 1,000 gp)

Range: 30 feet
Duration: Concentration, up to 1 minute

Choose five willing humanoid creatures within range, and designate one as the champion. The other four people may sacrifice some of their strength and combat prowess to the champion. The choice of whether to do so must be made immediately when the spell is cast.

If at least one creature chooses to make the sacrifice, for the duration, it gains disadvantage on attack rolls, Strength checks, and Strength saving throws, but the champion gains advantage on those same rolls. If more than one creature chooses to make the sacrifice, each of the other sacrificing creatures also gains disadvantage on attack rolls, Strength checks, and Strength saving throws, for the duration but the champion inflicts an extra 1d12+5 force damage on melee attacks and attacks with thrown weapons for each creature that made the sacrifice beyond the first.

All penalties and bonuses granted by this spell last until it ends, regardless of whether any or all of the targets remain within range or change their minds.

Changestaff

7th-level transmutation

Casting Time: 1 action
Components: V, S, M (a staff, see the description)
Range: Touch
Duration: Concentration, up to 1 minute

You transform a specially prepared staff into a creature that is identical to a **treant**, except it cannot speak or animate trees. The creature is friendly to you and follows your commands to the best of its abilities. If you do not issue commands, it takes no action on its turn other than to defend itself. It acts on your initiative, beginning its turn as soon as yours ends. If it is reduced to 0 hit points, it reverts to a staff and shatters. You can only have one *changestaff* spell active at a time, and you must wait 24 hours before casting it again.

The staff used for this spell must be prepared over the course of a lunar month. Each night you carve intricate runes into it while muttering eldritch invocations. At the end of the cycle, the staff is ready for use.

Chariot of Sustarre

7th-level conjuration (ritual)

Casting Time: 1 minute
Components: V, S, M (a fire source the size of a torch, some yew wood, and a ruby worth 500gp which is consumed by the spell)
Range: Touch
Duration: 12 hours

You summon a large chariot and two horses made of flame. You and up to seven Medium sized creatures can fit into the chariot. Anyone other than yourself and your designated passengers takes 2d4 fire damage per round if it enters the chariot. The horses only respond to your spoken commands.

The chariot and horses each have AC 20 and 40 hp and are immune to fire damage and vulnerable to cold damage. When pulled by the fiery horses, the chariot has a flying speed of 60 feet. The chariot and the horses can be banished back to their home plane of fire by you at any time.

Chilling Frost

5th-level evocation

Casting Time: 1 action
Range: 90 feet
Components: V
Duration: Concentration, up to 1 minute

You choose to envelop a target within range with a swirling frost. The target takes 7d6 cold damage, and is covered by a chilling frost for the duration. The target must make a Dexterity saving throw. On a success, it only takes half the cold damage, and the spell ends.

However, if the target fails the saving throw, it must continue to make Dexterity saving throws at the beginning of each of its turns or take 3d6 cold damage. On a successful save, the spell ends. A target reduced to 0 hit points by this spell becomes a frozen statue.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the amount of initial

and ongoing cold damage increases by 1d6 for each slot level above 5th.

Chilling Scythe

2nd-level necromancy

Casting Time: 1 action
Components: V, S, M (a bone chip)
Range: Self
Duration: Concentration, up to 1 minute

You create a weightless 7-foot scythe. As part of the action of casting this spell, and as an action on each of your turns for the duration, you can make a melee spell attack. If the target is undead, you inflict force damage equal to 4d6 + your spellcasting ability modifier on a hit, otherwise if you hit you inflict magical slashing damage equal to 2d6 + your spellcasting ability modifier.

Undead hit by the scythe must also make a successful Strength save or be hurled 20 feet away from the wielder.

Circle of Privacy

4th-level transmutation (ritual)

Casting Time: 1 action
Components: V, S, M (salt)
Range: 25-foot radius circle
Duration: 24 hours

The caster sprinkles salt in a circle around a campfire, tent, or some other central object. Natural predators and curious passer-byes are magically discouraged from looking too closely at the area enclosed by the circle.

Sights, sounds and smells inside the circle are masked and muted, and anyone just passing by is unlikely to even notice your camp. Any Wisdom (Perception) checks to find you are made with disadvantage.

This spell does not protect against any form of magical detection.

Clarity of Mind

3rd-level abjuration

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Concentration, up to 1 hour

You touch a target and grant it extraordinary focus for the duration. The target has advantage on Wisdom and Intelligence saving throws against spells.

In addition, the target does not have disadvantage on Wisdom (Perception) checks in areas that are lightly obscured, or on attack rolls against creatures that are heavily obscured.

Claws of the Umber Hulk

6th-level transmutation

Casting Time: 1 action
Components: V, S, M (an Umber Hulk claw)
Range: Touch
Duration: Concentration, up to 1 hour

Your fingers and nails transform into diamond-hard claws. The skin on your hands and forearms thickens and turns into a hardened shell. For the duration, you gain a burrowing speed of 30 feet, a +4 bonus to your AC, and advantage on Strength checks and Strength saving throws. You can also use an action on each of your turns to make two melee spell attacks with a reach of 10 feet, inflicting 1d8 + 4 magical slashing damage when one hits.

Cleanse

1st-level transmutation

Casting Time: 1 action
Range: Touch
Components: S, M (A mirror)
Duration: Instantaneous

A creature you touch is cleansed of all dirt and grime. The target regains 1 hit point, and for 1 hour the symptoms of any disease afflicting the target are suppressed. In addition, the target has advantage on any Charisma (Deception or Persuasion) checks against non-hostile humanoids made in the next 10 minutes.

Cloak of Bravery

3rd-level abjuration

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

When you cast this spell, a glittering mantle of courage settles upon your allies. All creatures you select within range have advantage on saving throws against being frightened for the duration.

Cloudburst

3rd-level evocation (ritual)

Casting Time: 1 action
Components: V, S,
Range: 100-foot radius, centered on caster
Duration: Concentration, up to 1 hour

At your command, clouds gather and there is a downpour of heavy rain. Everything within a 100-foot tall, 100-foot wide cylinder centered on you is lightly obscured, and creatures have disadvantage on Wisdom (Perception) checks to perceive things within the area, which becomes difficult terrain. All open flames within the area are extinguished.

> "This spell also tends to make red dragons very miserable."

Cloudwalkers

6th-level transmutation

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Up to 4 hours

When you cast this spell, you select up to six creatures within 5 feet of you. Small puffs of cloud attach themselves to the feet of each one, and the creature gains a flying speed of 60 feet for the duration. This spell only works outdoors.

A creature can end the effect by shaking the cloud puffs off its feet. The spellcaster can dismiss the spell as an action, but only for all creatures at once.

Clutch of Orcus

3rd-level necromancy

Casting Time: 1 action
Components: V, S, M (a heart that has been set on fire)
Range: 60 feet
Duration: Concentration, up to 1 minute

Spectral hands grab the heart of one humanoid you choose, and start to squeeze. The victim must make a Constitution saving throw. On a successful save, the victim takes 1d12 necrotic damage and the spell ends.

On a failed save, the victim is paralyzed for the duration and takes 1d12 necrotic damage at the start of each of their turns. At the end of every round, the victim can make another Constitution saving throw. If it succeeds on the saving throw, the spell ends.

If the victim dies during this spell, its smoking heart appears in your hand.

Code of Secrecy

5th-level enchantment

Casting Time: 1 minute
Components: V, S, M (an animal tongue)
Range: Touch
Duration: 1 day

While casting this spell, you pick one specific piece of information known to both you and the target. If the target fails a Wisdom saving throw, it may not communicate this secret to anyone else for one day. Any form of communication, whether written, verbal, or mental is blocked.

Command Minor Beast

2nd-level enchantment

Casting Time: 1 action
Components: V
Range: 50 feet
Duration: Concentration, up to 1 hour

You target a Medium or smaller beast within range and force it to make a Wisdom saving throw. The beast you target must be CR 3 or less. If the beast fails its save then it is charmed by you.

So long as the beast is charmed, you have a telepathic link with it and can issue simple commands. If the beast receives no commands from you, it waits and defends itself if attacked.

Any time the beast takes damage, it is allowed a new Wisdom saving throw. If the save is successful, the spell ends.

Conduit

5th-level enchantment

Casting Time: Special
Components: V, S, M (up to 6 missiles)
Range: Touch
Duration: Instantaneous

You can channel a spell into an arrow or other missile for later use. Upon casting *conduit*, you can cast a spell of 1st through 4th level into the missile by touching the missile as the spell is cast. You expend a spell slot, but none of the spell's effects occur. Instead, the spell transfers into that missile for later use. The spell imbued into the missile must have a maximum casting time of 1 action, and it must have an area of effect.

Any creature thereafter can make a ranged attack using the missile, and the spell is cast when the missile strikes an object. The spell is cast using your spellcasting ability, and it is centered on the object that the missile strikes.

When you create a conduit in this way, it must be used within 8 hours. After that time, its magic fades and is wasted. You can have a limited number of conduits at the same time. The number equals your Intelligence modifier.

Conjure Dragon

8th-level conjuration

Casting Time: 1 action
Range: 90 feet
Components: V, S
Duration: Concentration, up to 1 hour

You summon a celestial in the form of either a **young white dragon** or a **young brass dragon**. It appears in an unoccupied space that you can see within range. The celestial functions in all ways as a dragon of the type you select. The dragon disappears when it drops to 0 hit points, or the spell ends.

The dragon is friendly to you and your allies for the duration. The dragon acts on its own initiative each turn but obeys your verbal commands if they do not violate its alignment. If you do not give the dragon any commands, it defends itself but takes no other actions.

Conjure Remorhaz

7th-level conjuration

Casting Time: 1 action
Range: 90 feet
Components: V, S
Duration: Concentration, up to 1 hour

You summon a celestial in the form of a **young remorhaz**. It appears in an unoccupied space that you can see within range. The celestial functions in all ways as a remorhaz. The remorhaz disappears when it drops to 0 hit points, or the spell ends.

The remorhaz is friendly to you and your allies for the duration. The remorhaz acts on its own initiative each turn, but obeys your verbal commands if they do not violate its alignment. If you do not give the remorhaz any commands, it defends itself, but takes no other actions.

Consumptive Field

4th-level necromancy

Casting Time: 1 minute
Range: 30 feet
Components: V, S
Duration: Concentration, up to 1 minute

You sweep your hands through the air, devouring the fleeting life force of those on the edge of death. As part of the action used to cast this spell, you can choose one creature within range that has half its hit point maximum or less and force it to make a Constitution saving throw. On a failed save, the creature takes 2d10 necrotic damage, and you have advantage on Strength ability checks and saving throws until the end of your next turn. In addition, you gain temporary hit points equal to the necrotic damage inflicted.

On a successful save, the creature takes half damage, and you don't gain advantage on Strength ability checks or saving throws, nor do you gain any temporary hit points.

Until the spell ends, once during each of your turns you can use your action to force another creature with half its hit point maximum or less to make the Constitution saving throw against the same effects.

For the duration, you know when any creature within range has been reduced to half its hit point maximum or less.

Control Temperature

3rd-level transmutation (ritual)

Casting Time: 1 action
Components: V, S, M (a vial of mercury)
Range: 10-foot radius, centered on you
Duration: Concentration, up to 1 hour

You control the ambient temperature. You can raise or lower the temperature by 10 degrees every round for the duration of the spell.

> "I once used this spell to walk through an arctic tundra wearing nothing but a loincloth."

Crawling Darkness

6th-level evocation

Casting Time: 1 action
Components: V, S, M (a spider's web, some pitch, and a tentacle)
Range: Self
Duration: Concentration, up to 10 minutes

You reach out and touch the darkness between the stars, absorbing its abyssal essence into your body. Your form becomes wrapped in shadows, and tentacles burst from your shoulders and spine. You cannot be identified, except by the spell *true seeing*, or a similar magical effect.

You gain a +4 bonus to AC and for the duration you are immune to falling damage and can walk on water and other liquids (as if you were the subject of a *water walk* spell). As a bonus action on each of your turns for the duration, you can order your tentacles to attack a target within 10 feet. Make a melee spell attack. On a hit, the target takes 4d6 acid damage.

Create Item

Conjuration cantrip

Casting Time: 1 bonus action
Range: Self
Components: V, S
Duration: Concentration, up to 1 hour

From thought you create matter, equipping yourself with a simple implement you need. You summon one piece of adventuring gear worth 2 gp or less which you can hold in one hand, and which must weigh less than 10 pounds.

If the item is more than 10 feet away from you at the end of your turn, the spell ends. This object may simulate the effects of a tool which requires proficiency, but it can only be used to make one ability check, for a task that takes 1 round or less, after which time the spell ends. Anyone who holds the item or examines it closely can tell it is not real.

When the spell ends, the item disappears.

Create Revenant

7th-level necromancy (ritual)

Casting Time: 10 minutes
Range: 10 feet
Components: S, M (the corpse of a blackbird and one black onyx stone worth 250 gp)
Duration: Concentration, up to 24 hours

You raise one corpse of a Medium or Small humanoid as a **revenant** under your temporary influence. (The DM has game statistics for revenants).

Once raised, the **revenant** is friendly to you and your companions for the duration. It obeys any verbal commands that you issue to it. The **revenant** is under your control for 24 hours, after which time it stops obeying any command you have given it.

When you cast this spell, you must choose one unfriendly creature within 1 mile of you on which you wish to seek revenge, and against whom the **revenant** also swears vengeance (though only for

the duration). If you do not choose a target for vengeance, the **revenant** ceases to be under your control.

If you don't issue any commands to the **revenant**, it attacks the subject of its sworn vengeance, moving toward that creature if it can, and defends itself from hostile creatures. If you cast this spell while you already have a **revenant** under your control from a prior casting of this spell, the previous spell ends and the existing **revenant** leaves your service as described above.

The **revenant** will not seek revenge against you for animating it with this spell. Once this spell ends, however, if you wronged it during its life, or if you stirred its vengeance against you by any of the deeds you committed or forced it to commit during its service to you, it may make you a target for its vengeance.

If the **revenant** has vengeance in its heart towards another creature, it will seek revenge against it once your control ends. If the **revenant** does not burn with the need for vengeance, it becomes a dead corpse once more.

Once a corpse has been the subject of this spell, it cannot be transformed into a **revenant** again by this spell for 100 years.

> "It is a very foolish thing to turn a creature ye just killed into a revenant!"



Creeping Cold

2nd-level transmutation

Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: 3 rounds

You point at a target within range, and begin to turn its body moisture into ice.

The target makes a Constitution saving throw. If the creature fails, at the beginning of its next turn, the target takes cold damage equal to 1d6 + your spellcasting ability modifier. The creature takes cold damage at the beginning of its next two turns as well, equal to 2d6 + your spellcasting ability modifier at the beginning of its second turn after the spell is cast, and 3d6 + your spellcasting ability

modifier at the beginning of its third.

If the creature succeeds on its saving throw, it still takes damage at the start of its next three turns, but the damage is halved.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the amount of cold damage taken at the start of each turn increases by 1d6 for each slot level above 2nd.

Creeping Doom

7th-level conjuration

Casting Time: 1 action
Components: V, S
Range: 100 feet
Duration: Concentration, up to 1 minute

You summon seven swarms of **poisonous snakes**. These swarms have maximum hit points and increase their bite damage to 4d6 piercing. While you remain within 100 feet of the swarms, they will follow your commands.

You may summon the swarms in the same space as a creature, and the swarms will immediately attack. The swarms will not move unless you command them to move, but will attack creatures in their vicinity without prompting.

Critical Strike

1st-level divination

Casting Time: 1 reaction, which you take in response to hitting a target with a melee weapon attack
Range: Self
Components: V
Duration: 1 round

When you cast this spell, it takes effect after you hit with the triggering attack but before you roll damage. Whenever you hit with a melee attack before the end of your next turn (including on the triggering attack), your weapon inflicts an extra die of its normal damage, and you score a critical hit on a roll of 19 or 20.

For example, if you rolled a 19 to hit an enemy with a longsword, you could cast *critical strike* as a reaction, and make the attack a critical hit. You would then roll an amount of slashing damage equal to 4d8 + your Strength modifier (the spell increases longsword damage from 1d8 to 2d8, and that is doubled again due to the critical hit).

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the weapon damage increases by 1 die for every two slot levels above 1st.

Crown of Glory

8th-level enchantment

Casting Time: 1 action
Range: Self (10-foot radius)
Components: V, S
Duration: Concentration, up to 1 minute

When you cast this spell, the magnificence of your deity emanates from you in an aura that makes you appear larger than life and bolsters nearby allies. For the duration, you and allies that start their turns within a 10-foot radius sphere centered on you are immune to being frightened and have advantage on all attack rolls, ability checks, and saving throws while within the aura created by this spell.

If a creature leaves the area of the spell, it immediately loses all these benefits until it starts its turn within the aura once again. In addition, when you cast this spell, each ally within 10 feet of you gains 10 temporary hit points.

The aura is centered on the caster, who can only move up to half speed while the aura is active.

Crown of Light

4th-level abjuration

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

Blazing light coalesces over your ally to form a crown of radiance that sears surrounding foes. Choose an ally you can see within range. That ally gains temporary hit points equal to your proficiency bonus + your spellcasting ability modifier and is considered proficient with all saving throws until the end of its next turn. Also, every hostile creature within 5 feet of the ally must make a Dexterity saving

throw. The creature takes 4d6 radiant damage on a failed save, or half as much damage on a successful one.

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

Curse of Ill Fortune

2nd-level transmutation

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

When you cast this spell, you bestow a minor curse on a creature you can see within range. That creature must make a successful Wisdom saving throw, or suffer your choice of one of the following effects for the duration:

- ✧ The target has disadvantage on ability checks and saving throws with an ability of your choice.
- ✧ The target has disadvantage on attack rolls against you for the spell's duration.
- ✧ Your attacks and spells deal an extra 1d8 necrotic damage to the target.

Curse of Ill Fortune, Mass

5th-level transmutation

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

This spell functions the same as *curse of ill fortune*, except that you may select any number of targets within a 20-foot cube you choose within range.

Curse of the Everbleeding Wounds

6th-level necromancy

Casting Time: 1 action
Components: V, S, M (a small knife or razor blade)
Range: Touch
Duration: Concentration, up to 10 minutes

You infuse your target with necromantic energy that prevents the body from healing. The target must make a Wisdom saving throw. On a failed save it cannot regain hit points for the duration, and it takes 1 point of necrotic damage at the start of each of its turns until the spell ends.

> "Well worth considering when ye know there will be enemy clerics about."

Daggerspell Stance

2nd-level abjuration

Casting Time: 1 bonus action
Range: 90 feet
Components: V
Duration: Concentration, up to 1 minute

You create a powerful barrier of silver force that protects your weapons and the arms that bear them. For the duration, you gain the following benefits:

- ✧ You can use your spellcasting ability instead of Strength for the attack and damage rolls of melee attacks using one-handed weapons that inflict piercing or slashing damage.
- ✧ You cannot be forced to drop a one-handed weapon you are holding.
- ✧ Each time you hit with a melee attack using a one-handed weapon that inflicts piercing or slashing damage, you inflict an additional 1d4 force damage.
- ✧ You gain a magical +1 bonus to AC while you are wielding a light or simple melee weapon in each hand.
- ✧ Whenever you inflict piercing or slashing damage on a creature more than once during your turn, you gain advantage on saving throws against spells cast by that creature until the start of your next turn.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you can maintain your concentration on the spell for up to 1 hour.

Death Armor

2nd-level necromancy

Casting Time: 1 action
Range: Self
Components: V, S, M (paste made from ground bones)
Duration: Concentration, up to 1 minute

After casting this spell, a shroud of dark flames wreathes your body. For the spell's duration, any creature within 5 feet of you that touches or strikes you with an unarmed or melee weapon attack takes an amount of necrotic damage equal to 1d4 + your spellcasting ability modifier.

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

> "This simple spell is both effective and very dramatic to behold!"

Death Dragon

7th-level necromancy

Casting Time: 1 action
Range: Self
Components: V, S
Duration: Concentration, up to 1 hour

When you cast this spell, spectral black scales appear and form a protective coat all over your body. Attack rolls made against you are made at disadvantage for the duration.

In addition, spectral claws sprout from your fingers, allowing you to use your spellcasting ability instead of Strength for the attack and damage rolls of your unarmed strikes, and to roll a d6 in place of the normal damage for your unarmed strikes.

Finally, as an action on each of your turns, you can either project a 30-foot cone of fear, or cast *inflict wounds* as a 3rd-level spell without using a spell slot. The cone of fear has the same effect as the *fear* spell.

Death Spell

6th-level necromancy

Casting Time: 1 action
Components: V, S, M (a string of finger bones)
Range: 90 feet
Duration: Instantaneous

Designate a 20-foot radius circle within range. Ghostly, skeletal hands reach out of the ground, clawing at everyone within the circle. Choose one creature in the spell area, which must then make a Constitution saving throw. If it succeeds, the spell ends. If it fails, it takes necrotic damage, as per the following instructions.

Roll 10d10. If the total is less than the creature's current hit points, it takes the total result as necrotic damage and the spell ends. If the total roll exceeds the creature's current hit points, it takes damage equal to its current hit points and dies, and the remaining damage moves on to another creature of your choice, which must also make a Constitution saving throw, as above.

Continue repeating this process until the damage is exhausted, or someone successfully saves and ends the spell. This spell does not affect the undead.

Death Spider

8th-level transmutation

Casting Time: 1 action
Components: V, S, M (a small live spider, a drop of stomach acid, and a tooth)
Range: Touch
Duration: Permanent

You touch a creature, and it must immediately make a Wisdom saving throw. On a failed save, one of its limbs turns into a mindless, hairy spider. On the target's next turn, the spider twists around and starts to devour its host. The target then takes 1d6 piercing damage at the start of each of its turns.

Dispel magic can only halt the spell and save the limb if it is cast before the end of your next turn after *death spider* is cast. Otherwise, the spider limb must be hacked off (15 AC, 40 hp, vulnerable to slashing damage), which kills the spider. If the spider is not

stopped, it will continue to inflict damage on its host, consuming it when it reaches 0 hp, and then growing into a **giant spider** over the next 24 hours.

> "This surely ranks as one of the most disturbing spells ever devised. It was created by the Drow as a way to combine execution with entertainment."

Death Talisman

3rd-level necromancy (ritual)

Casting Time: 1 action
Components: V, S, M (the item to be enchanted)
Range: Touch
Duration: Permanent

You link your life force to a small item. A knife, ring, or amulet is typical, but any item can be chosen. While you remain healthy, the item remains in perfect shape, never taking and wear or tear. If it takes damage, it regains hit points whenever you do, and in the same amount (so, if you regain 8 hit points, the item also regains 8 hit points), up to its normal maximum.

If you are killed or suffer the incapacitated, paralyzed, petrified, stunned, or unconscious conditions, the talisman becomes rusted and dull. Once the condition is removed the talisman will regain its luster. Damaging the item does not harm you. These effects persist even if you and the item are not on the same plane. This spell ends if you cast it again..

> "I knew an arcane archer who cast this spell upon his bow, so as to ensure his bowstring never snapped!"

Deathwatch

1st-level necromancy

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

Until the spell ends, you instantly know if creatures within range are near death (at 0 hit points) or fragile (less than 25% of their hit point maximum). You also know if a creature is undead, alive, or neither (a construct, for example).

Decastave

2nd-level conjuration

Casting Time: 1 action
Range: Self
Components: V, S, M (a duskwood club or quarterstaff of duskwood)
Duration: Concentration, up to 1 minute

You transform a club or quarterstaff carved of duskwood into a 10-foot long staff made of punishing magical force. For the duration, you can use your spellcasting ability instead of Strength for melee attack and damage rolls using that weapon, your reach with the weapon becomes 10 feet, and you inflict 1d12 force damage when you hit with it, instead of the weapon's normal damage. The weapon is considered magical for the duration. The spell ends if you cast it again or if you let go of the weapon.

In addition, once per turn, when you hit with the weapon you can choose to inflict an additional 1d8 necrotic damage. You regain hit points equal to half the amount of necrotic damage you inflicted.

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

Decomposition

2nd-level necromancy

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

When you cast this spell, an aura of decay surrounds you. For the duration, whenever a hostile creature within range takes damage, it must make a Constitution saving throw. On a failed saving throw, it suffers a festering wound. This wound inflicts 5

necrotic damage on the creature at the start of each of its turns.

A creature suffering from a festering wound can make a new Constitution saving throw at the end of each of its turns. A successful saving throw stops the ongoing necrotic damage from that wound and causes the creature to be immune to the effects of this spell for 1 minute. A creature can suffer from only one festering wound at a time.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the amount of necrotic damage increases by 5 for each slot level above 2nd.

Delayed Magic Missile

4th-level evocation

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

This spell behaves like *magic missile*, with the following differences:

- ✧ The spell creates six missiles, each dealing 1d6 + 1 force damage.
- ✧ The missiles are not stopped by *shield*.
- ✧ If you so desire, the spell will not fire until a trigger word, chosen by you, is spoken. You can speak the trigger word a bonus action. If you do not speak the trigger word by the time the spell ends, the missiles are not fired.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, one extra missile is created for each slot level above 4th.

> "If ye know there is something nasty behind the door, it can be very beneficial to prepare one or two of these before ye enter..."

Desecrate

2nd-level evocation (ritual)

Casting Time: 1 action
Components: V, S, M (25 gp worth of silver dust, and a vial of unholy water)
Range: 50 feet
Duration: 24 hours

You imbue a 20-foot radius sphere with negative energy. Any undead in this area have advantage on their saving throws. If the area includes an altar to your god, or a desecrated altar to an enemy god, then any undead in the area also gain resistance to nonmagical bludgeoning, piercing, and slashing damage. If an undead creature is animated, created, conjured, or summoned in the area, it gains temporary hit points equal to its Hit Dice as soon as it appears.

Dictation

1st-level evocation (ritual)

Casting Time: 1 action
Range: 20 feet
Components: V, M (a quill)
Duration: Concentration, up to 1 hour

Choose a book, scroll, or paper that is on your person when you cast this spell. For the duration, anything said within 20 feet of the chosen object automatically appears written on its pages. Foreign languages are not translated but do appear spelled correctly using that language's alphabet. Magical spells are not recorded.

Divine Sanction

1st-level evocation

Casting Time: 1 bonus action
Range: 30 feet
Components: V, S, M (the petrified eye of a newt)
Duration: Concentration, up to 1 hour

You place a divinely empowered curse on a creature that you can see within range. For the duration, the target provokes an opportunity attack from you whenever it makes an attack roll against a creature other than you. In addition, during each of its turns that it hits with an attack roll against a creature other than you, it takes 1d6 radiant damage.

If the target drops to 0 hit points before the spell ends, you can use a bonus action on your turn to

move the spell's effect to a new creature within range.

At Higher Levels. When you cast this spell using a spell slot of 3rd or 4th level, you can maintain your concentration on the spell for up to 8 hours. When you use a spell slot of 5th level or higher, you can maintain your concentration on the spell for up to 24 hours.

Doomtide

5th-level illusion

Casting Time: 1 bonus action
Range: 40 feet
Components: V, S
Duration: 1 minute

This spell creates four 10-foot cubes of swirling black mist, filled with grasping, shadowy tentacles. You can choose which spaces the cubes occupy within range, but at least 5 feet of each cube's outer edge must be within or adjacent to another cube. When you cast the spell, you choose whether the mists are stationary, or move away from you at a speed of 10 feet on each of your turns.

The area within the mists is heavily obscured, even blocking darkvision beyond 5 feet. The area is lightly obscured within 5 feet for creatures with darkvision. Any creature that starts its turn within the mists must make a successful Wisdom saving throw, or be restrained by the shadowy tentacles. A restrained creature can try a new saving throw to escape at the end of each of its turns.

The mists can be dispersed within 4 rounds by moderate winds, or within 1 round by a *gust of wind* spell.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, you can create an additional 10-foot cube of mists for each slot level above 5th.

Draconic Might

5th-level transmutation

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

You touch a willing creature, and the target is imbued with the strength, resilience, and bearing of a dragon. For the duration, the target gains advantage on Strength, Constitution, and Charisma saving throws as well as on Strength checks, Constitution checks, Charisma checks, and attack rolls which include its Strength modifier. In addition, until the spell ends, it gains a +2 bonus to Armor Class, and magic cannot cause it to fall asleep or become paralyzed.

Dragon Breath

4th-level evocation

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

Choose a type of metallic or chromatic dragon when casting this spell. For the duration, you can use an action to emulate the chosen dragon's breath weapon.

Once your breath weapon attack has been used, it must be recharged before it can be used again. At the beginning of each of your turns thereafter, roll a d6. If the result is a 5 or 6, the breath weapon recharges.

As shown below, a creature can make a saving throw against your breath weapon, with the type of save varying by dragon type. Creatures who succeed take half damage. Each breath weapon deals 4d6 damage of the type shown in the table:

Dragon	Damage	Effect
Black	Acid	5 by 30-ft line (Dex. save)
Blue	Lightning	5 by 30-ft line (Dex. save)
Brass	Fire	5 by 30-ft line (Dex. save)
Bronze	Lightning	5 by 30-ft line (Dex. save)
Copper	Acid	5 by 30-ft line (Dex. save)
Gold	Fire	15-foot cone (Dex. save)
Green	Poison	15-foot cone (Con. save)
Red	Fire	15-foot cone (Dex. save)
Silver	Cold	15-foot cone (Con. save)

White	Cold	15-foot cone (Con. save)

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

Dragon's Roar

8th-level evocation

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

When you cast this spell, you emit an ear-splitting roar. All enemies within range that can hear the roar must make a Constitution saving throw. A creature takes 12d6 thunder damage on a failed save and is stunned until the end of its next turn. A successful save halves the damage, and the creature does not suffer the stunned condition.

In addition, all allies within range gain 20 temporary hit points, and gain advantage on the next attack roll, ability check, or saving throw they make during the next minute.

Dragonsight

5th-level transmutation

Casting Time: 1 action
Range: Self
Components: V, S
Duration: Concentration, up to 1 hour

When you cast this spell, your eyes enlarge, and you gain the visual perception of a dragon. For the duration, you have darkvision to a range of 120 feet, and blindsight to a range of 60 feet.

Dragonskin

3rd-level transmutation

Casting Time: 1 action
Range: Self
Components: S, M
Duration: Concentration, up to 10 minutes

When you cast this spell, choose a chromatic dragon type. Your skin hardens and becomes scaly and hued with the color of the dragon you selected. For the duration, you gain a +2 bonus to your AC, and resistance according to the dragon type you chose—acid for black, poison for green, cold for white, lightning for blue, and fire for red.

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

Dread Mercy

1st-level enchantment

Casting Time: 1 reaction, which you take when you reduce a creature within 60 feet to 0 hit points with a weapon attack
Range: 60 feet
Components: V
Duration: Concentration, up to 10 minutes

You offer an opponent mercy in exchange for its cooperation. Choose one creature within range that you have just reduced to 0 hit points. You instead reduce that creature to 1 hit point and immediately command its surrender. It must make a Wisdom saving throw. On a successful save the creature is frightened of you for the spell's duration, and suffers only the normal effects of being frightened. On a failure, the creature is still frightened, but rather than fleeing, the frightened creature stays where it is and does not move unless you tell it to.

For the duration, the creature (that failed its save) will not attack you, and it fearfully obeys any instructions it can hear and understand that will not directly harm it (for example, it will not knowingly drink poison or walk off a cliff).

While affected, the creature will not deliberately say anything to you that it believes to be a lie, though it can simply remain silent if you do not ask any direct questions.

Whenever you or one of your allies attempt to harm the creature, or if you give it instructions that would harm it or force it to make a saving throw against another effect, it repeats its Wisdom saving throw against this spell, ending the spell on a success. You always know if a creature has succeeded or failed on a saving throw against this spell. When the spell's effect ends, a creature that

never succeed on any saving throws against this spell is unaware it was magically influenced, believing its fear of you was merely natural.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the duration is increased to 1 hour. If you cast this spell using a spell slot of 6th level or higher, the duration is increased to 8 hours.

> "This is a relatively simple enchantment, yet it is remarkably powerful. In times past, it was common for a spellcaster to collect a train of monstrous minions as they adventured. Alas, no more!"

Duel Ward

5th-level abjuration

Casting Time: 1 bonus action
Range: Self
Components: V
Duration: Concentration, up to 1 minute

For the duration of this spell, whenever you use your reaction to cast *counterspell* during another creature's turn, you can cast *counterspell* once more before the end of that creature's turn without using a reaction. Casting counterspell in this way still uses spell slots normally.

In addition, for the duration of this spell, you gain a +2 bonus on Intelligence (Arcana) checks, and on all ability checks for your spellcasting ability that do not already include your proficiency bonus.

Dust of Death

6th-level transmutation

Casting Time: 1 action
Components: V, S, M (a pinch of dust)
Range: Touch
Duration: Instantaneous

You turn a small pinch of dust into a deadly poison. If this poison is ingested (such as if you slip it into their food or drink), the victim must make a Constitution saving throw. The victim takes 10d8 poison damage on a failed save, or half as much damage on a successful one. If this reduces its hit points to 0, it dies.

This poison cannot be detected by non-magical means. Victims of this spell are left with a residue of dust around their mouths.

Earth Reaver

5th-level transmutation

Casting Time: 1 action
Range: 90 feet
Components: V, S, M (a pyramid-shaped carving of obsidian)
Duration: Instantaneous

With one stern, commanding word, you gesture to a point on the ground within range, and the indicated spot erupts in a shower of rock, dirt, and fire. Each creature in a 20-foot radius sphere centered on that point takes 5d6 fire damage and must make a Dexterity saving throw. A target that fails the saving throw is knocked prone and takes additional bludgeoning damage equal to the fire damage. The fire also ignites flammable objects in the area that aren't being worn or carried.

After the spell ends, the area of the spell becomes difficult terrain until it is cleared. Each 5-foot-square portion of the area requires at least 1 minute to clear by hand.

Earth-based or fire-based elemental creatures do not take damage from this spell.

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

Earthen Grace

2nd-level abjuration

Casting Time: 1 action
Range: Touch
Components: V, S, M (a chunk of granite)
Duration: Concentration, up to 10 minutes

When you cast this spell, you touch a creature and grant it an affinity for earth and stone. For the duration of the spell, the creature has resistance to damage from creatures or objects made of any kind of earth (including stone, dust, soil, clay, or elemental

earth), and from earth-based spells and magical effects. This includes falling rocks, falling damage from impacting against any kind of earth, attacks by earth-based creatures (such as clay or stone golems, gargoyles, earth elementals). Acid damage and damage from metal objects or creatures are not considered earth-based for purposes of this spell, which grants no resistance to such damage.

Easy Climb

2nd-level transmutation

Casting Time: 1 action
Range: 300 feet
Components: V, S
Duration: 1 hour

As you cast this spell, select a vertical surface within range, such as a cliff face, tree trunk, or similar surface. Small handholds and footholds appear on the surface, up to the range of the spell. For the duration, all Strength (Athletics) checks to climb the affected surface are made with advantage.

> "How any young mage can sensibly venture underground without this spell is beyond me, yet it appears to be entirely unknown to modern spellcasters."

Easy Trail

1st-level abjuration

Casting Time: 1 action
Range: Self (40-foot radius)
Components: V, S
Duration: 8 hours

When you cast this spell, heavy undergrowth parts as you approach, then moves back after you pass.

For the duration, you and creatures within 40 feet of you do not reduce your speed when moving over difficult terrain caused by any kind of plant or vegetable matter, and any creature attempting to track you has disadvantage on its survival checks to find or follow your trail.

Ebony Hand

2nd-level necromancy

Casting Time: 1 action
Components: V, S, M (five black lotus seeds)
Range: Self
Duration: Concentration, up to 1 minute

You surround your hand with jumping, twisting shadows, and your whole arm becomes semi-transparent. For the duration, when you cast a spell that has a range of touch, you can choose to make the range of the spell 30 feet instead. In addition, once during each of your turns until the spell ends, you can grant yourself advantage on one melee spell attack roll.

Echoing Blow

Abjuration cantrip

Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: 1 round

As part of the action used to cast this spell, you must make an unarmed strike or weapon attack against one creature within range. On a hit, the target suffers the attack's normal effects, and if the target is concentrating on a spell when this attack hits, the attack deals an extra 1d6 thunder damage, which creates a loud noise that can be heard up to 100 feet away. In addition, until the start of your next turn, the next time the target you hit with this cantrip makes a Constitution saving throw to maintain concentration (such as against damage from this spell), it does so with disadvantage.

This spell's damage increases when you reach higher levels. At 5th level, the melee attack deals an extra 1d6 thunder damage to the target, and the damage the target suffers if it is concentrating on a spell increases to 2d6. Both damage rolls increase by 1d6 at 11th level and 17th level.

Effulgent Epuration

9th-level abjuration

Casting Time: 1 action

Range: 30 feet
Components: V, S
Duration: Concentration, up to 10 minutes

You select a creature within range, and nine small silvery orbs spring into being, hovering around the creature and granting it strong magical protection. As an action on your turn, you can transfer the orbs (and their protection) to another recipient within range.

When a spell forces the protected creature to make a saving throw, or when the creature is targeted by a spell attack, it may choose to expend one of the orbs to nullify the spell's effect on it. The protected creature no longer needs to make a saving throw, or the spell attack is absorbed. Afterwards, the orb that blocked the attack fades away.

This spell only protects the creature you chose with the orbs hovering around it. Other targets caught in a spell's area are affected normally.

> ""Casting the spell is easier than pronouncing it, but I happen to know that, like many others of his kind, the humble archmage who named it has an ardent acquired affection for alliteration."

Elemental Blade

2nd-level evocation

Casting Time: 1 action
Range: Touch
Components: V, S, M (a plum blossom)
Duration: Concentration, up to 1 minute

When you cast this spell, a blade of elemental energy appears in the hand of a willing creature you touch. You choose one of the following damage types when you cast this spell: acid, cold, fire, lightning, or poison. The elemental blade is the size and shape of a normal shortsword, but is virtually weightless. If the wielder lets go of the blade, it disappears, but until the spell ends, you can evoke it for the creature again as a bonus action.

The wielder can use its action to create one of two effects:

- The wielder can make a melee attack with the blade, rolling the attack as if it were attacking with a regular shortsword. On a hit the target takes 5d4 damage of the type chosen when this spell was first cast. Since the blade is immaterial, the wielder's Strength or Dexterity modifiers do not apply to the damage, nor does any extra damage from special abilities the wielder may possess (such as sneak attack).
- The wielder can unleash energy on a single target within 30 feet. The wielder's chosen target makes a Dexterity saving throw against your spellcasting DC. The target takes 4d4 damage of the type chosen when this spell was cast if it fails, or half as much damage on a success.

The blade sheds bright light in a 10-foot radius and dim light for an additional 10 feet. A creature who takes damage from this spell suffers an additional effect depending on the type of damage inflicted, as follows:

- ***Acid***. The creature cannot take reactions until the beginning of the wielder's next turn.
- ***Cold***. The creature's speed is reduced by half until the end of its next turn.
- ***Fire***. The creature must choose to either fall prone to extinguish flames on its body or take 1d4 extra fire damage. Creatures wearing metal armor are immune to this effect.
- ***Lightning***. The creature takes an extra 1d4 lightning damage if it is wearing metal armor.
- ***Poison***. The creature is poisoned until the end of its next turn.

At Higher Levels. When you cast this spell using a 3rd level or higher spell slot, the damage increases by ld4 for each slot level above 2nd.

Elemental Body

7th-level transmutation

Casting Time: 1 action
Range: Self
Components: V, S, M (a bit of the chosen element from a plane other than where the spell is cast)
Duration: Concentration up to 4 hours

When you cast this spell, it transforms your body and all the gear you are carrying into a new form, composed of your choice of one of the following elements: air, earth, fire, or water. You retain your previous size and statistics, except as noted below, but until the spell ends, your creature type becomes elemental, and you gain the following benefits:

- ✧ You are attuned to the environments where this element completely surrounds you, breathing and existing in such places comfortably.
- ✧ You are immune to poison, sleep, paralysis, and stunning.
- ✧ You gain resistance to bludgeoning, piercing, and slashing damage from non-magical weapons.

In addition, you gain the following special abilities depending on the elemental type you chose:

Air. You can fly at your normal speed. Creatures have disadvantage on their attack rolls against you while they are flying or hovering.

Earth. You gain a +1 bonus to hit and damage against foes that are touching the ground. You gain advantage on any ability check you make to shove a creature. Your Armor Class cannot be lower than 13 + your Dexterity modifier, no matter what armor you are wearing.

Fire. You are immune to fire. Any creature that grapples you, or is within 5 feet of you when it hits you with an attack roll, takes 1d6 fire damage. When you hit with an unarmed strike, you inflict an extra 1d6 fire damage.

Water. You can swim at your



normal speed. You gain a +1 bonus to attack and damage rolls if you and your opponent are both touching water. You can use your action to put any nonmagical fire within 5 feet of you, or to put out any magical fire within 5 feet of you as if casting dispel magic as a 7th-level spell.

Elemental Burst

1st-level evocation

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (burning incense for air, soft clay for earth, sulfur and phosphorus for fire, water and sand for water, or any kind of vegetable matter for wood)
Duration: Instantaneous

You release the magical energy from one of the elements in an explosive burst. You choose a point within range that contains one of the following five elements of your choice: air, earth (which includes soil, metal, or stone), fire, water, or wood. That material releases its elemental energy. Each creature within a 15-foot cone emanating from that point must make a saving throw. The victim takes 2d6 damage on a failed save, or half as much damage on a successful one.

The type of saving throw required and damage inflicted depend on the element, as determined by the table below:

Element Type	Saving Throw	Damage Type
Air	Dexterity	Lightning
Earth	Strength	Acid
Fire	Dexterity	Fire
Water	Constitution	Cold
Wood	Constitution	Poison

In addition to taking damage, each creature that fails its saving throw suffers an additional effect, depending on the element type. These effects are detailed below, along with descriptions of each element's exact effect:

Air. There is a sudden flash of light and peal of thunder as a gust of wind whips up out of nowhere, heavy with static electricity that shocks those nearby. Creatures that fail their save are knocked prone. Objects that aren't being worn or carried become electrified, inflicting 1d6 lightning damage on the next person who touches them within the next minute.

Earth. Clumps of metal and rock spray out, oozing a corrosive substance. Creatures who fail their save are pushed back 10 feet away from the point at the center of the effect, as are objects weighing less than 100 lbs. that aren't being worn or carried.

Fire. The fire shoots out glowing sparks. It ignites flammable objects in the area that aren't being worn or carried, and creatures who fail their save take an additional 1d6 damage at the beginning of their next turn.

Water. Icy water pushes out in a freezing wave that crashes into those nearby. Creatures who fail their save reduce their speed by half until the end of their next turn, and objects weighing less than 100 pounds that aren't being worn or carried are pushed back 15 feet away from the point at the center of the effect.

Wood. The element throws off sharp slivers of the same material as itself, infused with a poisonous sap. Creatures who fail their save cannot take reactions until the end of their next turn. Against objects, this effect inflicts piercing damage instead of poison.

The explosive noise of this spell can be heard up to 100 feet away. The spell does not noticeably affect the structure of any object that is the source of the elemental effect, unless it is an object that is not being worn or carried. If that is the case, the object suffers the same 2d6 damage as a creature that failed its saving throw.

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

> "This is one of many extremely useful spells that originated among the spellcasters of the continent of Kara-Tur, where sages identify five elements instead of four. Unfortunately, the mages of that land are

far better than those of Faerûn at keeping their secrets... So good, in fact, that I know the ways of spellcasters on distant planes better than I know those native to the continent that adjoins my own! To this day, it be unclear to me whether the creator was a member of the mystic order known as the wu-jen, or one of the divinely inspired sorcerers called the shugenja."

Elonia's Glamour

2nd-level illusion

Casting Time: 1 action
Components: V, S, M (a pinch of ruby dust)
Range: Touch
Duration: Concentration, up to 1 hour

The target of this spell becomes very physically beautiful. A subtle glow surrounds the target in darkness or shadows, and tiny motes of light cling to the target in daylight. The target gains advantage on any Charisma checks.

Embalm

2nd-level necromancy (ritual)

Casting Time: 1 action
Components: V, S, M (unguents worth 100 gp)
Range: Touch
Duration: Instantaneous

You preserve one corpse against the ravages of time. Any decomposition stops but is not reversed. If cast soon enough after death, the body will look like it's simply resting (but it won't breathe, have a heartbeat, or show any other signs of life).

Energized Shield

2nd-level abjuration

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

When casting this spell, you touch a shield and transform it into an elemental energy type of your choice (cold, fire, lightning, or acid). You can safely wield the shield, and you also gain resistance to damage from the shield's type for the spell's duration.

In addition, you can use a bonus action on each of your turns to make a spell attack to bash a target within 5 feet with the shield. On a hit, the target takes an amount of damage of the shield's type equal to 2d6 + your spellcasting ability modifier.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the amount of elemental energy damage increases by 1d6 for every two slot levels above 2nd.

Energy Drain

9th-level necromancy

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

With a howl like the damned, several bolts of black lightning leap from your target to you. You drain away its life force and use it to power your own magic. The target must make a Constitution saving throw. The target takes 20d8 necrotic damage on a failed save, or half as much damage on a successful one. In addition, its hit point maximum is reduced by the amount of damage it takes. After a long rest, the target's hit point maximum returns to normal.

For every 20 points of necrotic damage you inflict, you regenerate a 1st-level spell slot. You can combine spell slots to regenerate higher level spells. For example, if you do 85 points of damage, you could regenerate one 4th-level spell slot, four 1st-level spell slots, or any combination that does not exceed 4 spell levels.

Energy Immunity

6th-level abjuration

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: 24 hours

When you cast this spell, touch a creature and choose one of the following types of damage: acid, cold, fire, lightning, or thunder. For the duration, the creature touched is immune to damage of the chosen type.

Enervation

4th-level necromancy

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

A bolt of black lightning leaps from your target to you. The target must make a Constitution saving throw. The target takes 8d8 necrotic damage on a failed save, or half as much damage on a successful one. In addition, its hit point maximum is reduced by the amount of damage it takes. After a long rest, the target's hit point maximum returns to normal.

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

Enrage Animals

1st-level enchantment

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

This spell incites and enrages animals, making them hostile and vicious. Roll 6d10; the total is how many hit points of creatures this spell can affect. Eligible beasts within 30 feet of a point you choose within range are affected in ascending order of their current hit points (ignoring unconscious creatures, non-beasts, or beasts with an Intelligence score of 4 or higher, who are unaffected).

Starting with the creature that has the lowest current hit points, each creature affected by this spell enters a terrible rage for the duration. Subtract each creatures' hit points from the total before moving on to the creature with the next lowest hit points. A creature's hit points must be equal to or less than the remaining total for that creature to be affected.

A beast that is magically bound to a master or trained only to attack on order is allowed a Wisdom saving throw against this effect; other beasts are not. Creatures who succeed on their saving throws are still deducted from the total number of hit points of creatures you can affect.

At the beginning of its turn, an affected creature must make a melee attack against a creature within reach. If a beast affected by this spell has no creatures within reach, it will move towards the nearest creature and attack. If it cannot do so for some reason, the beast attacks an object within range, which may be the ground or a wall.

The first two attacks by beasts enraged by this spell are made with advantage.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, roll an additional 2d10 for each slot level above 1st. When you cast it with a spell slot of 3rd level or higher, you can also affect abominations, celestials, fey, and fiends that have assumed an animal form (such as familiars).

> "I make it a rule to never upset a druid when there are dangerous beasts nearby, no matter how placid the beasts might appear."

Entropic Shield

1st-level abjuration

Casting Time: 1 action
Range: Self
Components: V, S, M (your holy symbol)
Duration: Concentration, up to 1 minute

Any ranged attack made against you for the duration has disadvantage.

Eye for an Eye

4th-level abjuration

Casting Time: 1 reaction, which you take when a creature within 30 feet of you hits one of your allies with an attack roll
Range: 30 feet
Components: V, S, M (a weapon)



Duration: Instantaneous

You raise your weapon defiantly and shout a magical imprecation at a foe that dares to assault your comrade. Make a weapon attack against the attacker. If you attack with a melee weapon, your reach for this attack is increased to 30 feet. If the attack hits, it deals an extra 3d8 radiant damage to the target. Whether you hit or miss, the target must make a Constitution saving throw. On a failed save, it is blinded until the end of its next turn.

Eye of the Hurricane

4th-level abjuration

Casting Time: 1 action
Range: Self (40-foot radius)
Components: V, S
Duration: Concentration, up to 1 minute

When you cast this spell, it creates a spherical storm with hurricane force winds that whip violently around you in a 40-foot radius sphere centered on you. However, within a 10-foot radius sphere also centered on you, these winds are relatively calm, merely a strong breeze.

Because of the winds, creatures within 40 feet of you cannot make ranged attack rolls, nor can they be the targets of ranged attacks. Certain large projectiles, such as thrown or catapulted, can be used to attack despite the winds, but even attacks with such weapons are made at disadvantage.

Any creature that moves into the area of the violent winds or starts its turn there must make a Strength saving throw. If they fail, they suffer one of the following effects, depending on

their size and whether they are flying.

- ✧ Medium and smaller creatures are moved 1d4 x 10 feet in a random direction, knocked prone, and take 1d6 points of bludgeoning damage for every 10 feet this effect moves them.
- ✧ Medium flying creatures are pushed back 1d6 x 10 feet.
- ✧ Large creatures are knocked prone.
- ✧ Large flying creatures are pushed 1d6 x 5 feet.
- ✧ Huge creatures make no progress through the winds.
- ✧ Huge flying creatures are pushed 1d4 x 5 feet.

You can move at half your movement speed while concentrating on the storm, and it moves with you. However, if your movement causes the storm's winds to cross into a space occupied by another creature, the creature must make a Strength saving throw to avoid the spell's effects.

Fire Hawk

Evocation cantrip

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

You conjure a minor spirit in the form of a flaming hawk, which makes a swooping attack against your foe and then circles above it for a moment to attack again if your foe's defenses falter.

Make a ranged spell attack against a creature within range. If the attack hits, the creature takes 1d8 fire damage and has the fiery hawk looming above until the start of your next turn. If the target provokes an opportunity attack before then (whether such an attack is actually made or not), it immediately takes 1d8 fire damage and the spell ends.

This spell's damage increases when you reach higher levels. At 5th level, the ranged spell attack deals an extra 1d8 fire damage to the target, and the damage the target takes for provoking an opportunity attack increases to 2d8. Both damage rolls increase by 1d8 at 11th level and 17th level.

Fire Shield, Mass

8th-level evocation

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a bit of phosphorous or a firefly)
Duration: 10 minutes

This spell functions the same as *fire shield*, except that you may target up to seven creatures within range, one of which may be you.

Fire Spiders

6th-level conjuration

Casting Time: 1 action
Range: 90 feet
Components: V, S, M (a pinch of sulfur)
Duration: Concentration, up to 1 minute

A glowing yellow coal spurts from your finger to a point you choose within range, and then bursts into a 10-foot radius swarm of tiny spider-shaped fire elementals.

A creature that starts its turn in the area takes 4d6 fire damage, or half as much on a successful Dexterity saving throw. Each round, you can use a bonus action to move the swarm up to 30 feet. If you do not move the swarm on your turn, it moves up to 15 feet towards the nearest living creature within range (at the end of your turn).

Any spell of 3rd level or higher that inflicts cold damage ends the spell if it affects an area that includes the swarm. If a spell prevents elementals from entering a certain space (such as a magic circle spell affecting elementals), it also prevents the swarm from entering the space.

Fire Trap

2nd-level evocation

Casting Time: 1 minute
Components: V, S, M (holly berries)
Range: Touch
Duration: Instantaneous

You touch one closable, inanimate item and designate a password. If someone opens the item

without saying the password, the item explodes in a ball of flame. Each creature within 10 feet must a Dexterity saving throw. A target takes 4d6 fire damage on a failed save, or half as much damage on a successful one. The item itself takes no damage from this spell.

At Higher Levels. When you cast this spell using a 3rd level or higher spell slot, the damage increases by 1d6, or you may extend the area of effect by 5 feet, for each slot level above 2nd.

Fist of Stone

1st-level transmutation

Casting Time: 1 action
Range: Self
Components: V, S, M (a pebble inscribed with a stylized fist design)
Duration: 1 minute

When you cast this spell, it transforms one of your fists into living stone for the duration. You have advantage on grapple checks, and ability checks to break objects using the stone fist.

In addition, your unarmed strikes with the fist deal an amount of bludgeoning damage equal to 1d6 + your increased Strength modifier. For the duration of the spell, your transformed fist is considered a light weapon with which you are proficient, and the hand affected by this spell is considered to be holding it (though obviously it cannot be dropped or put away).

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

Flensing

8th-level transmutation

Casting Time: 1 action
Components: V, S, M (a garnet worth at least 500gp)
Range: Touch
Duration: 1 minute

You touch your target and run your hands across its skin, causing strips of flesh to peel away from its body. Once this effect has started, only you or *dispel magic* can stop it. When you first cast this spell, the target must make a Constitution saving throw. A creature who fails its saving throw takes 2d6 slashing damage, and its Charisma score is reduced by 1. If the save is successful, the creature takes half the damage, and its Charisma is unaffected.

On each of your turns for the spell's duration, you can use a bonus action to further mutilate your target, and the effects increase each time you do so, as follows:

First bonus action. The target must make a Constitution saving throw. If it fails, it takes 4d6 slashing damage, and its Charisma score is reduced by 1d4. If it succeeds, it takes half as much slashing damage, and its Charisma is unaffected.

Second bonus action. The target must make a Constitution saving throw. If it fails, it takes 6d6 slashing damage, and its Charisma score is reduced by 2d4. If it succeeds, it takes half as much slashing damage, and its Charisma is unaffected.

Third bonus action. The target must make a Constitution saving throw. If it fails, it takes 8d6 slashing damage, and its Charisma score is reduced by 2d4. If it succeeds, it takes half as much slashing damage, and its Charisma is unaffected. Half of the reduction in Charisma from failing this last saving throw is permanent.

If a target's hit points are reduced to 0 by this spell, the target immediately dies as the flesh is ripped away from its bones. The target's Charisma cannot drop below 1.

The slashing damage can be healed normally. The reduction to Charisma can be healed by the *regenerate* spell, by the *wish* spell, or by resting for 48 hours after the hit point damage has been healed, except for any permanent reduction, which cannot be healed by anything short of a *wish*.

> "This spell is a favorite of twisted minds everywhere. I have used it but once, to my lasting regret. There are some things ye can never unsee."

Flight of the Dragon

4th-level transmutation

Casting Time: 1 action
Range: Self
Components: V, M (a dragon's wing claw)
Duration: 1 hour

When you cast this spell, small dragon wings grow from your back and you gain a flying speed of 60 feet for the duration.

If your game uses the optional encumbrance rules, you cannot fly while encumbered.

Fog of Viscidity

2nd-level conjuration

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

You conjure dense, white fog that fills a 30-foot sphere centered on a point you choose within range. The fog is thick and clings to anyone in its area of effect, causing the speed of any creature that is within the fog's area, enters it, or starts its turn there, to be reduced by half until the start of its next turn.

The fog obscures all vision, even darkvision. Any creature within the fog is heavily obscured to creatures more than 5 feet away, and lightly obscured to creatures within 5 feet

Force Orb

4th-level evocation

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

You create four glowing orbs of magical force in your palm, which streak from your hand to hit your targets. You can direct them at one target or several, but no two targets can be more than 30 feet apart.

Make a ranged spell attack for each orb. On a hit, the target takes 2d8 force damage. On a miss, the target takes 2 force damage.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the spell creates one more orb for each slot level above 4th.

Fortifying Cry

Enchantment cantrip

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

You assume an empowering stance and give a loud shout, rousing your own fighting spirit and defying fear. Roll 1d6. You gain temporary points equal to the number rolled, and you add that same number as a bonus to your next saving throw against exhaustion or becoming frightened before the end of your next turn.

When you cast this cantrip, you may also choose a creature within 5 feet of you and force it to roll a Wisdom saving throw. If it fails, it takes 1d4 psychic damage. The amount of psychic damage you inflict with this spell increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

> "One of the joys of magical lore—or frustrations, depending on how ye view it—is that no matter how many centuries of intense study ye devote, some mysteries yet beckon. For me, I think the relationship of the mystical force known as ki to magic shall ever be such. Like a bird that flits away whenever ye come close, whenever I think the answer is within my grasp, it vanishes in the face of some new wrinkle or contradiction. In certain nations of Kara-Tur, where a truly advanced study of ki is made, a battle cry like the one this cantrip creates is often called a kiai, and is considered an achievement of martial skill, rather than true magic. Perhaps this cantrip was created to emulate such displays?"

Foundation of Stone

1st-level transmutation

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

You infuse your comrades with the strength of the earth. Choose six creatures within range. You and all the selected creatures gain a +2 bonus to AC, and advantage on Strength checks for the duration. However, if an affected creature moves from the space it was standing in when the spell was cast, or if it jumps, flies, or otherwise leaves solid ground, the spell's effects end for that creature.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the bonus to Armor Class increases by 1 for every two slot levels above 1st.

Four-Winds Bag

3rd-level conjuration

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

You create a windstorm within a small cloth bag, and then you unleash it to move yourself and your allies. Choose any number of creatures within range. You and each chosen creature may immediately use a reaction to take the Dash action.

Freeze

6th-level evocation

Casting Time: 1 action
Components: V, S
Range: 60 feet
Duration: 10 rounds

Your hand goes numb and a ray of bright blue energy leaps toward a creature of your choice that you can see within range. The target takes 2d6 cold damage and is encased in a thick sheet of ice. The target can breathe, but it is incapacitated and takes 2d6 points of cold damage every round.

The target or an ally within 5 feet of it can use its action to make Strength check against a DC equal to your spellcasting save DC to free the target from the ice. Any fire damage inflicted on the target begins to melt the ice as well, but the target is not free until 20 points of fire damage have been inflicted. Once the target is freed from the ice, the spell ends.

Frightful Strike

1st-level enchantment

Casting Time: 1 reaction
Range: 5 feet
Components: V, M (a weapon with at least one drop of blood on it)
Duration: 1 round

You cast this spell as a reaction when you hit with a melee weapon attack. You bark or whisper a terrifying threat to the creature as your weapon strikes. In addition to the weapon's normal damage, the creature takes an amount of psychic damage equal to 1d4 + your Charisma modifier. The creature must also make a Wisdom saving throw. On a failed save, the creature is frightened of you until the end of its next turn.

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

Frostwind Blade

Evocation cantrip

Casting Time: 1 action
Range: 5 feet
Components: V, S
Duration: 1 round

As part of the action used to cast this spell, you must make a melee weapon attack against one creature within the spell's range, otherwise the spell fails. Your weapon leaves a frosty trail as it cuts through the air, striking blows that inflict winter's wrath. On a hit, the target suffers the attack's normal effects. In addition, the next time the target makes an attack before the end of your next turn, it must choose to either make the attack with disadvantage or take 1d10 cold damage, and make the attack roll

normally. A creature within 5 feet of you that takes cold damage from this cantrip reduces its speed by half until the end of your next turn.

This spell's damage increases when you reach higher levels. At 5th level, the melee attack deals an extra 1d10 cold damage to the target, and the damage the target suffers for not taking disadvantage on its next attack increases to 2d10. Both damage rolls increase by 1d10 at 11th level and 17th level.

Gateway

8th-level transmutation

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a handful of earth)
Duration: Concentration, up to 1 minute

When you cast this spell, a circular portal, 10 feet in diameter, opens over a point you choose within range. You also choose a second point, which can be at any location you have previously visited on the same plane of existence. A second, identical portal appears at that point.

Both portals are two-dimensional glowing rings filled with mist, hovering inches from the ground and perpendicular to it at the points you choose. A ring is visible only from one side (your choice), which is the side that functions as a portal.

Any creature or object entering one portal exits from the other portal as if the two were adjacent to each other; passing through a portal from the nonportal side has no effect. On your turn, you can rotate the rings as a bonus action so that the active side faces in a different direction.

The surface of the first portal is transparent, allowing you to see what lies beyond; however, the surface of the second portal is a translucent gray color. This misty grayness is opaque and blocks vision through it to the first portal. Nevertheless, creatures can freely pass through the active side of each portal for the spell's duration.

Gemjump

6th-level conjuration (ritual)

Casting Time: 10 minutes
Range: Unlimited (see description)
Components: V, S, M (two gems worth at least 500 gp each)
Duration: Until dispelled

This spell links two specially prepared gems. One of the gems is usually kept at a safe location, and the other one carried until it is needed. Once you cast this spell, you can be transported to the location of one of the gems by holding the other one in your hand and speaking its command word as a bonus action.

In addition to yourself, you can transport up to six willing Medium-sized or smaller creatures with you. Each creature can bring as many items as it can carry.

Once you transport yourself with this effect, the spell ends.

General of Undeath

8th-level necromancy

Casting Time: 1 action
Range: Self
Components: V, S
Duration: 24 hours

This spell bolsters your ability to create and control undead. For the spell's duration, the effectiveness of your *animate dead* spells is doubled.

For example, when you cast the *animate dead* spell at its base level (3rd), you can animate two undead creatures, or reassert control over up to eight. Likewise, when you cast *animate dead* using a spell slot of 4th level or higher, you can animate or reassert control over four more undead creatures for each slot level above 3rd.

Glasya's Stride

7th-level transmutation

Casting Time: 1 action
Range: 5 feet
Components: V, S

Duration: Instantaneous

You summon the strength and horrific majesty of a terrifying princess of the Nine Hells to wreak havoc upon your enemies. As part of the action used to cast this spell, you can move up to 30 feet. For each 5 feet you move, you can choose one creature within 5 feet that you haven't attacked as a part of this spell, and make a melee spell attack against that creature. On a hit, the target takes 8d6 necrotic damage, and you push it 5 feet away from you.

At Higher Levels. When you cast this spell using a spell slot of 8th level or higher, the number of feet you move as part of this spell is increased by 10 feet for each slot level above 7th.

> "This spell is, of course, named for the archdevil Glasya, duchess of the Sixth, a Princess of the Nine Hells, the daughter of Asmodeus, and—like all her kind—a terrible host. It is said she first granted this spell to a warlock who served her via an infernal pact. Since that time, it has been adapted for the use of all warlocks, whether their pact is merely reckless (such as taking on one of the Summer Fey monarchs as a patron) or self-destructively foolish (such as bartering for power with one of the mad entities of the Far Realm). Despite its widespread use, warlocks still prefer to avoid it for its diabolical associations."

Glorious Transmutation

9th-level transmutation

Casting Time: 1 minute
Components: V, S, M (the metal to be transformed)
Range: Touch
Duration: Instantaneous

You transform up to 500 pounds of metal into the same amount of silver or gold (caster's choice). A transmuter that sacrifices a transmuter's stone to power the spell can transform up to 1,000 pounds of metal into silver or gold, or into 500 pounds of platinum. The value of each pound transformed is equal to 50 coins of the same precious metal.

Grace

3rd-level transmutation

Casting Time: 1 bonus action
Range: Self
Components: V
Duration: Concentration, up to 1 minute

After casting this spell, a silvery nimbus of bright light emanates from you in a 60-foot radius. While the spell is active, you have disadvantage on Dexterity (Stealth) checks.

In addition, for the duration of the spell, your speed increases by 10 feet, you gain advantage on Dexterity saving throws and on all Dexterity checks that are not Dexterity (Stealth) checks, and any melee weapon you wield deals one extra die of its damage when you hit with it.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, melee weapons you wield deal one additional extra die of their damage for every two slot levels above 3rd.

Gravedust Cloud

6th-level necromancy

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a bag of ashes from a burnt corpse)
Duration: Instantaneous

You direct a bag of ash at your foes, which explodes in a pale cloud that saps the life out of creatures and transfers it to your allies.

Each hostile creature of your choice in a 30-foot-radius sphere centered on a point you choose within range must make a Constitution saving throw. A target takes 5d8 necrotic damage on a failed save, or half as much damage on a successful one. Choose up to six creatures in the same 30-foot-radius sphere. Each target regains hit points equal to the necrotic damage that a creature would take if it had failed its saving throw (whether any creature fails its saving throw or not). This spell has no effect on undead or

constructs.

At Higher Levels. When you cast this spell using a spell slot of the 7th level or higher, the healing increases by 1d8 for each slot level above the 5th.

Great Thunderclap

3rd-level evocation

Casting Time: 1 action
Range: 90 feet
Components: V, S, M
Duration: Instantaneous (an iron bell)

When you cast this spell, a pealing thunderclap resonates from a point you choose within range. The thunderous boom is audible for 500 feet, and each creature within 20 feet of the chosen point must roll three different saving throws.

First, an affected creature must make a Wisdom saving throw or be stunned until the end of its next turn. Second, a creature must make a Constitution saving throw or be deafened for 1 minute. Finally, a creature must make a Dexterity saving throw, or fall prone.

Great Watcher Spirit

1st-level conjuration

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a peacock feather)
Duration: 1 round

A great spirit watches over a creature you choose within range, warning it of danger and helping it to take advantage of opportunities. The creature's next weapon attack that hits before the end of its next turn inflicts an additional 2d6 psychic damage.

In addition, until the end of the creature's next turn, attack rolls against it are made with disadvantage, and it has resistance to necrotic damage.

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

Guiding Snarl

5th-level conjuration

Casting Time: 1 reaction, which you take when an ally within range who can hear you misses with an attack roll
Range: 60 feet
Components: V
Duration: Instantaneous

You conjure a trickster spirit who distracts an enemy, allowing your ally to strike true. The ally can reroll the triggering attack roll with advantage. If the attack hits, it deals an extra 2d10 psychic damage.

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

Hail of Stone

2nd-level conjuration

Casting Time: 1 action
Range: 90 feet
Components: V, S, M (a piece of jade worth at least 5 gp)
Duration: Instantaneous

When you cast this spell, choose a spot within range. A 10-foot radius by 40-foot high cylinder centered on that spot is pummelled by falling rocks. Each creature caught within the cylinder must make a Dexterity saving throw. On a failed save, a creature takes 5d4 bludgeoning damage, 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 bludgeoning damage increases by 1d4 per slot level above 2nd.

Hailstones

3rd-level evocation

Casting Time: 1 action
Range: 90 feet
Components: V, S, M (a handful of crystal globes)
Duration: Concentration, up to 1 minute

You create two large hailstones that strike your enemies. You can direct each hailstone at a different target, or direct multiple hailstones at the same one,

but no two targets can be more than 30 feet apart. Make a ranged spell attack for each hailstone. On a hit, a stone deals 2d6 bludgeoning damage and 2d6 cold damage.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you create one extra hailstone per slot level above 3rd.

Hand of Radiance

Conjuration cantrip

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a holy symbol)
Duration: Instantaneous

Sparks of holy light streak from your fingertips to strike your enemies. Choose up to three creatures within range, none of whom can be more than 10 feet apart. Each target must succeed on a Dexterity saving throw or take 1d4 radiant damage.

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

Hardening

6th-level transmutation

Casting Time: 1 action
Range: Touch
Components: V, S, M (an ointment made of 50 gp of diamond dust for each 10 cubic feet of material)
Duration: Permanent

This spell permanently reinforces the strength and durability of materials. Paper is much harder to tear, wood is more durable, and glass is harder to break.

You can touch and affect up to 50 cubic feet of material each time you cast this spell. The material becomes resilient if it was fragile, and its AC is increased by 4. If a material is already resilient, it doubles in hit points.

For example, if you touch a resilient section of wooden wall that has 50 hit points, its AC would improve from 15 to 19, and it would have 100 hit points.

Heart of Stone

8th-level necromancy (ritual)

Casting Time: 1 hour
Range: Self
Components: V, S, M (an exquisitely carved stone heart made of jade, obsidian, or gold-veined marble worth at least 5,000 gp)



Duration: 1 year

When this spell is cast, your heart is replaced with an ornately crafted stone heart. For the spell's duration, your living heart is stored in a special alchemical solution at a hidden location, which you have either prepared and chosen previously, or which you choose during the casting of this spell from among locations you have been to in the last 24 hours.

The stone heart grants you resistance to cold, fire, and lightning damage, as well as resistance to damage from bludgeoning, piercing, and slashing weapons.

However, the stone heart also has the following disadvantages:

- ✧ You can only gain a maximum of 1 hit point per hit die when you heal naturally.
- ✧ You instantly die if your living heart is damaged or destroyed.
- ✧ A creature that can see the location of your heart or is close enough to hear it beating can find it, but only if they are actively searching for it. The DC for ability checks to find your heart is equal to your spellcasting DC.

In addition, the heart of stone can be dispelled, which transfers your living heart back to your body, and sends your stone heart to your living heart's previous hiding place. If you enter an anti-magic field, your stone heart and living heart temporarily switch places, and then switch back again after you leave the affected area.

Hearth Spirit

3rd-level conjuration

Casting Time: 1 action
Range: 30 feet
Components: V, M (the claw of a predator)
Duration: Concentration, up to 1 minute

You summon a comforting spirit of the sacred hearth, which manifests as a pillar of flame that burns enemies but soothes you and your allies. Choose a 5-foot-radius by 10-foot-high cylinder that you can see within range. Until the spell ends, sacred flames fill that space, and anyone within it when you cast this spell must make a Wisdom saving throw. On a failed save, a creature takes 3d6 fire damage, or half as much damage on a success. A creature must also make the saving throw when it enters that space for the first time on its turn or ends its turn there.

Whenever a creature that fails its saving throw takes fire damage from this spell, friendly creatures of your choice within 5 feet of the damaged creature regain hit points equal to half the amount of fire damage dealt.

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

Heat Drain

8th-level necromancy

Casting Time: 1 action
Range: Self (20-foot radius)
Components: V, S
Duration: Instantaneous

You drain the heat from all living creatures within 20 feet of you. Each creature in the area takes 12d6 cold damage, or half as much on a successful Constitution saving throw.

The influx of drained heat that you drain fromyour victims bolsters your own resilience. You gain a number of temporary hit points equal to 5 x the number of creatures that take damage from this spell.

Herald's Call

1st-level enchantment

Casting Time: 1 bonus action
Range: Self (20-foot radius)
Components: V, S
Duration: 1 round

You call out to gain the attention of creatures around you. An enemy within 20 feet of you that hears this call must succeed on a Wisdom saving throw or its speed is reduced by half until the end of its next turn. An affected creature within the area that is under the effect of *haste* has that spell suppressed until the end of your next turn.

Hiss of Sleep

7th-level enchantment

Casting Time: 1 action
Range: 60 feet
Components: V
Duration: Concentration, up to 1 minute

As you softly speak the words that finish this spell, a soft droning sound sweeps out from you. Choose up to six creatures in range. Each chosen creature must make a Wisdom saving throw or fall unconscious. A creature rendered unconscious by this spell does not awaken until the spell ends, it takes damage, or someone uses an action to shake or slap it awake.

Holy Star

7th-level abjuration

Casting Time: 1 action
Range: Self
Components: V, S
Duration: Concentration, up to 1 minute

As you finish casting this spell, a glowing mote of energy rises and hovers over your shoulder, and it sheds dim light in a 20-foot radius. The first time during the duration that a spell either forces you to make a saving throw or targets you with a spell attack, roll 1d4+5. If the number rolled equals or exceeds the level of the spell, that spell fails to affect you, and is turned back upon the caster. If that spell required a saving throw, its caster is now the one that must make the saving throw; if it was targeting you with a spell attack, the caster is now the target of that spell attack.

For the spell's duration, each additional time a spell forces you to make a saving throw or targets you with a spell attack, you roll 1d4+5 again for the same protective effect. However, whenever you make the roll, you subtract the total number of spell levels from which this spell has protected you against during its duration from the total. If the total still equals or exceeds the level of the spell, it is turned back on the caster as described above. If it does not, the only protection you gain is either advantage on your saving throw against that spell or the spell attack has disadvantage against you (whichever is appropriate), and the spell ends at the beginning of your next turn.

This spell only protects you. Other targets caught in a spell's area are affected normally.

The holy star has two other effects. It grants a +4 bonus to your Armor Class for the spell's duration. Also, as a bonus action on each of your turns, you can launch a *fire bolt* (as the cantrip) from the star at a target you can see within 120 feet. The *fire bolt* uses your spell attack bonus, and deals 3d10 fire damage on a hit.

Holy Storm

3rd-level conjuration

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a flask of holy water)
Duration: Concentration, up to 1 minute

When you cast this spell, select a point within range; loud and blinding rain pours down in a 20-foot radius by 40-foot high cylinder centered on that point. The area becomes lightly obscured, and all ranged attacks made by creatures within the spell's area, or made against targets within the spell's area, are made with disadvantage.

The rain automatically extinguishes unprotected flames, and has a 50% chance of extinguishing protected flames such as lanterns. In addition, the rain causes 2d6 radiant damage to any evil creature that starts its turn within the spell's area.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the amount of radiant damage to evil creatures increases by 1d6 for each slot level above 3rd.

Holy Word

7th-level evocation

Casting Time: 1 action
Components: V
Range: 50 feet
Duration: Instantaneous

You speak a word that holds holy power from one of the Outer Planes, power which corresponds strongly

to certain ethical or moral alignments and inflicts extra damage against certain types of creatures. When you cast this spell, choose one of these four planes:

- ✧ Elysium (Good): Aberrations, dragons (chromatic only), elementals, fiends, or undead.
- ✧ Hades (Evil): Beasts, celestials, dragons (metallic only), humanoids, or plants.
- ✧ Limbo (Chaos): Constructs, celestials (angels only), dragons, fiends (devils only), or giants.
- ✧ Mechanus (Law): Aberrations, fiends (demons only), fey, monstrosities, oozes, or undead.

Creatures within 50 feet of you that are of the types listed for the chosen plane must make a Wisdom saving throw. On a failed save, a creature is frightened for 1 minute or, if it is immune to being frightened, it suffers disadvantage on attack rolls against you for 1 minute instead. In addition, if a creature that failed its saving throw is not on its native plane, it is banished there, and cannot return for 1 hour. On a successful save, a creature isn't affected by this spell.

Your alignment (if you have one) may limit your choice of planar energues when you cast this spell. If you are evil-aligned, you cannot choose Elysium; if you are good-aligned, you cannot choose Hades, if you are lawful in alignment, you cannot choose Limbo; if your alignment is chaotic, you cannot choose Mechanus.

Hornet Shot

5th-level transmutation

Casting Time: 1 action
Range: Self
Components: S, M (a ranged weapon)
Duration: Concentration, up to 1 minute

Your weapon buzzes with toxic energy as you infuse it with magic, and when it strikes your target it emits a cloud of hornet-like motes that sting your foe and nearby enemies. As part of the action used to cast this spell, you must make a ranged weapon attack, otherwise the spell fails. If that attack hits, the target takes an additional 3d10 piercing damage, and attack rolls against it from more than 10 feet away are made with advantage. At the end of each of the target's turns before the spell ends, it must succeed on a Constitution saving throw or take 2d10 poison damage. On a successful save, the spell ends.

For the duration of the spell, a creature that moves within 5 feet of the target for the first time during its turn or starts its turn there is attacked by the motes and must make a Constitution saving throw. The creature takes 2d6 poison damage on a failed save, or half as much damage on a successful one.

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

Hover

3rd-level conjuration

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

You create a web of energy in mid-air that immediately stops any creature flying or falling into its strands. A creature that flies into the web must make a Dexterity saving throw. On a failed save, the creature's speed drops to 0, and it is grappled by the web. However, it can use an action to make a Dexterity (Acrobatics) check against your spellcasting DC to break free.

Although the web of energy reduces a creature's speed to 0, it is not restrained, and it does not fall to the ground. It is simply held in place in mid-air, and it can act normally.

> "I'll admit, it is rather amusing to catch a dragon this way."

Howling Chain

6th-level evocation

Casting Time: 1 action
Components: V, S, M (a length of silver chain)
Range: 100 feet
Duration: Concentration, up to 1 minute

A red chain of force wraps itself around a target you choose within range. The target must make a Dexterity saving throw to avoid being grappled by the chain. On a failed save, the target is grappled by the chain as it twists and writhes around it, causing the creature to have disadvantage on attack rolls and ability checks while it is grappled. In addition, on each of your turns, you can use an action to make a melee spell attack against the grappled target. On a hit, the target takes 3d6 piercing damage. The victim can attempt a Dexterity saving throw at the end of each of its turns to avoid being grappled by the chain. On a success, the target breaks free.

If a target escapes before the spell ends, you may use an action to choose a new target within 30 feet of the previous one. The chains move to that target, who must make the Dexterity saving throw to avoid being grappled. The spell then continues as normal.

Ice Axe

3rd-level evocation

Casting Time: 1 action
Range: 5 feet
Components: V, S, M (a shard of ice, glass, or crystal)
Duration: 1 minute

When you cast this spell, a battleaxe of swirling ice appears in your hand. You are proficient with the axe, and you can use your spellcasting ability instead of Strength for the attack and damage rolls of melee attacks using it. On a hit, a target takes 1d12 cold damage in addition to the axe's magical slashing damage.

You cannot be disarmed of the ice axe for the duration of the spell—if you are forced to drop it, it flies back to your hand immediately.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the cold damage increases by 1d12 for every two slot levels above 3rd.

Ice Claw

7th-level evocation

Casting Time: 1 action
Range: 120 feet
Components: V, S, M (white leather glove and a piece of clear rock crystal)
Duration: Concentration, up to 1 minute

When you cast this spell, a large reptilian-like claw surrounded by a cold chill appears in an unoccupied spot of your choice within range.

On the turn you cast this spell, and on each of your turns for the spell's duration, you can use a bonus action to direct the claw to move up to 30 feet and make one grapple attack against a creature. The claw's bonus for the grapple check is equal to 7 + your spellcasting ability modifier. A grappled creature is also restrained, and takes 2d6 cold damage at the start of each of its turns.

The claw can be attacked. It has an AC of 20, and a number of hit points equal to your normal hit point maximum. In addition, the claw makes saving throws using your bonuses, but has immunity to cold damage, and vulnerability to fire.

At Higher Levels. When you cast this spell using a spell slot of 8th level or higher, the claw's grapple bonus and Armor Class both increase by 1, and the amount of cold damage increases by 1d6 for each slot level above 7th.

Icelance

3rd-level conjuration

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a clear crystal worth at least 50 gp)
Duration: Instantaneous

A large spear-like shard of ice appears in the air next to you. Choose a target within range, and make a ranged spell attack. If the attack hits, the target takes 3d6 piercing damage, and 3d6 cold damage. In addition, the target must make a Constitution saving throw, or be stunned until the end of its next turn.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the amount of cold and piercing damage both increase by 1d6 for each slot level above 3rd.

Imbue Undead with Spell Ability

6th-level necromancy (ritual)

Casting Time: 1 action
Components: V, S, M (a blank scroll and some ink mixed with blood)
Range: Touch
Duration: Instantaneous

You grant an undead servant the ability to cast a spell you know one time. Choose a spell you could cast using a spell slot. You sacrifice the spell slot you would use to cast it, and the undead creature you touch gains the ability to cast that spell once before the next time you finish a long rest. You cannot force the undead to cast the spell unless you have some other means of controlling it.

Immunity to Poison and Disease

5th-level abjuration

Casting Time: 1 action
Components: V, S, M (a pinch of salt)
Range: Touch
Duration: 24 hours

The target becomes immune to diseases and poisons for 24 hours. This grants immunity to poison damage and the poisoned condition, as well as the effects of actual poisons and diseases, whatever those effects may be. The target is immune even if the disease or poison is magical. Any poison or disease already in the target is placed in a form of stasis until the spell ends, then resumes just as if the spell was never cast.

Implosion

9th-level evocation

Casting Time: 1 action
Components: V, S
Range: 100 feet
Duration: Instantaneous

Your targets stand perfectly still for a moment, then fold into themselves with a disgusting SPLURCH! Choose four targets. Each target must make a Constitution saving throw. On a failed save, a target's Constitution score is reduced by 4d6. If a creature's Constitution is reduced to 0 in this way, it twists into a bloody sack of torn muscle and cracked bone, and dies. A creature that fails its saving throw, but survives the reduction of its Constitution, is poisoned until it finishes a long rest. Such a creature regains its normal Constitution score when it completes a long rest.

If a target succeeds on the Constitution saving throw, it suffers no ill effects.

Indomitability

5th-level abjuration

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

The target you touch is protected from the next attack that would take it to 0 hit points. The attack must deal at least 1 hit point of damage. The recipient is reduced to 1 hit point instead, but is otherwise unharmed. If the attack incapacitates the victim another way, then the spell has no effect.

> "Most useful when ye are undertaking an escort mission."

Inevitability of the Grave

7th-level necromancy

Casting Time: 1 bonus action
Range: 90 feet
Components: V, S, M (the petrified eye of a newt)
Duration: Concentration, up to 1 hour

You recite a deadly cursing dirge, predicting impending doom for a creature you can see within range. You place this curse upon the chosen creature, and until the spell ends, the target has disadvantage on Wisdom checks, and your attacks deal an extra 1d8 psychic damage against it. Also, whenever the target misses you with an attack roll during its turn, it takes 1d8 psychic damage.

If the target drops to 0 hit points before this spell

ends, you can use a bonus action on your next turn to place the curse upon a new creature. When you move the curse in this way, the newly cursed creature takes 4d10 psychic damage and is frightened until the end of its next turn if it saw the previous target drop to 0 hit points.

Inevitable Winter

6th-level necromancy

Casting Time: 1 action
Range: 120 feet
Components: V, S, M (the mummified finger of a humanoid who froze to death)
Duration: Instantaneous

You call spirits of death and winter, commanding them to surround a foe to sap its vitality. Choose one creature you can see within range. The creature takes 6d12 necrotic damage, and it must make a Wisdom saving throw. If the save fails, the creature takes cold damage equal to the amount of necrotic damage it took, and it has disadvantage on the next saving throw it makes before the end of its next turn.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the necrotic damage increases by 1d12 for each slot level above 6th.

Instill Vulnerability

7th-level necromancy

Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: 24 hours

You select a target within range. The creature must make a Constitution saving throw. On a failed save, the creature is vulnerable to the energy type you select (acid, cold, fire, lightning, or thunder) for the duration of the spell. If the saving throw is successful, the spell ends.

If a creature is immune to the selected damage type, but fails its saving throw, it is affected, and it is no longer immune to that damage type. Instead, it has resistance to the damage type for the duration of the spell.

Invigorating Strike

2nd-level evocation

Casting Time: 1 reaction, which you take when you hit a creature with a melee weapon attack
Range: Self
Components: V, S, M (a melee weapon)
Duration: Instantaneous

When you hit with a melee attack, in addition to dealing damage to your target, you regain a number of hit points equal to the weapon's normal damage dice + your spellcasting ability modifier. Roll the amount of hit points you regain separately from the outcome of the attack.

Invisibility, Superior

8th-level illusion

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

The creature you touch turns invisible, and its scent and sound are masked for the spell's duration. Like *greater invisibility*, the subject can attack and cast spells without ending the spell. This spell also hides the subject from blindsight, tremorsense, and any other sense that would normally reveal a hidden creature.

In addition, the subject of the spell is immune to *see invisibility*, *faerie fire*, and similar spells for the spell's duration.

Ironbreaker Claws

1st-level conjuration

Casting Time: 1 action
Range: 30 feet
Components: V, M (the claw of a predator)
Duration: Instantaneous

You summon the spirit of a clawed predator, which latches onto your foe and twists it off balance, leaving it open to an ally's attack. Choose one creature in range, which must make a Dexterity saving throw. If it fails, the creature takes 2d10

slashing damage, and it provokes an opportunity attack from any allies of yours within 5 feet of it.

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

Ironguard

7th-level abjuration

Casting Time: 1 action
Range: Touch
Components: V, S, M (a tiny shield of wood, glass, or crystal)
Duration: Concentration, up to 1 minute

This spell functions like lesser ironguard, except the person touched is immune to both nonmagical and magically imbued metals.

Ironguard, Lesser

5th-level abjuration

Casting Time: 1 action
Range: Touch
Components: V, S, M (a tiny shield of wood, glass, or crystal)
Duration: Concentration, up to 1 minute

The person touched is immune to nonmagical metal for the duration of the spell. Metal items pass through you, and cause no harm. You can also walk through metal barriers, such as gates or bars. Magical metal objects affect you normally, as do spells. Secondary effects delivered by metal items affect you normally, such as a poisoned weapon attack.

If the spell expires while metal is inside you, the object is shunted out of your body or you are pushed away from it to the nearest unoccupied space; as a result, you and the object both



take 1d6 bludgeoning damage.

Since you pass through metal objects, your unarmed attacks ignore metal armor while you are under the effects of this spell. This does not change the Armor Class of a creature wearing metal armor, but it grants you advantage on unarmed attack rolls against them.

Jinx Shot

Enchantment cantrip

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

As part of the action used to cast this spell, make a ranged weapon attack against a creature within range. On a hit, the target suffers the attack's normal effects, and your enchanted shot renders your foe unaccountably clumsy. It has disadvantage on the next attack roll it makes before the start of your next turn. If that attack misses, it falls prone and the spell ends.

This spell's damage increases when you reach higher levels. At 5th level, the attack deals an extra 1d4 psychic damage to the target. This extra damage increases to 2d4 at 11th level and 3d4 at 17th level.

Jungle's Rapture

5th-level transmutation

Casting Time: 1 action
Range: 90 feet
Components: V, S, M (a bottle carved of obsidian)
Duration: Permanent

Spitting, you curse a creature, causing its body to become more rigid, and whorls of wood grain to appear on its skin as it begins a slow transformation into a tree. Make a ranged spell attack against a creature within your range that is not undead or a construct. On a hit, you curse the creature with a hardening of the limbs and skin as its flesh slowly turns to wood, inflicting the following effects upon it for the duration**:**

- ✧ Any speed it has becomes 5 feet, unless the speed was lower.
- ✧ It has disadvantage on Dexterity checks and Dexterity saving throws.

At the end of each of the target's turns, it must make a Wisdom saving throw. After succeeding on three of these saving throws, the creature defeats the curse, and the spell ends. After failing three of these saving throws, the creature stops making these saves, and it becomes a tree, replacing the previous effects of the curse with the following, which last for the duration**:**

- ✧ Its creature type becomes plant
- ✧ It is restrained
- ✧ Its size becomes Large unless it was already larger
- ✧ Its reach with melee attacks increases to 10 feet
- ✧ It has disadvantage on Dexterity checks and Charisma checks
- ✧ It cannot speak any language
- ✧ It is indistinguishable from a normal tree unless it moves

Every morning at dawn, the creature must make another Wisdom saving throw. Whenever it succeeds, it regains the ability to speak until the next time it fails the saving throw. If it succeeds on two of these saving throws in a row, the spell ends.

A *greater restoration*, *true polymorph*, *shapechange*, or *wish* spell can also end this spell.

Kelpstrand

2nd-level conjuration

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a piece of dried seaweed)
Duration: Instantaneous

You stretch out your hand and a long strand of wet kelp streaks out to envelop your foe and bring the creature to your grasp. Make a ranged spell attack against the target. On a hit, the target takes 2d10 bludgeoning damage, and you can pull it up to 30 feet closer to you. If the target ends this movement within 5 feet of you, the target is grappled by you,

just as if you had made a successful grapple attack against it.

A creature you grapple with this spell can use its action to escape. To do so, it must succeed on a Strength (Athletics) or Dexterity (Acrobatics) check against your spellcasting DC.

When you move, you can drag or carry the grappled creature at half your speed. You can move at your full speed if the creature is at least two sizes smaller than you.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the bludgeoning damage increases by ld10 for each slot level above 2nd.

Killing Ground

4th-level conjuration

Casting Time: 1 reaction, that you take when you reduce a creature to 0 hit points
Range: Self (30-foot cone)
Components: V
Duration: 1 round

You issue a primal cry of victory that creates a 30-foot cone infused with necromantic power harvested from the death of your foe. The area within the cone is difficult terrain for all creatures besides you. Each creature in the cone when you cast this spell must make a Constitution saving throw. Undead, constructs, and creatures immune to necrotic damage automatically succeed on this saving throw. On a failed save, a creature takes 2d8 thunder damage, and is vulnerable to necrotic damage for the spell's duration. A hostile creature that starts its turn within the spell's area takes 1d10 necrotic damage.

A creature that failed its saving throw can make a Constitution saving throw at the end of each of its turns. On a success, it is no longer vulnerable to necrotic damage.

In addition, for the spell's duration, the first time you hit a creature in the spell's area with a melee attack on each of your turns, that attack deals an extra 1d6 necrotic damage.

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

Kiss of the Vampire

7th-level necromancy

Casting Time: 1 action
Range: Self
Components: V, S, M (a black onyx worth at least 50 gp that is carved to resemble the face of a vampire)
Duration: Concentration, up to 1 minute

You temporarily transform into the likeness of a vampire. While transformed, you gain resistance to necrotic damage, and to bludgeoning, piercing, and slashing damage from nonmagical weapons. In addition, you have the following abilities for the spell's duration:

- ✧ You can cast the *charm person*, *gaseous form*, or *vampiric touch* spells without using a spell slot. When you cast gaseous form in this way, you can only target yourself.
- ✧ You gain a climbing speed equal to your walking speed
- ✧ You regenerate 10 hit points at the start of each of your turns.

In addition, while under the effects of this spell, you have hypersensitivity to sunlight, taking 20 radiant damage when you start your turn in direct sunlight.

Knightly Intercession

3rd-level conjuration

Casting Time: 1 reaction, which you take when a creature you can see within range is hit with a melee attack
Range: 60 feet
Components: V, M (a melee weapon)
Duration: 1 round

You call out a prayer for protective intercession which teleports the creature that made the triggering attack to an unoccupied space within 5 feet of you. The triggering attack hits you instead, and you can then make one melee weapon attack against the attacker. If that attack hits, it deals an extra 1d10 radiant damage.

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

Knight's Move

2nd-level conjuration

Casting Time: 1 bonus action
Range: 30 feet
Components: V, M (a piece from a chess set)
Duration: Instantaneous

Time slows briefly for you or on ally, allowing a quick burst of movement no one else can perceive. Choose a creature within range of this spell. That creature can use its reaction to teleport up to 30 feet to an unoccupied space. When it arrives, choose a creature within 5 feet of it. It gains advantage on its next attack roll against that creature before the end of its next turn.

Know Greatest Enemy

1st-level divination

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

Your eyes flash green, turning golden as you survey your opponents and perceive a shimmering green aura over the most powerful foe. Choose any number of creatures you can see within range. You instantly know which creature has the highest challenge rating. If multiple opponents are tied for the highest challenge rating, you become aware that all of them are equally powerful. This spell does not tell you the actual challenge rating of any creature, just which of the creatures is most powerful. It confers no other information.

Lasting Breath

8th-level evocation

Casting Time: 1 action
Range: Self (60-foot cone)
Components: V, S, M (a vial of dragon saliva)
Duration: Concentration, up to 1 minute

You unleash a breath weapon like that of a dragon, which then hangs in place and draws your enemies' attention. You choose acid, cold, fire, lightning, or poison for this spell, and force each creature in a 60-foot cone to make a Dexterity saving throw. A creature takes 6d6 damage of the type you chose on a failed save, or half as much damage on a successful one.

The cone lingers until the spell ends, and its area is lightly obscured. Any creature that enters the spell's area or starts its turn there must make a Dexterity saving throw, taking 6d6 damage of the type you chose on a failed save, or half as much damage on a successful one.

A creature that fails its saving throw also feels compelled to end the source of the breath weapon, giving it disadvantage on attack rolls against creatures other than you for the rest of that turn.

Lava Missile

2nd-level conjuration

Casting Time: 1 action
Range: 90 Feet
Components: V, S, M (any object made of glass)
Duration: Instantaneous

You conjure handfuls of liquid-hot stone from the elemental planes and hurl them at foes with unerring accuracy. You create four lava missiles, each of which hits a target of your choice that you can see within range. A lava missile deals 1d4 fire damage and 1d4 bludgeoning damage to its target. The darts all strike simultaneously, and you can direct them to hit one creature or several. The darts can also target objects that are not being worn or carried, and ignites them if they are flammable.

If a lava missile strikes a **firenewt** or an earth-based or fire-based elemental creature (such as a **gargoyle** or **salamander**), it does not inflict damage on the creature. Instead, that creature is healed, regaining 1d4 hit points for each lava missile that hits. Only **firenewts** or creatures of the elemental type can benefit from this effect.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the spell creates one more dart for each slot level above 2nd.

Leading Strike

Enchantment cantrip

Casting Time: 1 action
Range: 5 feet
Components: V, S, M (a melee weapon)
Duration: Instantaneous

As part of the action used to cast this spell, make a melee weapon attack against a creature within range. On a hit, the target suffers the attack's normal effects, and your enchanted strike shows an ally of your choice within 5 feet of you or the target how to hit your foe where it hurts. That ally has advantage on the next attack roll it makes against the target before the start of your next turn. If that attack hits, it inflicts an extra 1d6 radiant damage and the spell ends.

This spell's damage increases when you reach higher levels. At 5th level, your melee attack deals an extra 1d6 radiant damage to the target, and the extra radiant damage from an ally's strike increases to 2d6. Both damage rolls increase by 1d6 at 11th level and 17th level.

Leaf into Dagger

1st-level transmutation

Casting Time: 1 action
Range: Touch
Components: V, S, M (a leaf)
Duration: Concentration, up to 1 minute

This spell turns one leaf into a dagger. The dagger counts as a magic weapon for overcoming damage resistance. Rangers and druids use this spell to create silent, non-reflective weapons that look like completely harmless leaves.

Lesser Chainfire

5th-level enchantment

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

A column of magical fire and light descends on your enemy, then spreads out to not only burn other foes physically, but burn away their ties to the ally you targeted. Make a ranged spell attack against one creature within range. On a hit, the target takes 3d8 radiant damage.

Whether the attack hits or misses, a column of psychic fire consumes it and the creatures around it. Each creature of your choice in a 10-foot-radius, 40-foot-high cylinder centered on the target (including the target) must make a Wisdom saving throw. A creature takes 2d6 fire damage and 2d6 psychic damage on a failed save, or half as much damage on a successful one.

In addition, each creature besides the target who fails the Wisdom saving throw becomes indifferent towards the target and forgets the target ever existed, as if its memories were altered by a modify memory spell. This effect lasts for 1 minute. During that time, the creatures take no action to cooperate with the target and make no special effort to keep it from harm. If it is in a position of authority, affected creatures do not obey its orders. When the effect ends, all affected creatures regain their normal memories.

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

> "There is said to exist a *greater chainfire* spell, which can erase all memory of the target from existence. If this spell did once exist, it is now apparently forgotten."

Life Bolt

4th-level evocation

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

You concentrate energy into your palm and fire a bolt of pure life force that sears the walking dead. Choose one undead creature within range. You take an amount of necrotic damage you choose, which must be equal to or less than half your remaining number of Hit Dice. This damage cannot be reduced

or avoided in any way. For every hit point you sacrifice to power the spell in this way, the undead target takes 2d6 radiant damage.

Life Drain

3rd-level necromancy

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

You heal your wounds by draining vital energies from a foe you touch. Make a melee spell attack against a creature within your reach. On a hit, the target takes 1d8 necrotic damage and it is paralyzed until the end of your next turn, and you or an ally within 5 feet regain hit points equal to half the amount of necrotic damage dealt. Until the spell ends, you can make the attack again on each of your turns as an action, but only against the same target.

Life Steal

5th-level necromancy (ritual)

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

You pull pure life force out of your victim. The target must immediately make a Wisdom saving throw. On a failed save, the target takes 6d6 necrotic damage, or half as much on a success. Whether the target succeeds or fails its saving throw, you are healed by the amount of damage dealt. Alternatively, you can transfer these hit points to an ally that you touch when you cast the spell.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the necrotic damage dealt increases by 1d6 for every slot level above 5th.

Life's Grace

5th-level abjuration

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

You touch a living creature and ward it against death magic for a time. For the spell's duration, the subject gains resistance to necrotic damage and advantage on saving throws against effects that would reduce its hit point maximum (such as the bite of a vampire) or kill it instantaneously without dealing damage (such as the wail of a banshee). In addition, when the subject would fail a saving throw an undead creature forces it to make, it can choose to succeed instead, and the spell ends.

Lifetap

2nd-level necromancy

Casting Time: 1 action
Range: Self
Components: S, M (two identical needles)
Duration: Instantaneous

You launch two magical darts, one at an ally and one at an adversary, and the foe's dart transfers life force to your friend in a golden flash. Make a ranged spell attack against a hostile creature. On a hit, the target takes necrotic damage equal to 2d10 plus your spellcasting ability modifier, and a friendly creature of your choice within range gains temporary hit points equal to the damage inflicted. If the attack misses, a friendly creature of your choice within range gains temporary hit points equal to your spellcasting ability modifier.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the necrotic damage increases by 1d10 for each slot level above 2nd.

Listening Lorecall

2nd-level transmutation

Casting Time: 1 bonus action
Range: Self
Components: V, S, M (a hollowed ram's horn)
Duration: Concentration, up to 1 hour

Until the spell ends, you gain advantage on Wisdom (Perception) checks related to hearing, and gain proficiency in the Perception skill. In addition, being invisible doesn't give a creature advantage on attack rolls against you unless that creature is over 30 feet away.

Longstrider, Mass

5th-level transmutation

Casting Time: 1 action
Range: Touch
Components: V, S, M (a pinch of dirt)
Duration: 1 hour

This spell functions the same as *longstrider*, except that you can affect up to seven creatures.

Looming Shadow

Illusion cantrip

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

As part of the action used to cast this spell, you must make a thrown or ranged weapon attack against one creature within the spell's range, otherwise the spell fails. If the weapon or ammunition hits the target, a shadowy duplicate of it appears, hanging in the air just short of where the original struck, and you choose one of your allies within 30 feet of the target. The first time the target attacks the chosen ally, forces the chosen ally to make a saving throw, or includes that ally in a harmful area of effect before the end of your next turn, the second weapon or piece of ammunition automatically strikes, inflicting 1d10 psychic damage.

This spell's damage increases when you reach higher levels. At 5th level, the ranged attack deals an extra 1d10 psychic damage to the target, and the damage the target suffers for acting against the chosen ally increases to 2d10. Both damage rolls increase by 1d10 at 11th level and 17th level.

Lorloveim's Shadowy Transformation

6th-level illusion

Casting Time: Casting Time
Components: V, S
Range: Touch
Duration: Concentration, up to 10 minutes

You trap one creature or inanimate object you touch between the plane you are on and the Shadowfell. The target can make a Dexterity saving throw to avoid the spell. If it fails, the creature becomes insubstantial on both planes. It can see into both



planes, but can't tell which plane any particular item or person is on. Anyone on the plane the creature was on originally or in the Shadowfell can see the creature or object as a shadowy, transparent version of itself. Any attack targeting the creature or object fails, and any attack launched by the creature fails.

The creature can cast spells normally if those spells do not require an attack roll, and can target creatures on either plane, but cannot target creatures on both planes with the same effect. This spell has no effect when cast in the Shadowfell.

Love's Lament

3rd-level enchantment

Casting Time: 1 standard action
Range: Self (60-foot cone)
Components: V, M (a musical instrument)
Duration: Instantaneous

The music created by this spell draws upon the sadness, guilt, and despair of those around you. Each creature in a 60-foot cone has disadvantage on Wisdom (Perception) checks related to hearing until the end of your next turn, and it must make an Intelligence saving throw. A creature that fails the saving throw takes 3d10 psychic damage and is poisoned until the end of its next turn, as it calls to mind memories of all its lost loves and disappointments in life.

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

Loyal Vassal

2nd-level abjuration

Casting Time: 1 action
Range: 5 feet
Components: V, S, M
Duration: Concentration, up to 1 hour

When you cast the spell, select up to six creatures within 5 feet of you. You touch each of these creatures as part of the action of casting this spell. Until the spell ends, each chosen creature gains advantage on Wisdom saving throws against enchantment spells, effects that would cause them to become charmed or frightened, and effects that would force them to obey another creature's commands. If a subject of this spell is already under the influence of such an effect, it can immediately attempt another saving throw against that effect when you cast this spell.

Mage Armor, Greater

3rd-level conjuration

Casting Time: 1 action
Range: Self
Components: V, S
Duration: 8 hours

This spell functions exactly like mage armor, except that it does not require a material component, you can only cast it on yourself, and your base Armor Class becomes 15 + your Dexterity modifier for the duration.

Magnetism

3rd-level transmutation

Casting Time: 1 action
Range: 60 feet
Components: S, M (a lodestone)
Duration: Concentration, up to 1 minute

This spell allows you to draw iron or steel objects to yourself by projecting a magnetic ray. Choose one object within range that is nonmagical and made of ferrous metal. This object must weigh less than 40 lbs. Each round the spell lasts, you can target one object you can see within range of the spell with this effect using an action.

If the object isn't being worn or carried, it immediately flies into your space, where you can either catch it with your hand (requiring no action) or let it fall at your feet.

If the object is being held or carried by a creature, that creature must roll a Strength saving throw. On a failure, the creature drops the object, and it flies to your space, where you either catch it with your hand or let it fall at your feet. If the object is being worn by a creature (like a helm or a chain shirt), the creature makes the same Strength saving throw, but has advantage on the roll.

If the item is secured in some way (such as being chained to a wall or tied down with a rope), you make an ability check to break the restraint, as if you were making a Strength check to break or burst whatever is securing it with your own hands. Instead of making a Strength check, you make a check with your spellcasting ability score (adding your proficiency bonus). If the check succeeds, you free the item and it flies to your space as described above.

You can also attempt to move a metal creature that weighs less than your limit for this spell (such as some kind of tiny construct). The creature makes a Strength saving throw with advantage against this effect. If the save fails, you can move the creature toward you just as you would any other metal object.

Until this spell ends, your ability to carry, lift, push, or drag any objects you have moved to your space with this spell is calculated as if you had a Strength score of 20 (giving you a carrying capacity of 300 pounds and allowing you to push, lift, or drag up to 600 pounds, if you are Small or Medium sized).

If you move during the spell's duration, you can choose any object that you moved to your space with this spell which you are not carrying, lifting, pushing, dragging, or wearing to either move with you as you go (levitating just above the level of your feet) or remain in the square you moved it to.

Once you have moved an object to your space with this spell, you have advantage on saving throws and opposed rolls against effects that would cause you to drop it, and creatures seeking to move the item from your space have disadvantage on rolls to do so. When the spell ends, if you are holding, wearing, or carrying an object that is too heavy for you, it falls softly to the ground, landing harmlessly at your feet.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the weight limit of objects you can move with this spell increases by 10 pounds for each slot level above 3rd. When you cast this spell using a spell slot of 5th or 6th level, you can choose up to two objects within range each time you use your action for this spell, instead of just one. If the spell slot is 7th level or higher, you can choose up to three objects instead.

Mark of the Unfaithful

7th-level enchantment (ritual)

Casting Time: 1 action
Range: Special
Components: V, S, M (a book or scroll inscribed with the target's name and especially consecrated for this purpose, detailing the crimes (real or imagined) for which the subject is being condemned)
Duration: Permanent

You permanently place a mark upon a character or creature that identifies it as an enemy of your faith. The chosen creature suffers the following effects:

- ✧ Any member of your faith feels innately hostile towards the chosen creature, giving it disadvantage on Charisma (Deception, Performance, or Persuasion) checks against members of your faith. This hostility might not induce the viewer to attack, but the creature will instinctively distrust or disbelieve anything the marked one says.
- ✧ Members of your faith have advantage on Wisdom checks against the chosen creature.
- ✧ The marked creature cannot benefit from any of your faith's services, such as spellcasting provided by a temple of your faith, or naming, marrying, or burial services.

You can place the mark of the unfaithful upon any creature, even if it is on a different plane. You cannot cast this spell on someone who is already dead. Clerics, druids, paladins, and rangers of your faith automatically detect this effect simply by looking at the subject.

The effect is permanent until lifted, either by you or another member of your faith of high enough level to cast this spell. This spell is unaffected by dispel magic or counterspell, though it can be copied or undone using a *wish*.

Mask of Death

4th-level necromancy (ritual)

Casting Time: 1 action
Components: V, S, M (a drop of doppelganger blood)
Range: Touch

Duration: 1 hour/ level

You change the features of any dead humanoid to mimic someone else. You must either know the person you are mimicking or have an accurate picture or image of them. This spell can be cast on a zombie (or on a body that is then animated), but the zombie's statistics and behavior do not change.

Mass Death Ward

8th-level abjuration

Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: 8 hours

Choose up to six creatures within 30 feet of you. For the spell's duration, the next time a target would drop to 0 hit points from taking damage, it drops to 1 hit point instead, and the spell ends for it.

If the spell is still in effect when a target is subjected to an effect that would kill it instantaneously without dealing damage, that effect is instead negated for that target, and the spell ends for it.

Master Earth

7th-level transmutation

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

You travel instantaneously through the earth to any destination you choose on the same world. If you do not choose an exact location, the spell brings you to a point near where you envision.

Metal to Rust

6th-level transmutation

Casting Time: 1 action
Components: V, S, M (**rust monster** eye)
Range: 20 feet
Duration: Instantaneous

You reduce one metal object to a pile of rust. Choose one metal object within range that is Large or smaller. Make a ranged spell attack against the higher of either the AC of the item (19 for most metals, 21 for mithral, 23 for adamantine), or the AC of the one holding or carrying it (if it is being held or carried). If the object is not magical, you have advantage on the attack roll and score a critical hit on a roll of 18, 19, or 20. On a hit, the item takes necrotic damage equal to 6d12 plus your spellcasting ability modifier.

If the chosen object is a magic item, the necrotic damage is determined by the item's rarity, as follows:

Rarity	Damage
Common	5d8 + ability modifier
Uncommon	4d8 + ability modifier
Rare	3d8 + ability modifier
Very Rare	2d8 + ability modifier
Legendary	1d8 + ability modifier

Artifacts take no damage from this spell. Most magic items have resistance to all damage, and will therefore take half the indicated damage. If a magic item you target with this spell is sentient, you have disadvantage on your ranged spell attack against it.

Misdirected Mark

1st-level illusion

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

You conceal your arcane attack, mentally influencing your foe into both believing the attack came from one of your allies and focusing on that ally obsessively. Make a ranged spell attack against a target within range. On a hit, the target takes 4d6 psychic damage, and you choose one friendly creature who is within 30 feet of both you and the target. Until the end of your next turn, the target has disadvantage on attack rolls against all creatures except for the ally you chose.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage

increases by 1d6 for each slot level above 1st.

Monstrous Thrall

9th-level enchantment

Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: Special (permanent or 1 minute, see below)

When you cast this spell, select a non-humanoid target within range. The target must make a Wisdom saving throw. If it fails, the target is charmed and under your mental control (as if under the effects of the *dominate monster* spell). If the target is a creature with a challenge rating equal to or less than your level, this effect is permanent. Otherwise, it lasts for 1 minute.

Unlike the *dominate monster* spell, this effect does not grant the monster a saving throw whenever it takes damage. However, if you give the creature an order that is suicidal, self-destructive, or against the creature's very nature (such as ordering a celestial to murder innocents), it can make another saving throw with disadvantage to resist the order. If the creature makes its saving throw, though it does not obey that particular order, it is still your thrall. However, all future saving throws made to resist are made with advantage.

Moon Bolt

4th-level evocation

Casting Time: 1 action
Range: 150 feet
Components: V, S
Duration: Instantaneous

You create a bolt of energy made of moonlight that streaks from your hand unerringly towards one target within range.

A living creature struck by a moon bolt takes radiant damage equal to 4d4 + your spellcasting ability modifier. In addition, the target must make a Constitution saving throw, or it has disadvantage on Strength ability checks and saving throws for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the Strength sapping effect on a success.

An undead creature struck by the moon bolt takes radiant damage equal to 8d4 + your spellcasting ability modifier. In addition, the creature must make a Wisdom saving throw, or it is knocked prone and incapacitated for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the incapacitated condition on a success. Afterwards, it can stand but has disadvantage on attack rolls and Wisdom saving throws for the spell's duration.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the amount of radiant damage increases by 1d4 for each slot level above 4th.



Moon Rune

2nd-level transmutation (ritual)

Casting Time: 1 action
Components: V, S, M (100 gp worth of rare inks that are consumed by the spell)
Range: Touch
Duration: Instantaneous

You inscribe up to seven marks on any surface, which can be any nonmagical glyphs or symbols. When the spell is finished, each mark becomes invisible. You specify the conditions that make the runes visible. The runes only become visible to those who match the conditions you described, or by anyone using *true seeing*. The runes last until the object they are placed upon is destroyed.

Moonbow

5th-level evocation

Casting Time: 1 action
Range: 150 feet
Components: V, S, M (a small piece of moonstone)
Duration: Instantaneous, or up to 3 rounds

When you cast this spell, three motes of lightning appear next to you, and you can direct each mote to strike a target within the spell's range. You can direct the motes to strike a single target or separate targets. Make a separate ranged spell attack for each mote. On a hit, the mote deals 4d6 lightning damage, and then fades away.

You do not have to fire all the motes on the round you cast the spell. On each successive turn, you can use an action to fire any remaining motes. If a turn passes without firing any motes, the spell ends, and all remaining motes vanish.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the amount of lightning damage increases by 1d6 for each slot level above 5th.

Moonfire

9th-level conjuration

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Instantaneous, and concentration up to 1 minute

A 60-foot cone of moonfire emanates from your outstretched hand. Any living creature caught in the cone takes 10d8 radiant damage, or half as much on a successful Dexterity saving throw. However, any shapechangers or undead caught in the cone take 15d8 radiant damage, or half as much on a successful Dexterity saving throw.

In addition, any magical auras caught within the cone glow with a faint blue light for up to 1 minute. A disguised, shape-changed, or polymorphed creature or object caught in the cone must make a Wisdom saving throw or return to its original form. If the Wisdom saving throw succeeds, the affected creature is covered in a ghostly white outline for up to 1 minute.

The area affected by the cone emits bright light out to 30 feet and dim light for another 30 feet. In addition, lightning damage within the area is negated for the spell's duration.

Mountain Stance

2nd-level transmutation

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

For the duration of the spell, the creature touched has advantage on saving throws against any spell that would move it against its will. In addition, the subject has advantage on ability checks to resist being grappled, shoved, or moved against its will.

If an effect successfully moves the target, the spell ends.

Murderous Mist

4th-level conjuration

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Concentration, and up to 1 minute

You create a 30-foot radius by 20-foot high cloud of scalding hot steam within range that moves away from you in a straight line at a speed of 10 feet per round.

A creature that starts its turn in the cloud takes 2d6 fire damage, and suffers from the blinded condition for the duration of the spell. A successful Dexterity saving throw halves the damage and negates the blinded condition. A blinded creature can attempt a Constitution saving throw at the end of each of its turns, and on a success, the blinded condition ends.

In addition, the area within the mists is heavily obscured. Wind does not affect the cloud's direction or speed. However, a moderate wind disperses the cloud in 4 rounds.

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

Mycontil's Last Resort

9th-level evocation

Casting Time: 1 action
Range: Self (30-foot radius sphere)
Components: V, S, M (a staff of wood capped with the fingerbone of an archmagi, which has been packed in diamond dust worth 5,000 gp for 1 week, and which you break over your knee or other solid object)
Duration: Instantaneous

You unleash deadly explosive power, like the effects of the retributive strike created by breaking a *staff of power* or *staff of the magi*. The spell converts any unexpended spell slots you have into a blast of magical energy, releasing your arcane power in an explosion that expands to fill a sphere with a 30-foot radius centered on you.

When the staff explodes, you have a 50% chance to avoid the explosion by instantly transporting to a random plane of existence. However, if you are not transported, then you take force damage equal to 16 × the number of unexpended spell slots you had when you cast the spell.

In addition, each creature in the sphere's radius when the blast occurs must make a Dexterity saving throw. On a failed save, a creature takes an amount of damage based on how far it is from the blast's point of origin, as described below. On a successful saving throw, a creature takes half damage.

All creatures within 10 feet of you when the blast occurs take force damage equal to 8 × the number of unexpended spell slots you had when you cast this spell. Likewise, creatures between 11 and 20 feet away from you take force damage equal to 6 × the number of unexpended spell slots you had when you cast this spell. Finally, creatures between 21 and 30 feet away from you take force damage equal to 4 × the number of unexpended spell slots you had when you cast this spell.

> "This spell was created in the nation of Halruaa. It is widely thought that Mycontil cast this spell to defeat the barbarian chieftain Reinhar I, during Dambrath's invasion of Halruaa. Mycontil and his assistants vanished after the blast and were presumed destroyed. There has been no other recorded use of the spell."

Nauseating Breath

3rd-level conjuration

Casting Time: 1 action
Components: V, S, M (a piece of rotting fish)
Range: 30-foot cone
Duration: Instantaneous

You breathe out a cloud of sickly green gas. Anyone caught in the cloud must make a successful Constitution saving throw or be stunned for 2d6 rounds.

The affected target must make a Constitution saving throw at the end of each of its turns. On a successful save, the stunned effect ends.

Nerveskitter

1st-level transmutation

Casting Time: 1 reaction, which you take immediately when an ally within range that you can see is about to make an initiative roll
Range: 30 feet
Components: V, S
Duration: Instantaneous

You energize one ally with a jittery burst of power, speeding up its senses and reactions to the point of near precognition. The subject makes its initiative roll with advantage.

Nightscar

3rd-level illusion (ritual)

Casting Time: 1 action
Components: S, M
Range: 60 feet
Duration: 1 month

You place a magical mark upon another creature. The target is allowed a Wisdom saving throw to negate the spell. This mark is only visible to you and up to seven other creatures. It is visible even in magical or normal darkness. Even if the target changes shape, turns invisible, or cloaks itself in an illusion, the mark remains visible.

Nightshield

1st-level abjuration

Casting Time: 1 action
Range: Self
Components: V, S
Duration: Concentration, up to 1 minute

There is a bare whisper of rushing air as a protective field of shadowy energy cloaks your body. For the duration, you have resistance to force damage from spells, and you take no damage from *magic missile.* In addition, for the spell's duration, whenever you make a saving throw, roll a d4 and add the number rolled as a bonus to your saving throw. The spell ends at the end of the turn if you are exposed to direct sunlight.

Note of Aggression

6th-level enchantment

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

You shout a verse from an ancient battle hymn to spur an unexpected attack. Choose an ally within range. That ally can use its reaction to make a melee weapon attack against a hostile creature within its reach. If no hostile creature is within reach, as part of the same reaction, the ally can move up to 15 feet closer to a hostile creature before making the attack. On a hit, the target suffers the attack's normal effects, and takes an additional 1d8 psychic damage.

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

Numinous Shield

1st-level abjuration

Casting Time: 1 bonus action
Range: Self (15-foot cone)
Components: V, S, M (a shield or metal plate embossed with a symbol of the upper planes)
Duration: 1 round

You project a celestial radiance that protects your allies but punishes an enemy. One creature of your choice within a 15-foot cone originating from you must make a Wisdom saving throw. On a failed save, the creature takes 2d10 radiant damage. In addition, choose up to three allies within the same cone. You and those allies each gain a +2 bonus to Armor Class 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 radiant damage increases by 1d10 for each slot level above 1st.

Nystul's Flash

1st-level evocation

Casting Time: 1 action
Range: Self (10-foot radius sphere)
Components: V, S

Duration: Instantaneous

All creatures caught in a 15' cone must make a successful Constitution saving throw or be blinded for 1d4 rounds.

The affected target must make a Constitution saving throw at the end of each of its turns. On a successful save, they are no longer blinded.

Oak Skewer

4th-level conjuration

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a splinter)
Duration: Instantaneous

You conjure a massive spear of oak and skewer your foe with it. Make a ranged spell attack against one creature within range. On a hit, the creature takes 6d10 piercing damage and must make a Strength saving throw. If it fails, you can push it up to 30 feet away from you. If the target ends this movement adjacent to a solid obstacle (such as a wall), the target is restrained until the end of your next turn.

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



Obedient Avalanche

9th-level conjuration

Casting Time: 1 action
Range: 300 feet
Components: V, S
Duration: Instantaneous

You summon an avalanche of snow out of a rift in mid-air, burying your foes in icy graves. Choose a point within range. The ground within a 60-foot sphere centered on that point is covered in snow and becomes difficult terrain for 1 hour. In addition, all creatures within a 40-foot radius sphere centered on the sam epoint must make a Dexterity saving throw. The effects of the saving throw depend on a creature's distance from the center of the effect.

A creature within a 20-foot radius sphere from the point you chose who fails its saving throw takes 10d12 cold damage and 10d12 bludgeoning damage, and it is buried in the snow (with effects as described below), or it takes half damage and isn't buried on a successful save.

A creature outside of the 20-foot radius sphere,

but within 40 feet of its center, who fails its saving throw takes 5d12 cold and 5d12 bludgeoning damage, is pushed 20 feet away from the center point, and falls prone. On a successful saving throw, the creature takes half as much damage and is pushed only 10 feet from the center point. Any creature that fails its saving throw by 5 or more is also buried in the snow.

A creature buried in the snow is restrained, and it is surrounded by snow that provides full cover. On its turn, a buried creature can use its action to make a Strength check against your spell save DC. On a success, it frees itself. Other creatures within 5-feet of a buried creature can attemt to dig it out, but freeing one buried creature requires one or more others to use a total of ten actions digging. This can be one creature using ten actions, five creatures using two actions each, or some other combination that equals a total of ten actions, over however many rounds this requires.

Structures and inanimate objects in the area suffer the same effects as creatures, which often causes small trees to be uprooted and structures to collapse. Even after the snow melts, rubble and other detritus are left behind. All flames in the area are extinguished, whether they are magical or not.

Opportune Lacuna

6th-level illusion

Casting Time: 1 action
Range: 120 feet
Components: V
Duration: Concentration, up to 1 minute

You chant a maddening incantation that sears your enemy's thoughts, blinding it to a looming threat. Choose a target within range to make a Wisdom saving throw. On a failed save, choose a second creature within range, which becomes invisible to the target for the duration. At the end of each of the target's turns before the spell ends, the target must succeed on a Wisdom saving throw or take 5d12 psychic damage. On a successful save, the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the damage increases by 1d12 for each slot level above 6th.

Orb of Cold

4th-level conjuration

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

You create an orb of cold roughly 3 inches wide that shoots from the palm of your hand toward a target within range. Make a ranged spell attack. On a hit, the orb explodes, and the target takes 8d6 cold damage.

In addition, a creature struck by the orb must make a Constitution saving throw, or its speed is reduced by half until the end of its next turn.

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

> "There are other versions of this spell that conjure orbs of fire, thunder, lightning, or acid. They all hurt."

Pain

4th-level enchantment

Casting Time: 1 action
Range: 120 feet
Components: V, S, M (a live leech)
Duration: Concentration, up to 1 minute

This spell strikes creatures with wracking pains and agony, even if they are unliving. Roll 12d8, and total the dice. The number rolled is the number of hit points of creatures this spell can affect. Creatures within 20 feet of a point you choose within range are affected in ascending order of their current hit points (ignoring unconscious creatures and constructs, who are not affected by this spell). Subtract each creature's hit points from the total before moving on to the creature with the next lowest hit points. A creature's hit points must be equal to or less than the remaining total for that creature to be affected.

Starting with the creature that has the lowest

current hit points, each creature affected by this spell has disadvantage on attack rolls and ability checks until the spell ends. Each creature can attempt to resist, but only at the risk of making its agony even worse. Each creature affected by the spell can choose whether to make a Constitution saving throw to try to resist the spell's effect at the end of each of its turns, ending the effect on itself with a success. However, if the creature fails the saving throw, it takes 3d6 psychic damage. A creature that fails this saving throw four times in a row is incapacitated with pain, in addition to the spell's other effects.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, roll an additional 2d8 for each slot level above 4th.

Piercing Smite

1st-level enchantment

Casting Time: 1 bonus action
Range: Self
Components: V
Duration: Concentration up to 1 minute

The next time you hit with a melee weapon attack during this spell's duration, your attack deals an extra 2d6 piercing damage. In addition, if the attack hits, the target and two other creatures of your choice within 5 feet of you or the target have disadvantage on their next attack rolls against a creature other than you before the end of your next turn.

Plague of Undead

9th-level necromancy

Casting Time: 1 action
Range: 120 feet
Components: V, S, M (an ebony skull etched in sliver worth at least 5,000 gp, which is consumed by the spell)
Duration: Instantaneous

When you cast this spell, the skeletons and bodies of dead creatures within range permanently rise as undead creatures that follow your commands. All the risen dead have maximum hit points for their hit dice. The bones become skeletons, and the bodies become zombies.

You are able to animate a maximum of 24 Medium sized or smaller undead creatures with a single casting of this spell, or up to 12 Large, or six Huge creatures.

After 24 hours, you must reassert control over the undead you create, or they wander off. You can affect double the number of creatures you could normally create when casting this spell to reassert control.

Pocket Cave

5th-level conjuration

Casting Time: 1 minute
Range: Touch
Components: V, S, M (a black piece of cloth shaped like an arched doorway)
Duration: 8 hours

You conjure an extradimensional cave that has a single entrance on the plane from which the spell was cast. You can only cast this spell on a surface made of rock or some form of earth within range. The entry point looks like a dark cave entrance that is 5 feet wide and 10 feet high. Only those you designate can enter the cave, and all other creatures and objects are barred from passing through. Spells and other magical effects can't extend through the entry portal or be cast through it. The entry portal is shut and made invisible behind you when you enter. You can open it again from your side at will.

You can choose the shape of the cave inside. You can form it into a hemispherical dome or a sphere with a radius of up to 30 feet. It takes the form of a dark, wet cavern. This area contains enough oxygen to sustain as many creatures as can fit in the area for the duration of the spell. Edible fungus grows along the walls, and condensation drips down one wall into a pool of fresh, clean water that never seems to run dry. External conditions such as weather do not affect the pleasant atmosphere of the cave, and nothing except the designated creatures can pass through the portal in either direction. Until the spell ends, you can command the interior to become dimly lit or dark.

At the end of the spell's duration, all within the

pocket cave return to the spot where they entered or else to the nearest open space, if that spot is occupied.

> "Most sources state that the orc god Gruumsh was the first to grant his clerics this spell, which seems oddly inventive for the one-eyed one. However, some sages believe that another deity of the orc pantheon granted it first, and Gruumsh's shamans demanded credit be given to their god instead. That seems much more believable."

Poison

3rd-level necromancy

Casting Time: 1 action
Components: V, S, M (a fang or stinger from a venomous creature)
Range: Touch
Duration: Concentration, up to 1 minute

You channel venom into your victim. The creature you touch takes 3d10 poison damage and is poisoned until of its next turn. Until the spell ends, the creature must make a Constitution saving throw at the end of each of its turns. If the target fails the save, it takes 3d10 damage and remains poisoned until the end of its next turn. If it succeeds, the spell ends.

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

Polar Ray

8th-level evocation

Casting Time: 1 action
Components: V, S, M (a small white cone)
Range: 90 feet
Duration: Instantaneous

A white ray of pure cold jumps from your hand to the target. If you hit with a ranged spell attack, the target takes 25d6 cold damage.

> "Don't miss."

Predatory Shards

3rd-level transmutation

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

On impact, your rune-inscribed projectile creates a cloud of magical shards hostile to your enemies. As part of the action used to cast this spell, you must make a ranged weapon attack, otherwise the spell ends. If the attack hits, the target takes an additional 2d10 piercing damage. Hit or miss, the area around the target is then filled with magical shards. The target and each creature within 5 feet of it must succeed on a Dexterity saving throw or take 5d6 force damage.

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

Premonitory Vision

4th-level divination (ritual)

Casting Time: 1 reaction, which you take when you finish a short or long rest
Range: Self
Components: V, S
Duration: Instantaneous

You perceive a series of images that show you future events. You ask a single question concerning a specific goal, event, or activity to occur within seven days. The DM offers a truthful reply. The reply might be a short phrase, an explanation of your own emotional reaction, or a description of a single image you saw.

The spell doesn't consider any possible circumstances that might change the outcome, such as the casting of additional spells, or the loss or gain

of a companion.

After you cast this spell, unless you treat yourself with a special calming tincture that uses 25 gold pieces worth of ingredients, you have disadvantage on Wisdom, Dexterity, and Intelligence checks, and on Constitution saving throws to maintain concentration for 10 minutes.

If you cast the spell two or more times before finishing your next long rest, you receive increasingly confusing visions that muddle your mind. For each casting after the first, the duration of the negative effects for not imbibing a calming tincture increase by an additional (cumulative) 10 minutes, and there is a cumulative 25% chance that the information you perceive is random and possibly unrelated to the question you asked. The DM makes this roll in secret.

Prismal's Wormhole

8th-level conjuration

Casting Time: 2 hours
Components: V, S, M (a door knocker)
Range: Touch
Duration: Until discharged

While casting this spell, you designate one creature as the caller and tell it a command word that is used to activate the wormhole. The caller may discharge the spell by repeating the command word and creating the wormhole. Communication and travel are possible through the wormhole, which has infinite range and can cross dimensional boundaries.

Once the caller says the command word, the caster hears a voice alerting that someone is calling. The door knocker raises five feet off the ground. By grasping the door knocker, the caster can open a portal to the caller. The caster and the caller can speak through the portal and the caster can look around without stepping through. Spells can be cast through the wormhole. The caster can also go through the wormhole and join the caller. The caster may collapse the wormhole at will. However, the wormhole will only last 1 minute per spellcaster level before collapsing, whether the caster wishes it or not. If the wormhole remains open, anyone can pass through.

Prismatic Ray

5th-level evocation

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

When casting this spell, you point and make a ranged spell attack as you shoot a colored ray at a target you can see within range. On a successful hit, the target is blinded until the end of its next turn.

In addition, roll a d8 and consult the following table to determine what color the ray is, and what the secondary effect is:

1d8	Color	Damage Type
1	Red	15 points of fire damage (Dexterity save for half)
2	Orange	25 points of acid damage (Dexterity save for half)
3	Yellow	30 points of lightning damage (Dexterity save for half)
4	Green	35 points of poison damage (Constitution save for half)
5	Blue	40 points of cold damage (Constitution save for half)
6	Indigo	45 points of thunder damage (Dexterity save for half)
7	Violet	50 points of force damage (Dexterity save for half)
8	Multihued	Roll twice, ignoring this result

Project Object

Conjuration cantrip

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

Your force of will teleports an object a short distance away. You teleport one object you are holding to an unoccupied space within range. Alternatively, you can teleport the object to a willing creature within range. You can either cause the object to land at the creature's feet, or you can give the creature the option to grasp it with a free hand, which requires the creature to make a Dexterity (Acrobatics) check with a DC of 11. If the creature succeeds, it is instantly holding the object. If the check fails, the object falls to its feet. This cantrip can only teleport objects that weigh 25 pounds or less. In addition, it cannot affect objects that you are not already holding when you cast the spell.

Prophesied Strike

1st-level enchantment

Casting Time: 1 action
Range: 5 feet
Components: V, S, M (a melee weapon)
Duration: Instantaneous

You cast your mind's eye forward a split second, predicting the best moment for a telling blow. As part of the action used to cast this spell, make a melee weapon attack against a creature within range. You can use your spellcasting ability instead of Strength for the attack and damage bonus for this attack. If the attack hits, it inflicts an additional 2d6 damage of the weapon's type, and the next attack roll made against the target before the end of your next turn is made with advantage.

Protection from Aerial Attack

1st-level abjuration

Casting Time: 1 action
Range: Touch
Components: V, S, M (a heavy lead weight shaped like a shield)
Duration: Concentration up to 10 minutes

Until the spell ends, one willing creature you touch is protected against flying creatures. A creature with a fly speed has disadvantage on attack rolls against the subject, and when such a creature causes the target to make a Dexterity saving throw, it has advantage on that roll. The target also can't be charmed or frightened by flying creatures. If the target is already charmed or frightened by such a creature, the target has advantage on any new saving throw against the relevant effect.

> "Some of the more unique magical effects described in this grimoire were first practiced among the spellcasters of the Shining South. In this region of trade and commerce, many consider magic a commodity just like precious metals and foodstuffs. Ships arrive in every port along the coast of the Great Sea carrying strange and wondrous spells, items, and components from distant lands."

Protection from Normal Missiles

3rd-level abjuration

Casting Time: 1 action
Components: V, S, M (a piece of turtle shell)
Range: Self
Duration: Concentration, up to 1 minute

A magical shield protects you from ranged attacks from nonmagical weapons, even larger projectiles like catapult and ballista. For the duration, you are immune to nonmagical bludgeoning, piercing, and slashing damage from ranged weapon attacks.

Pummelling Drumbeat

8th-level evocation

Casting Time: 1 action
Range: Self (60-foot cone)
Components: V, S, M (a drum, which you play during the casting of the spell)
Duration: Instantaneous

Your allies' attacks fall like the beats of your drum, pummelling your foes. Each creature in a 30-foot cone must make a Constitution saving throw. A

creature takes 10d8 thunder damage on a failed save, or half as much damage on a successful one.

If a creature that failed its saving throw is hit by an attack roll from one of your allies before the end of your next turn, it is stunned until the end of its next turn.

Punishing Strike

Necromancy cantrip

Casting Time: 1 action
Range: 5 feet
Components: V, S
Duration: 1 round

As part of the action used to cast this spell, you must make an unarmed strike or melee weapon attack against one creature within the spell's range, otherwise the spell fails. On a hit, the target suffers the attack's normal effects. In addition, a black web of necrotic energy radiates across its skin from where it was struck until the start of your next turn. If the target willingly takes a reaction before then, it immediately takes 1d8 necrotic damage, and the spell ends.

This spell's damage increases when you reach higher levels. At 5th level, the melee attack deals an extra 1d8 necrotic damage to the target, and the damage the target suffers for taking a reaction increases to 2d8. Both damage rolls increase by 1d8 at 11th level and 17th level.

Pyroclastic Tide

3rd-level evocation

Range: Self (10-foot radius sphere)
Casting Time: 1 action
Components: V, M (a melee weapon)
Duration: Instantaneous

You strike a blow fueled by the fury of the earth, channeling volcanic energy into the very ground beneath your feet.

As part of the action used to cast this spell, make a melee weapon attack against a creature within range. If the attack hits, the target is knocked prone, and the ground within a 10-foot radius sphere centered on you becomes difficult terrain until it is cleared. All creatures besides you within the affected area must roll a Strength saving throw. A creature takes 2d6 bludgeoning damage and 2d6 fire damage and is knocked prone on a failed save. If the saving throw is successful, the creature takes half the damage, and isn't knocked prone. Molten lava ignites flammable objects in the area that aren't worn or carried.

The spell's area remains difficult terrain until it is cleared. Each 5-foot-square portion of the area requires at least 1 minute to clear by hand.

Firenewts and earth-based or fire-based elemental creatures (such as gargoyles or salamanders) do not take damage from this spell.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the bludgeoning damage and fire damage both increase by 1d6 for each slot level above 3rd.

Quickening Breeze

3rd-level conjuration

Casting Time: 1 bonus action
Range: 60 feet
Components: V, S, M (a thin-bladed razor)
Duration: Instantaneous

You summon a gentle wind spirit whose influence grants serenity and good fortune to your allies. Choose a 15-foot cube within range. The next three saving throws rolled by your allies within that area before the spell ends are made with advantage. Once the third saving throw is rolled with advantage, the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the number of saving throws made at advantage are increased by 1 for every 2 slot levels above 3rd.

Quickling Step

Transmutation cantrip

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

You gain the speed of a magical creature. For the rest of the turn, your walking speed is increased by 10 feet, and you have advantage on Dexterity (Acrobatics) checks.

Quill Blast

5th-level conjuration

Range: Self (20-foot radius)
Casting Time: 1 action
Components: V, S, M (a porcupine's quill)
Duration: Instantaneous

Needle-sharp quills emerge from your skin, flying outward in every direction. All creatures in a 20-foot radius sphere centered on you must make a Dexterity saving throw. On a failed save, a creature takes piercing damage from the quills. The amount of damage depends on a creature's size as shown on the table below. On a successful saving throw, the creature takes half the listed damage.

Size	Piercing Damage
Tiny	2d6
Small	4d6
Medium	6d6
Large	8d6
Huge	10d6
Gargantuan	12d6

Unless a creature is an undead or a construct, on a failed saving throw it has disadvantage on all its saving throws and ability checks until the end of your next turn as it writhes in pain.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the radius of the sphere increases by 10 feet for each slot level above 5th. If the spell slot used is 7th level or higher, the dice rolled for damage increases to d10s instead of d6s.

Radiant Assault

7th-level evocation

Casting Time: 1 action
Range: 300 feet
Components: V, S
Duration: Instantaneous

You cause a blast of radiant energy in a 20-foot radius centered on a point within range. Any creature caught in the blast takes 12d6 radiant damage, or half as much on a successful Dexterity saving throw.

In addition, a creature caught in the blast must make a Constitution saving throw or be stunned until the end of its next turn.

Blinded or sightless creatures are not affected by this spell.

At Higher Levels. When you cast this spell using a spell slot of 8th level or higher, the amount of radiant damage increases by 1d6 for each slot level above 7th.

Rainbow Beam

2nd-level evocation

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

A ray of rainbow colored light streaks from your hand. Make a ranged spell attack. On a hit, the target takes damage equal to 2d12 + your spellcasting ability modifier, and it is stunned until the end of its next turn. A successful Constitution saving throw negates the stunning effect.

The type of damage dealt is rolled randomly from the following table:

1d8	Color	Damage Type
1	Red	Fire
2	Orange	Acid
3	Yellow	Lightning
4	Green	Poison
5	Blue	Cold
6	Indigo	Thunder
7	Violet	Force
8	Multihued	Roll twice, ignoring this result

If the result indicates the beam is multihued, then the target takes 2d12 points of damage for each damage type.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the amount of damage of the type rolled increases by 1d12 for every two slot levels above 2nd.

Rainbow Blast

3rd-level evocation

Casting Time: 1 action
Range: 150 feet
Components: V, S, M (a small clear gem or crystal prism worth at least 50 gp)
Duration: Instantaneous

A multihued ray of energy shoots from your hand at a target within range. Make a ranged spell attack. On hit, the ray deals 1d8 acid damage, 1d8 cold damage, 1d8 fire damage, 1d8 lightning damage, and 1d8 thunder damage to the target.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the amount of damage of each type increases by 1d8 for every three slot levels above 3rd.

Rary's Mnemonic Enhancer

4th-level transmutation

Casting Time: 1 minute
Components: V, S, M (a piece of string, black dragon blood, and squid ink)
Range: Self
Duration: 24 hours

You may only cast this spell once per day, before you start preparing your spells for the day. Choose up to three levels of spells (three first level spells, one first level spell and one second level spell, or one third level spell) from any other class's spell list. For 24 hours, you treat the selected spells as if they belonged to your class's spell list, and you may prepare those spells normally.

> "A most convenient way to surprise your foes, aid your friends, and conjure lunch."

Ray of Entropy

6th-level necromancy

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

You emit a ray of negative energy from your outstretched hand at a target within range. Make a ranged spell attack against the target. If the attack hits, the creature has disadvantage on Strength, Dexterity, and Constitution saving throws and ability checks for the duration of the spell.

An affected creature can attempt a Charisma saving throw at the end of each of its turns, and on a success, the spell ends.

Razorscales

2nd-level transmutation

Casting Time: 1 action
Range: Touch
Components: V, S, M (a thin-bladed razor)
Duration: Concentration, up to 1 minute

Your skin transforms into razor sharp scales. Your Armor Class cannot be lower than 15, no matter what armor you wear. In addition, any creature that grapples you or hits you with a melee attack during the duration must roll a Dexterity saving throw. On a failed save, the creature takes 2d4 slashing damage, 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 damage increases by 1d4 for each slot level above 2nd.

Read Object

6th-level divination (ritual)

Casting Time: 10 minutes
Range: Touch (1 object)
Components: V, S
Duration: Concentration, up to 1 hour

You can concentrate on an object you are touching, reading psychic impressions left on it by recent events. At the end of the time you spend casting this spell, you learn of any events within the past 24

hours that occurred within 30 feet of the object. You see, hear, and smell those events from the object's point of view, as if you had been there at the time.

You also see a mental image of the last creature that handled the object, also from the object's perspective, no matter how long ago the object was last held. The only information you receive about the creature is its appearance at that time (including a sense of its size), whether it was alone (although you can't see any other creatures that might have been there), and a one or two-word description from the DM describing that creature's emotional state the last time it touched the object (such as "Enraged", "Extremely Agitated", "Relaxed", "Satisfied", "Utterly Emotionless", etc.). If the creature was not capable of emotion, or if its mental state was too alien for you to understand, the DM will tell you that instead.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, if the object has been handled by multiple creatures within the last week, you get the same information about each creature who handled it during that time the same way you would normally receive about the last creature who handled it.

Reality Maelstrom

9th-level evocation

Casting Time: 1 action
Range: 150 feet
Components: V, S, M (a golden hoop no less than 1 inch across)
Duration: 1 round

With a crack of lightning and thunder, a 20-foot radius spherical rip in space and time appears at a point you choose within range. The spell has two different areas of effect.

First, all loose materials weighing under 100 pounds within 20 feet of the maelstrom's center are sucked into it and transported to a random plane of existence. Similarly, any creatures caught within 20 feet must make a Wisdom saving throw or be sucked into the maelstrom and transported. All objects and creatures sucked into the maelstrom are transported to the same plane of existence.

The maelstrom has a secondary windstorm effect that extends 40 feet from its center. All unattended objects weighing 50 pounds or less in the extended area are pulled 20 feet closer toward the



maelstrom's center, and then sucked into the rift and transported. A creature within the secondary effect must make a Dexterity saving throw, or be sucked 20 feet closer into the maelstrom's primary area of effect. Afterwards, the creature must make a Wisdom saving throw or be sucked into the rift and transported to another plane.

Consult the following table to determine the destination for any objects or creatures sucked into the maelstrom:

d%	Planar Destination
01-05	Heroic Domains of Ysgard
06-10	Ever-Changing Chaos of Limbo
11-15	Windswept Depths of Pandemonium
16-20	Infinite Layers of the Abyss
21-25	Tarterian Depths of Carceri
26-30	Gray Waste of Hades
31-35	Bleak Eternity of Gehanna
36-40	Nine Hells of Baator
41-45	Infernal Battlefield of Acheron
46-50	Clockwork Nirvana of Mechanus
51-55	Peaceable Kingdoms of Arcadia
56-60	Seven Mounting Heavens of Celestia
61-65	Twin Paradises of Bytopia
66-70	Blessed Fields of Elysium
71-75	Wilderness of the Beastlands
76-80	Olympian Glades of Arborea
81-89	Concordant Domain of the Outlands
90-91	Elemental Plane of Fire
92-93	Elemental Plane of Earth
94-95	Elemental Plane of Air
96-97	Elemental Plane of Water
98	Feywild
99	Shadowfell
100	Demiplane of the DM's Choice

Reaver's Touch

Necromancy cantrip

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

The touch of your hand drains a target's life energy, allowing you to sacrifice animals or sometimes other creatures to make their vitality your own. Make a melee spell attack against the target. You have advantage on the attack if your target is a beast. On a hit, the target takes 1d6 necrotic damage, and you gain temporary hit points equal to half the damage dealt (rounded up). The spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

> "Sometimes the simplest magic is also the darkest."

Recitation

4th-level enchantment

Casting Time: 1 bonus action
Range: 30 feet
Components: V, S, M (a sacred text of your faith)
Duration: Concentration, up to 1 minute

By reciting a sacred passage or declaration from holy teachings, you invoke ancient divine blessings upon your allies. Choose up to four creatures within range, one of which may be yourself. Whenever a target makes an attack roll or a saving throw before the spell ends, the target can roll a d4 and add the number rolled to the attack roll or saving throw.

If the target worships the same patron deity as you, it may choose to roll a d6 for the benefit of this spell instead of a d4.

Whether or not you choose yourself as a target of this spell, you gain a +2 bonus to your Armor Class for the duration.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you can target one

additional creature for each slot level above 4th.

Redirect Spell

3rd-level abjuration

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

You create a magical connection between yourself and an ally, such that any spells that would harm the ally are redirected to you. Touch a willing creature when you cast this spell. Whenever you are within 15 feet of that creature, and it is forced to make a saving throw against a spell, or it is targeted by a spell attack, the spell targets you instead. If the spell forces a saving throw, you make your own saving throw against it and undergo its effects for a success or failure. If the spell is an attack, the attack roll is made against you.

This spell ends early if the chosen creature is ever more than a mile away from you.

Regal Procession

3rd-level conjuration

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

This spell functions like *find steed*, except you summon three more mounts that come with bit and bridles, riding saddles, saddle blankets, ribbons and adornments, and a regal banner. You select the color of the horses and livery, which can include heraldry or a personal symbol.

Rejuvenate Self

1st-level necromancy

Casting Time: 1 action
Range: Self
Components: V, S
Duration: Concentration, up to 1 minute

For the duration of this spell, at the beginning of each of your turns, if you made one or more melee attacks that inflicted at least 10 points of damage since the start of your previous turn, you gain 1 temporary hit point for every 5 points of damage you inflicted with your most damaging attack. The maximum number of temporary hit points you can gain in this way in one turn is equal to your spellcasting ability modifier.

At Higher Levels. When you cast this spell using a 2nd-level or higher spell slot, you increase the duration of the spell to 10 minutes. If you use a 3rd-level or higher spell slot, the duration increases to 1 hour. In addition, the maximum number of temporary hit points you can gain from this spell in a turn is equal to your spellcasting ability modifier or the level of the slot you used to cast this spell, whichever is higher.

Resistance, Greater

4th-level abjuration

Casting Time: 1 action
Range: Touch
Components: V, S, M (a miniature cloak)
Duration: Concentration, up to 1 minute

This spell functions like *resistance*, except the target gains a bonus of 1d6 on a number of saving throws it makes during the duration. After it has added this bonus a number of times equal to your spellcasting ability modifier, the spell ends.

Resistance, Superior

6th-level abjuration

Casting Time: 1 action
Range: Touch
Components: V, S, M (a miniature cloak)
Duration: Concentration, up to 1 minute

This spell functions like *resistance*, except the target gains a bonus of 1d8 on a number of saving throws it makes during the duration. After it has added this bonus a number of times equal to your spellcasting ability modifier, the spell ends.

Righteous Might

5th-level transmutation

Casting Time: 1 action

Components: V, S, M (your holy symbol)
Range: Self
Duration: Concentration, up to 1 minute

You grow enormous as you are filled with holy power. For the duration, you become the next largest size category, and you have advantage on Strength and Constitution checks and saving throws. In addition, your skin hardens, giving you a +4 bonus to AC, you have resistance to necrotic damage.

Any equipment you carry or wear also grows. Your melee weapons increase their reach by 5 feet, and attacks you make with them inflict an additional +2 damage. Your ranged weapons also inflict an additional +2 damage, but their range is not increased.

After casting this spell, if you cast it again before you finish a short or long rest, you must make a Constitution saving throw at disadvantage, against a DC equal to your own spellcasting DC plus the number of times you have cast this spell since the last time you finished a short or long rest. If you fail, you fall unconscious for 1 minute, and the spell fails.

Sacred Strike

4th-level necromancy

Casting Time: 1 action
Range: Self
Components: V, S, M (two drops of unholy water, and one of the caster's hairs)
Duration: Concentration, up to 1 minute

You conjure a whip-like flexible line of force that emanates from your hand and crackles with purple-hued sparks. You are considered proficient with the weapon, wielding it like a normal melee weapon, and you may substitute your spellcasting ability modifier for your Strength modifier when making attack and damage rolls with it. It has a reach of 10 feet.

Any living creature struck by the weapon suffers excruciating pain and takes an amount of necrotic damage equal to 4d4 + your spellcasting ability modifier. A creature struck by the whip must make a Constitution saving throw. On a failure, it suffers disadvantage on the next attack roll, ability check, or saving throw it makes before the end of its next turn. After dealing damage, the caster regains a number of hit points equal to half the necrotic damage dealt.

An undead creature struck by the weapon takes damage normally, but does not suffer any further effects. In addition, rather than being healed, when you damage an undead creature with this spell, you take damage equal to half the necrotic damage inflicted.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the amount of necrotic damage increases by 1d4 for every two slot levels above 4th.

Saga of Foretold Doom

9th-level enchantment

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a ranged weapon)
Duration: Concentration, up to 1 minute

As you strike, you call out an ancient prophecy that seems to have predicted your opponent's defeat long ago. As part of the action of casting this spell, make a ranged weapon attack against a creature within range. You can use your spellcasting ability instead of Dexterity for the attack and damage roll for this attack. If the attack hits, it inflicts an additional 2d12 psychic damage, and all attack rolls against the target are made with advantage for the spell's duration.

At the end of each of the target's turns before the spell ends, the target must make a Wisdom saving throw. On a failure, it takes 6d12 psychic damage and is frightened until the end of its next turn. On a successful save, the spell ends.

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

Sanctuary, Mass

5th-level abjuration

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

This spell functions like *sanctuary*, except that it affects up to seven creatures within range (one of whom may be you).

Scattered Form

1st-level transmutation

Casting Time: 1 action
Range: 5 feet
Components: V
Duration: Instantaneous

Your body briefly transforms, shattering into a horde of insects to attack nearby creatures before instantly reforming. Each creature within range, other than you, must succeed on a Dexterity saving throw, taking 2d10 piercing damage on a failure, or half as much on a success. If at least one creature fails its saving throw, you gain resistance to nonmagical bludgeoning, piercing, and slashing damage 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 piercing damage increases by a 1d10 for each slot level above first.

Searing Light

3rd-level evocation

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

A blast of light shoots from your palm. Make a ranged spell attack against a target within range. If you hit, the target takes 4d10 radiant damage. If the target is undead, it takes maximum damage, and must make a Wisdom saving throw. On a failed save, the target is stunned until the end of its next turn.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the radiant damage increases by 1d10 (or max damage against undead) for every slot level above 3rd.

Serenity of Stone

4th-level abjuration

Casting Time: 1 bonus action
Range: Self
Components: S, M (a polished obsidian mirror worth 200 gp, which the spell consumes)
Duration: Concentration, up to 1 minute

Your body and mind are invested with the hardness of stone and the inexorable power of flowing magma. Until the spell ends, you gain resistance to fire damage and to nonmagical bludgeoning, piercing, and slashing damage, and you have advantage on Wisdom and Intelligence saving throws.

Serpent Arrows

4th-level transmutation

Casting Time: 1 action
Range: Touch
Components: V, S, M (a serpent scale)
Duration: Concentration, up to 1 hour

You touch a quiver containing arrows or bolts. When a target is hit by a ranged weapon attack using a piece of ammunition drawn from the quiver, the target takes an extra 2d6 poison damage. Even if the attack misses, the target takes 1d6 poison damage. The spell's magic ends on the piece of ammunition when it hits or misses, and the spell ends when ten pieces of ammunition have been drawn from the quiver.

After each attack, whether it hits or misses, the used piece of ammunition falls into an unoccupied space closest to the target, where it transforms into a **giant poisonous snake** under the control of the creature who attacked with the ammunition.

Giant poisonous snakes created by this spell are friendly to you and your companions. They act on the initiative of the creature who attacked with the ammunition, immediately after that creature's turn ends, but act on their own. The snakes obey any verbal commands issued by the creature controlling them (no action required by you). If that creature doesn't issue any commands, the snakes continue to attack the target of the ranged attack (even if the target has dropped to 0 hit points), but otherwise take no actions beyond defending themselves.

Each snake changes back into a piece of ammunition when it drops to 0 hit points or when the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the number of pieces of ammunition you can affect increases by two for each slot level above 4th.

> "Serpent arrows! What can I say? There are some people in this world with truly twisted imaginations."

Serpent Missile

1st-level evocation

Casting Time: 1 action
Range: 120 feet
Components: V, S, M (s snake scale)
Duration: Instantaneous

Writhing bolts of energy leap from your hand, and strike a target you can see within range. The target must make a Constitution saving throw. On failure, the target takes 3d4 poison damage, and is poisoned until the end of its next turn. On a successful save, it only takes half damage and isn't poisoned.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you deal an extra 1d4 poison damage, and the poisoned condition lasts one round longer for each slot level above 1st.

Servant Army

5th-level conjuration (ritual)

Casting Time: 1 action
Range: 90 feet
Components: V, S, M (a small stick crossbar to which many lengths of knotted thread are attached)
Duration: Up to 1 hour

You create a number of invisible, mindless, shapeless forces that perform simple tasks at your command. Roll 3d4 to determine how many servants you create. Each servant obeys any verbal commands that you issue (no action required by you). However, if you don't issue any commands, a servant does nothing as it awaits your next command.

Once you give a command, each servant performs its task to the best of its ability until its task is completed. It then waits for your next command. Your servants can run and fetch things, open unstuck doors, and hold chairs as well as clean and mend. A servant can also be used for common laborious tasks, if you carefully direct it. The servants are no better or faster at tasks than a basic or unskilled commoner would be.

The servants can serve food or wine at a banquet, help dig earthworks, row a ship, act as porters, fold clothes, or assist in a farmer's fields. Each servant can perform only one activity at a time, but it repeats the same activity continuously if told to do so. This allows you to command one servant to perform a repetitive task and then turn your attention elsewhere if you remain within range. Servants can open only normal doors, drawers, lids, and so forth. They have an effective Strength score of 2 (so they can carry 30 pounds, and push, drag, or lift 60 pounds). They can trigger traps and such, but they can exert only 60 pounds of force, and that is not enough to activate certain pressure plates and other devices. A servant's speed is 15 feet.

The servants cannot attack in any way, and are never allowed to make an attack roll. The servants have an Armor Class of 10 and 6 hit points. The servants cannot be killed, but they dissipate after taking 6 points of damage. (They do not make saving throws). If you attempt to send a servant beyond the spell's range (measured from your current position), that servant ceases to exist.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, you create 1d4 additional servants for every slot level above 5th. When you cast this spell using a spell slot of 7th level or higher, the spell's duration increases to 8 hours.

Shadow Burst

2nd-level necromancy

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

A cloud of gray shadowy goo leaps from your hand toward a target you choose within range. The goo rips at its victim's eyes, flows into its mouth, and

tries its best to be a pest. The bolt never misses and deals 2d6 necrotic damage to the target.

In addition, the target must make a Constitution saving throw. If the save is successful, the target takes the damage, but suffers no other ill effects. If the target fails the saving throw, it has disadvantage on ability checks, attack rolls, and saving throws for the duration.

The target can attempt a new Constitution saving throw at the end of each of its turns. On a success, the spell ends.

> "A battlemage of the Shoon Imperium cast this at me once, and it was most unpleasant. The mage in question is no longer with us—of course, the Shoon Empire isn't either."

Shadow Form

5th-level illusion

Casting Time: 1 action
Components: V, S, M (part of a funeral shroud)
Range: Touch
Duration: Up to 1 hour

You wrap one person you touch in the essence of the Shadowfell. The creature becomes harder to see and its body becomes much more malleable. The creature gains advantage on all Stealth checks and may add its proficiency bonus to the roll. If the creature already has proficiency with Stealth, it may double its proficiency bonus. The subject of this spell can also squeeze through any gap larger than 1-inch wide.

Shard Storm

5th-level evocation

Casting Time: 1 action
Components: V, S, M (a crystal or piece of glass)
Range: 120 feet
Duration: Instantaneous

You fill a 20-foot radius sphere with ghostly shards of force and the sound of breaking glass. Anyone in the sphere must make a Dexterity saving throw. On a failed save, a creature takes 6d8 force damage, or half as much on a successful one. At the start of the creature's next turn, the shards continue to dig deeper, dealing half the damage they dealt the previous round. The shards disappear after the second round.

Shield of Faith, Mass

4th-level abjuration

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a small piece of parchment with some holy text written on it)
Duration: Concentration, up to 1 minute

This spell functions like *shield of faith*, except that it affects you and up to six of your allies within range.

Shield of Warding

3rd-level abjuration

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Up to 1 minute

You touch a shield and imbue it with protective magic. The shield grants its bearer a +2 bonus to Armor Class and Dexterity saving throws for the spell's duration.

Shield of Warding, Mass

6th-level abjuration

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

This spell functions like *shield of warding*, except that it affects you and up to six of your allies within range.

Shieldbearer

1st-level transmutation

Casting Time: 1 action
Range: Touch (10-feet)
Components: V, S, M (a shield)
Duration: Concentration, up to 1 minute

You touch a shield, and it hovers and moves to protect a target you choose within range. The shield provides the creature with its Armor Class bonus for the spell's duration. Once the shield's recipient has been chosen, it cannot be changed for the duration of the spell.

If you choose to protect another creature within 10 feet with this spell, the ally can move up to 60 feet away from you without breaking the spell. However, if the protected creature moves beyond that range, the spell ends.

Shifting Paths

8th-level illusion (ritual)

Casting Time: 10 minutes
Range: 150 feet
Components: V, S, M
Duration: 8 hours

This spell hides a path or road that you choose, while also creating an illusory path that starts at a point you choose within range. The illusory path continues in a direction you choose for up to a number of miles equal to 2 × your spellcasting ability modifier. This illusory path avoids obstacles, and does not provide bridges, stairs, ladders, ramps, or other methods to travel through impassable terrain. The path will not cross cliffs or rivers more than four feet deep.

A creature following the original path must make a Wisdom saving throw when it comes to the start of the illusory path. On a failed save, the creature follows the illusory path as if it were the real one. If the path moves through difficult terrain, the creature believes the path slopes and twists to justify its reduction in speed.

On a successful save, the creature sees both paths, but the illusory path appears shadowy.

Shroud of Undeath

3rd-level necromancy

Casting Time: 1 action
Range: Self
Components: V, S, M (dust or bone fragments from any destroyed undead creature)
Duration: Concentration, up to 1 hour

You shroud yourself in necrotic energy, temporarily gaining the traits of undeath. Your appearance does not change except for a very slight pallor, but your creature type changes to undead for the duration of the spell.

Nonintelligent undead creatures perceive you as one of their kind, ignoring you. Intelligent undead do not immediately recognize you as alive, but may question whether you are undead. Any ability check made to determine that you are not truly undead is made with disadvantage, and you have advantage on all Charisma checks to convince others of your undead nature.

If an undead creature does target you directly with an attack or a harmful spell, that creature must make a Wisdom saving throw (an undead needn't make the save when it includes you in an area effect, such as the explosion or fireball). On a failed saving throw, the creature must choose a new target or forfeit targeting someone else, potentially wasting the attack or spell. A creature automatically succeeds on this saving throw if it has made a successful saving throw against this effect within the last 24 hours or it has seen you target an undead creature with an attack or other harmful effect within the last 24 hours.

Because you are undead, if a spell or other effect states that it does not affect undead, then it does not affect you for the spell's duration. Conversely, effects that do affect undead (such as the Turn Undead class feature) affect you as such.

Sign of Sealing

3rd-level abjuration

Casting Time: 1 minute
Range: 30 feet
Components: V, S, M (a crushed emerald worth at least 100 gp, which the spell consumes)
Duration: Permanent

You seal a door, chest, book, or other object that can be closed with a magical sigil that bars entry and prevents opening. The protected object can only be opened if broken, or with *knock* or *dispel magic*. However, if the object is forced open by any means (physical or magical), the sigil explodes in 30-foot

radius for 10d4 force damage. A successful Dexterity saving throw halves the damage.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the amount of force damage increases by 1d4 per slot level above 3rd.

Sign of Sealing, Greater

6th-level abjuration

Casting Time: 10 minutes
Range: 30 feet
Components: V, S, M (a crushed emerald worth at least 500 gp, which the spell consumes)
Duration: Permanent

This spell functions the same as *sign of sealing*, except that it can be used to seal an open space, such as a corridor, archway, or room. The spell creates a magical barrier of force that repels any creature trying to enter or pass the warded area.

In addition, doors and objects protected by this spell are strengthened, increasing their AC by 2, and increasing their hit points by 25 (see "Objects" in chapter 8 of the *Dungeon Master's Guide* for details on the hit points and AC of objects). Any object protected by the spell is treated as magic, and has resistance to bludgeoning, piercing, and slashing damage from nonmagical sources.

If a greater sign of sealing is broken, an explosion occurs. Each creature within 40 feet must make a Dexterity saving throw, taking 10d6 force damage on a failure or half as much on a success.

This spell cannot be bypassed using a *knock* spell, but it can be dispelled.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the amount of force damage increases by 1d6 per slot level above 6th.

Simbul's Spell Sequencer

7th-level enchantment

Casting Time: 1 action



Components: V, M (pieces of amber worth a total of 5,000 gp, which are consumed in the casting of this spell)
Range: Self
Duration: 1 year

You use several pieces of ancient amber to create a matrix that contains spells you cast, frozen in time until you need them. While casting this spell you cast up to three spells of 1st through 3rd level, and you choose a command word. When the command word is spoken, all three spells take effect immediately, in the order they were cast, as if you had just cast all three of them in the same turn, and the spell ends. You make all decisions for this spell (targets, area, etc.) you would normally make as the caster. You may only have one *Simbul's spell sequencer* active at a time.

Only spells with a casting time of 1 action or 1 bonus action can be cast into your spell sequencer. When you create the sequencer, you reduce your maximum Hit Dice by a number equal to the total combined levels of the spell slots used to cast the spells you place in it. Your maximum number of Hit Dice does not return to normal until the spell ends. If the duration expires and you did not speak the command word, the spells are lost.

Sinuous Horrors

4th-level transmutation

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

Your arms transform into snakes when you cast this spell. On each of your turns, you can make two melee spell attacks with the snakes, with a reach of 10 feet. On a hit, a target takes poison damage equal to 1d8 + your spellcasting modifier. In addition, the target must make a Constitution saving throw, or be poisoned until the start of your next turn.

You cannot cast spells with somatic or material components while this spell is active, and holding things will be difficult at best. This spell cannot be dismissed (though it can be dispelled). It lasts a full minute regardless of the caster's wishes.

Sleep of Horror

3rd-level necromancy (ritual)

Casting Time: 1 action
Components: V, S, M (a pinch of black sand)
Range: 120 feet
Duration: Instantaneous

A target you choose within range must make an Intelligence saving throw. If it fails the save, its next sleep is wracked with terrifying nightmares, and does not gain any of the benefits of a long rest. After that, every time it finishes a long rest, it must make the Intelligence saving throw again. If it fails, it gains no benefit from the long rest. If it succeeds, the spell ends. The spell continues until the target makes its Intelligence saving throw, or until it dies.

> "Nightmares—in many ways they are worse than any physical torture one might devise."

Sorcerous Scribe

1st-level conjuration (ritual)

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

You summon a magical quill that writes down anything you say. The quill can write on any surface. The quill will not scribe magic spells, but any command words you would use to activate some kind of magical effect can be recorded. The quill continues writing and does not run out of ink for the duration.

Soul Scour

5th-level necromancy

Casting Time: 1 action
Range: Touch
Components: V, S, M (a pinch of dust from the bones of a lich)
Duration: 24 hours

Your touch corrupts your victim's very soul, damaging some of its mental characteristics. Make a melee spell attack against a creature within your reach. On a hit, the target takes 3d6 psychic damage and has disadvantage on Wisdom checks, Wisdom saving throws, Charisma checks, and Charisma saving throws. At the end of the target's next turn, it must make an Intelligence saving throw. If it succeeds, the spell ends. If it fails, it may make another Intelligence saving throw 1 minute later. If it succeeds, the spell ends. If it fails, the spells effects last for the duration.

This spell can also be ended with *greater restoration*, *heal*, or *wish*. However, the caster of a *greater restoration* or *heal* spell must choose to affect either the Wisdom or Charisma of the target of this spell. Only the effects of this spell on ability checks and saving throws for the selected ability are affected. Thus, it requires two castings of *greater restoration* or *heal* (or one of each) to remove all the effects of this spell.

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

Spark of Life

4th-level necromancy

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

You imbue an undead target with a sliver of life, making it vulnerable to conditions that usually affect the living. When you cast this spell, you make a melee spell attack against an undead target. On a hit, the undead creature must make a Wisdom saving throw or lose all of its condition immunities. The target also loses its damage resistances, and its damage immunities become resistances instead.

After the spell expires, the target knows what you have done, and will likely have a hostile attitude toward you.

Speed of Thought

1st-level transmutation

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

You marshal psychic energies to move with speed and acrobatic grace. When you cast this spell, you gain two speed points. For the duration, as a bonus action on your turn, you can expend a speed point, granting yourself the following benefits until the end of that turn:

- ✧ Your speed increases by 10 feet.
- ✧ You have resistance to falling damage.
- ✧ Difficult terrain does not reduce your speed.
- ✧ You have a climb speed equal to your walking speed.
- ✧ Opportunity attacks against you are made with disadvantage.
- ✧ You add 10 feet to your long jump distance and 3 feet to your high jump distance.
- ✧ You have advantage on Dexterity (Acrobatics) and Strength (Athletics) checks.
- ✧ You can move up, down, and across vertical surfaces and upside down along ceilings, while leaving your hands free.
- ✧ You do not sink when moving over soft or brittle terrain, such as dust, silt, mud, snow, or thin ice. This effect does not allow you to move over liquid surfaces.
- ✧ If you move at least 20 feet straight toward a creature and then hit it with a melee weapon attack on the same turn, that attack inflicts an additional 1d4 damage.

At the end of your turn, the benefits fade entirely until you spend another speed point. If these benefits end while you are still on a vertical surface, or anywhere else where you would normally fall or sink, you immediately fall or begin to sink unless you have some other means to remain there.

This spell ends when its duration expires, when you cast this spell again, or when you have spent all your speed points. When the spell ends, any unspent speed points are lost.

At Higher Levels. If you cast this spell with a spell slot of 2nd level or higher, the extra damage you inflict with melee weapon attacks against opponents when you move 20 feet increases by 1d4 for each slot level above 1st. In addition, if you cast this spell with a spell slot of 3rd level or higher, you gain one additional speed point for every two slot levels above 1st.

> "The sorcerer who first created this spell seems to have adapted it from certain psionic disciplines practiced by esoteric mystics. It is a highly versatile spell that requires very little energy to cast. Well worth considering for thy spellbook."

Spell Engine

8th-level abjuration

Casting Time: 10 minutes
Range: Self (30-feet)
Components: V, S, M (a disc of polished bone, one of your tears, and a silver wheel worth 500 gp)
Duration: Varies

When you cast this spell, a light appears above you that provides illumination in a 30-foot radius. While studying your spellbook under this light, you may swap out any of the spells you have prepared, trading each spell you choose to swap out for a new one of the same level. Normally, preparing each new spell takes 1 minute per level of that spell, but while this spell is active, the preparation time is halved.

This spell does not refresh any spent spell slots.

Spell Immunity

4th-level abjuration

Casting Time: 1 action
Components: V, S, M (the same components as the spell being countered)
Range: Self
Duration: Instantaneous

You choose one spell of 4th-level or lower which cannot affect you. The next time the chosen spell would affect you before you finish a long rest, you are unaffected by that casting of the spell, as if it had never been cast, and the *spell immunity* ends.

Sphere of Ultimate Destruction

9th-level conjuration

Casting Time: 1 action
Range: 120 feet
Components: V, S, M (a pinch of dust from a disintegrated creature)
Duration: Concentration, up to 1 minute

You conjure a 5-foot diameter featureless black sphere of nothingness that disintegrates almost anything it touches. The sphere appears in an unoccupied space of your choice within range and lasts for the duration.

Any creature that ends its turn within 5 feet of the sphere must make a Dexterity saving throw. The target takes 12d6 + 60 force damage on a failed save, or half as much on a success. If this damage reduces the target to 0 hit points, it is disintegrated, as if by the *disintegrate* spell. A disintegrated creature and everything it is wearing and carrying, except magic items, are reduced to a pile of fine gray dust. The creature can be restored to life only by means of a true resurrection or a wish spell.

As an action, you can move the sphere up to 30 feet. When you move the sphere, it flies, and you can move it any direction you wish. If you ram the sphere into a creature, that creature must make the saving throw against the sphere's damage. If you ram the sphere into a Medium or smaller object that is not being held or carried, that object is disintegrated. If you ram this sphere into a Huge or larger object, it disintegrates the 5-foot cube area of that object it strikes. If you ram the sphere into a creation of magical force (such as the wall created by a wall of force spell), it has the same effect on that magical force that it would have on an object of the same size. Magic items are not affected by this spell.

Whenever you ram the sphere into a creature or object, it uses up 10 feet of movement for every 5 feet it moves through the space occupied by that creature or object. No object or creature can be

affected by the sphere more than once in the same turn.

Stalwart Pact

5th-level evocation (ritual)

Casting Time: 10 minutes
Range: Touch
Components: V, S, M (incense worth 250 gp, which the spell consumes)
Duration: Permanent until triggered, then 1 minute

When casting this spell, you touch a creature, and grant it magical protection that stays dormant until the spell's effect is triggered. When the protected creature's hit points drop below half their maximum, it gains 25 temporary hit points, resistance to all damage except for psychic damage, and a +2 bonus to saving throws and ability checks for 1 minute.

Sticks to Snakes

2nd-level transmutation

Casting Time: 1 action
Components: V, S, M (several sticks)
Range: Touch
Duration: Concentration, up to 10 minutes

You turn a hand full of sticks into 1d4 + 1 **constrictor snakes**. The snakes you create with this spell are friendly to you and your companions. They obey any verbal commands that you issue to them (no action required by you). If you don't issue any commands to them, they defend themselves from hostile creatures, but otherwise take no actions. Once the spell ends, the snakes turn back into sticks.

At Higher Levels. When you cast this spell using a spell slot of 4th level, you transmute the sticks into **giant constrictor snakes**. If you cast the spell using a spell slot of 5th level or higher, you transmute one extra stick into a **giant constrictor snake** for every two slot levels above 4th.

Stone Body

6th-level transmutation

Casting Time: 1 action
Range: Self
Components: V, S, M (a small piece of stone from a stone golem)
Duration: Concentration, up to 1 minute

For the duration, your body is turned into living stone. You gain resistance to physical damage from any source besides adamantine. You are immune to poison damage, disease, and drowning, and to the following conditions: blinded, deafened, poisoned, or stunned.

In addition, critical hits against you do not inflict double damage, and you gain advantage on all d20 rolls that include your Strength modifier. However, you also suffer disadvantage on all d20 rolls that include your Dexterity modifier. Your speed is cut in half, and you weigh three times more than normal.

Stone Shape, Greater

7th-level transmutation

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a miniature cloak)
Duration: Concentration, up to 1 minute

This spell functions like *stone shape*, but you may shape a stone object of Huge size or smaller. The stone object you touch can be up to 15 feet in any dimension. You can also mold intricate detail into your creation, such as a stone set of double doors carved with intricate designs and up to four hinges.

Stone Spiders

7th-level transmutation

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (three small pebbles)
Duration: Concentration, up to 1 minute

You cast this spell on three small stone pebbles in range, no two of which can be more than 30 feet apart. The pebbles grow and turn into constructs that look like stone spiders. The constructs can grow up to huge in size. However, all the constructs must be the same size. The constructs you create with this spell are friendly to you and your companions. They obey any verbal commands that you issue to them (no action required by you). If you don't issue any

commands to them, they defend themselves from hostile creatures, but otherwise take no actions. Each stone spider has the same statistics as a **giant spider**, with the following exceptions.

- ✧ Its natural Armor Class increases by 6
- ✧ It has resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons and immunity to poison and psychic damage
- ✧ Its poison save DC is equal to your spellcasting DC

Stone Walk

8th-level transmutation

Casting Time: Special
Range: Special
Components: V, S, M (crushed gems worth at least 5,000 gp, which the spell consumes)
Duration: Permanent

This spell links two temples that can be any distance apart, but are both on the same plane of existence. Each temple area must have a stone platform large enough for one creature to stand upon, which is used as a teleportation pad. Before the spell is cast, each platform must be prepared by crushing 2,000 gold pieces worth of gemstones, and performing a 10-minute ritual.

To complete the spell, you must perform another 10-minute ritual using the remaining 1,000 gold pieces worth of crushed gemstones. During the final ritual, a command word is chosen that will be used to travel back and forth between the teleportation pads. When the command word is spoken, one person may be transported with up to 100 pounds of gear.

Teleportation using this spell is infallible and cannot be blocked by magical barriers or wards against teleportation. If the destination pad is blocked by solid matter, the traveller is sent to an unoccupied space nearby.

Stony Grasp

3rd-level transmutation

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a miniature hand sculpted from stone)
Duration: Concentration, up to 1 minute

This spell functions like *Maximillian's earthen grasp* except the hand is made of stone, and it deals 3d6 bludgeoning damage on both the initial grab and the crushing damage.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the amount of bludgeoning damage increases by 1d6 for every two slot levels above 3rd.

Storm Cone

3rd-level evocation

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

When casting this spell, you point in a direction and emit a 60-foot cone shaped whirling vortex. As an action on each of your turns, you can change the direction of the cone up, down, or sideways by 10 feet.

The vortex whirls around any creature caught in its area, blasting it with fist-sized balls of force, and jolting it with small lightning strikes. The creature takes 5d4 bludgeoning damage from the wind buffets, and 2d4 lightning damage. A successful Dexterity saving throw halves the bludgeoning damage, but not the lightning damage.

In addition, a spellcaster caught in the cone must make a successful Constitution saving throw when casting a spell with somatic components. Though it is against your normal spellcasting DC, this saving throw is the equivalent of a roll to maintain concentration on a spell, and special benefits or other effects the creatures has on such Constitution saving throws apply.

Storm of Elemental Fury

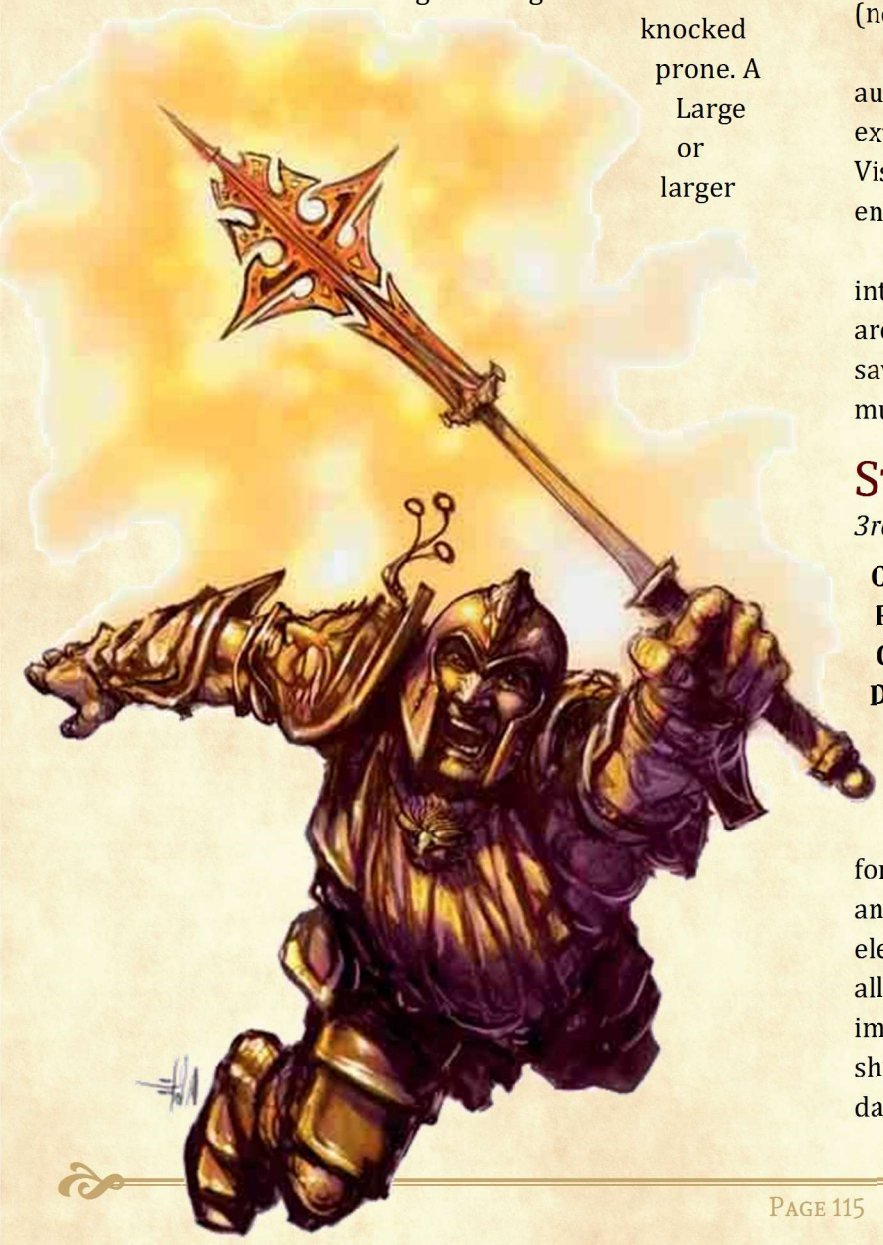
7th-level conjuration

Casting Time: 1 action
Range: 300 feet
Components: V, S

Duration: 4 rounds

A furious storm erupts in a 40-foot radius, 100-foot-high cylinder centered on a point you choose within range. When you cast this spell, and again at the beginning of each of your turns until the spell ends, the storm produces one of the following effects, starting with the first, and then progressing down the list.

1st turn. The storm buffets the area with a raging windstorm. No creature within the area can make ranged attacks or be the target of a ranged attack. A Small or smaller creature caught in the storm's area must make a Strength saving throw. On a failed save, the creature is swept up, thrown 2d6 × 10 feet in a random direction, and takes 1d6 bludgeoning damage per ten feet thrown. A Medium creature must succeed on a Strength saving throw or be knocked prone. A Large or larger creature must succeed on a Strength saving throw or its speed drops to 0.



A Large flying creature that fails its saving throw is blown 1d6 × 5 feet in a random direction, Medium flying creatures are blown 1d6 × 10 feet, and Small flying creatures are blown 2d6 × 10 feet away.

For the spell's duration, any creature must make a Constitution saving throw the first time it tries to cast a spell inside the area. If it fails, it cannot cast spells within the area until the spell ends. A creature that failed its saving throw can make another Constitution saving throw at the beginning of each of its turns. If it succeeds, it can cast spells normally again.

2nd turn. Rocks fall from the sky, pummelling creatures caught in the storm's area. Each creature caught in the area takes 5d6 bludgeoning damage (no save).

3rd turn. Heavy rain pours into the area, automatically extinguishing unprotected flames, and extinguishing protected flames 50% of the time. Visibility within the area is reduced to 5 feet, and the entire area of the spell becomes difficult terrain.

4th turn. Gouts of flame rain down from the sky into the storm's area. Any creature caught within the area must make a Dexterity saving throw. On a failed save, a creature takes 14d6 fire damage, or half as much if successful.

Storm Shield

3rd-level abjuration

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

You conjure a small area of whirling air that occupies a 5-foot radius sphere centered on a point you choose within range. The swirling air forms a shield that blocks acid, cold, fire, lightning, and thunder damage. The shield attracts all elemental discharges and neutralizes them, granting all creatures within a 30-foot radius from its center immunity to the listed damage types. However, the shield's immunity is limited. If the shield reduces damage a creature would take to 0, the spell ends if it

is not the first time that the shield has reduced damage that particular creature would have taken to 0 since this spell was cast.

Stormrage

8th-level transmutation

Casting Time: 1 action
Range: Self
Components: V, S
Duration: Concentration, up to 1 minute

You gain a flying speed of 40 feet, and immunity to bludgeoning, piercing, and slashing damage inflicted by ranged attacks. You are also immune to the effects of all wind or weather-based spells and attacks (such as *control weather*).

In addition, as an action on each of your turns for the duration, you can emit a single bolt of lightning from your eyes as a ranged spell attack against a target within 100 feet. You have advantage on the attack if the target you select is wearing metal armor. On a hit, the target takes 8d6 lightning damage.

Strength of Stone

2nd-level transmutation

Casting Time: 1 bonus action
Range: Self
Components: V, S
Duration: Concentration, up to 1 minute

The strength of elemental earth and stone infuse your body. You gain advantage on all d20 rolls that include your Strength modifier, and when you make an attack roll that gains advantage from this spell, that attack inflicts an extra 1d8 damage if it hits. This spell ends if you leave the ground at any time. The walls and ceiling count as ground if you can walk along either surface.

Sudden Stalagmite

4th-level conjuration

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

A ten-foot tall, very sharp stalagmite erupts under your target, who must make a Dexterity saving throw. On a failed save, the creature takes 6d8 piercing damage, and is restrained as the stalagmite pierces its flesh. On a successful save, the creature isn't restrained, and the spell ends.

A creature restrained by this spell cannot escape until it uses an action to free itself by making a successful Strength saving throw, or until another creature within 5 feet of it succeeds on a Strength check against your spellcasting DC. When the target is freed, it takes an additional 2d6 piercing damage, and the spell ends.

> "To this day I recall the look of surprise on that ogre's face..."

Sudden Transposition

2nd-level conjuration

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

With a single word of magical power, you cause two creatures to swap places. Choose two Small or Medium creatures that you can see within range. You can only choose two creatures which are either standing on the same surface or standing on surfaces which are physically connected by solid ground or structures.

A creature which is unwilling to be transposed gains a Charisma saving throw against this effect. If neither creature makes a successful saving throw, both creatures are teleported, with each reappearing in the space previously occupied by the other.

Summons of Justice

1st-level evocation

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

You sacrifice some of your own vitality to hurl two rays of holy energy that compel your enemies to come forward. You can hurl your rays at one target or divide them among multiple targets. Make a ranged spell attack for each ray against a target within range. On a hit, the target takes 2d6 radiant damage, and you can pull it up to 15 feet closer to you.

You also take 2 points of radiant damage for each ray that hit. Until the start of your next turn, attack rolls against you have advantage, and you have disadvantage on Strength, Dexterity, and Constitution saving throws.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you create one additional ray for each slot level above 1st.

Symphonic Nightmare

7th-level enchantment

Casting Time: 1 action
Range: Touch
Components: V, S, M (an exceptionally crafted small statue of an opened skull with a miniature orchestra within the cavity, which is worth at least 1,000 gp)
Duration: 1 week

A creature you touch loses its ability to sleep restfully for the duration of the spell. Instead of peaceful fantasies, the subject's dreams are filled with a discordant orchestra. Starting when the subject next finishes a long rest, it has disadvantage on Wisdom checks and Wisdom saving throws for the duration of the spell.

In addition, until the spell ends, whenever the subject finishes a long rest, it must roll a Wisdom saving throw. If it fails, it does not gain the benefits of that long rest.

The subject is immune to the *dream* spell while under the influence of this spell. This spell can be ended by a *remove curse* or *greater restoration* spell cast using a 7th-level or higher spell slot, in addition to being dispelled normally.

Synostodweomer

7th-level transmutation

Casting Time: 1 reaction, which you take in response to casting a spell of 1st-level or higher
Range: Self
Components: V, S
Duration: 1 round

When you cast another one of your spells, you can cast this spell in tandem as a reaction (this is an exception to the normal rule about casting more than one spell in the same turn). The spell you cast is channelled by *synostodweomer* into healing energy. Until the end of your next turn, you can use a bonus action to touch a creature and heal its wounds by 1d8 hit points for every spell slot level of the triggering spell.

For example, you could cast this spell in tandem with the *mind blank* spell using an 8th-level spell slot, and then heal a creature you touch for 8d8 hit points.

Tactical Precision

2nd-level divination

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a toy soldier)
Duration: Concentration, up to 1 minute

When this spell is cast, you up to six creatures you choose within range, have greater insight into each other's actions.

When an ally affected by this spell makes a melee weapon attack against a creature that is within 5 feet of another ally affected this spell, they gain advantage on the attack roll and deal an extra 1d6 damage of that weapon's type if the attack hits.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the bonus to hit increases by 1 and the weapon damage increases by 1d6 for every two slot levels above 2nd.

Tearing Claws

1st-level conjuration

Casting Time: 1 action

Range: Self (15-foot cone)
Components: V
Duration: Instantaneous

Spectral draconic claws strike out from your body, slashing at your foes and shoving them backward. Each creature in a 15-foot cone emanating from you must make a Dexterity saving throw. On a failed save, a creature takes 2d10 slashing damage and is pushed 5 feet away from you. On a successful save, the creature takes half damage and isn't pushed.

Creatures that only have hit points equal to half their hit point maximum or fewer have disadvantage on the saving throw, and are pushed back 15 feet on a failed saving throw.

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

Thundering Armor

1st-level abjuration

Casting Time: 1 bonus action
Range: 60 feet
Components: V, S, M (a tuning fork)
Duration: Instantaneous

You infuse a creature's armor with pulsing energy, increasing its protection and knocking a single foe away with an intense reverberation. Choose a friendly creature within range that is wearing armor. The subject gains a +2 bonus to AC until the end of its next turn. You can also choose a hostile creature within 5 feet of the ally. That hostile creature must make a Strength saving throw. On a failed save, it takes 2d8 thunder damage and is pushed 10 feet away from your ally. On a successful save, the target takes half damage and is not pushed.

You cannot cast this spell on yourself.

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

Thunderlance

4th-level evocation

Casting Time: 1 action
Components: V, S, M (a small metal spear)
Range: Self
Duration: Concentration, up to 1 minute

You transform a metal spear into a lance that embodies the power of a thunder storm. You can wield the lance to make melee spell attacks against enemies within 20 feet of you.

As part of the action used to cast the spell, and again by using an action on each of your turns for the duration, you can make a melee spell attack against a creature within 20 feet. On a hit, the target takes 6d6 thunder damage. If this lance leaves your hand for any reason, such as if you are disarmed or otherwise forced to drop it, you can call it back to your hand using a bonus action.

Thunderous Reprisal

4th-level abjuration

Casting Time: 1 reaction, which you take in response to being damaged by a creature within 30 feet of you that you can see
Range: Self (30-foot radius)
Components: V, S
Duration: Concentration, up to 10 minutes

You blast your enemies away in a wave of thunder and destruction. Each creature within 30 feet of you must make a Dexterity saving throw. On a failed save, a creature takes 4d8 thunder damage, or half as much damage on a successful save. In addition, creatures that fail their saving throw are pushed 10 feet away from you and become deafened until the end of your next turn.

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

Trait Rip

8th-level necromancy

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

You can rob a creature of one of its unique traits and give it to an ally. Make a melee spell attack against a creature within your reach. On a hit, the DM will list

any special or racial traits the creature possesses, and you can choose one and remove it from the creature until the spell ends. For example, if you removed the Amphibious trait from an **aboleth** or a **water genasi**, that creature would no longer be able to breathe both air and water.

When you cast this spell, you choose a second target, which must be another willing creature within 30 feet. Until the spell ends, that creature gains the racial or special trait you removed from the first target.

However, the Ability Score Increase racial trait, Legendary Resistance, Innate Spellcasting, or Spellcasting traits are not affected by this spell, nor are any other traits that are either not listed under the traits section of the statblock or not listed among the traits it receives for being a member of a certain race. You could not, for example, remove an action or legendary action with this spell.

The DM may also rule that certain traits are too intrinsic to the nature of a creature to be removed, such as the Water Form trait of a water elemental. However, if a creature has no traits you can affect with this spell, the DM will inform you before you use an action to cast the spell.

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

Transmute Rock to Lava

9th-level transmutation

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

You transform a natural area of stone within range of up to 10 cubic feet in volume into an equal volume of red hot lava.

Any creature caught in the area when the spell is cast must make a Dexterity saving throw. On a failed save, the creature takes 15d6 fire damage, or half as much on a successful one. A creature that starts its turn in the area must make a Dexterity saving throw and take fire damage until it is no longer in the affected area.

If the rock transformed by this spell supported a structure, that structure takes the fire damage (and ignites if it is flammable), and also takes extra bludgeoning damage equal to half the fire damage. If a structure drops to 0 hit points, it collapses and potentially damages nearby creatures, as described in the earthquake spell.

True Domination

8th-level enchantment

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

When this spell is cast, you set up a telepathic link to control one creature within range. If you share a common language, you can command the creature to perform actions as you wish. If you do not share a common language with the creature, then you are only able to issue basic commands, such as "come here," "go there," "fight," or "stand still."

When you initially cast the spell, the target may try to resist the domination attempt by succeeding on a Wisdom saving throw. On a failed save, the creature is dominated but may attempt a new saving throw if it is ordered to complete an action that is against its nature. However, the new save is made with disadvantage.

Once a creature is dominated, the telepathic link and range of the domination is unlimited if the creature and caster are on the same plane of existence. A *protection from evil* spell can prevent the caster from controlling a dominated creature using the telepathic link, but it does not prevent the domination or dispel it.

If the dominated creature's hit dice or level is equal to or lower than the spellcaster's level, and concentration is maintained for the spell's entire duration, the creature is permanently dominated. Only a wish can free a creature permanently dominated by this spell, or a successful saving throw with disadvantage if the creature is commanded to complete an action that is against its nature.

Unbinding

9th-level abjuration

Casting Time: 1 action
Range: 120 feet
Components: V, S, M (a loadstone and a pinch of saltpeter)
Duration: Instantaneous

When you cast this spell, a flash of magical energy spreads out from you in a 120-foot radius. This spell acts as a *dispel magic* spell cast using a 9th-level spell slot targeting all objects and structures within range. Creatures within range are also targeted, but spells affected those creatures are only dispelled if they are causing those creatures to be charmed, paralyzed, or stunned. The spell does not restore or affect creatures turned to stone, or release bonded creatures from service, such as familiars, invisible stalkers, and genies.

Also, the spell does not penetrate or affect an *antimagic field* in any way. This spell does not affect objects that are being worn or carried by a creature.

Finally, any traps attached to any objects affected by this spell are triggered immediately the moment spells affecting those objects are destroyed.

Undeath's Eternal Foe

9th-level abjuration

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

When you cast this spell, select up to seven friendly creatures within range (one of which may be you). Each subject is surrounded by a crystal blue ghost-like aura that grants it a +4 bonus to its Armor Class against undead creatures.

In addition, each creature gains the benefits of the *death ward* spell, and automatically succeeds on saving throws they are forced to make by undead creatures, except when such saving throws are caused by an undead creature casting a spell.

Furthermore, each recipient can affect ethereal creatures with melee weapon attacks as if they were on the same plane for the duration of the spell.

Undersong

1st-level transmutation

Casting Time: 1 action
Range: Self
Components: V
Duration: 8 hours

When you cast this spell, a familiar and soothing song wells up in your mind. The song does not distract you from any task at hand—on the contrary, by humming along to the tune you can focus your mind with ease. For the duration, whenever you make a Constitution saving throw to maintain your concentration on a spell, you can choose to make a Charisma (Performance) check, substituting the result of that roll for the result of a Constitution save.

> "Quite useful—if ye can hold a tune."

Unexpected Clarity

5th-level enchantment

Casting Time: 1 reaction, which you take when you score a critical hit with an attack roll
Range: Self
Components: V, M (a melee weapon)
Duration: Instantaneous

When an astonishing strike opens a new opportunity for you in battle, you focus your mental energies to take full advantage of it. As part of the reaction used to cast this spell, you make a further melee weapon attack against a creature within your reach. On a hit, the target suffers the attack's normal effects. In addition, the target takes an additional 1d12 psychic damage, and is frightened until the end of its next turn.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the psychic damage increases by 1d12 for each slot level above 5th.

Unluck

2nd-level enchantment

Casting Time: 1 action

Range: 60 feet
Components: V, M (a broken horseshoe)
Duration: 1 round

You manipulate what was once an ode to fate, speaking it in reverse and warping the weave of fortune. Choose one target within range to make a Charisma saving throw. On a failure, the target takes 3d6 psychic damage and has disadvantage on the next attack roll it makes before the end of its next turn. On a success, the target takes half damage, but suffers no other ill effects.

In addition, whether the target fails or succeeds on its saving throw, you can choose one ally within 60 feet to gain advantage on the next attack roll it makes before the end of its next turn.

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

Unyielding Roots

8th-level transmutation

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

You touch a creature that is standing on the ground (such as soil, rock, or a street). For the duration, the creature's speed is reduced to 0, and all attempts to move it from its current space automatically fail, whether or not the creature is willing to be moved. Effects that would move the creature only succeed if they would also move all solid ground within 5 feet of it.

In addition, the affected target gains life preserving energy from its connection with the ground. Until the spell ends, the creature gains advantage on Strength, Constitution, and Wisdom saving throws, it is immune to poison damage and the poisoned condition, and it regains hit points equal to its maximum number of Hit Dice at the start of each of its turns.

Updraft

1st-level conjuration

Casting Time: 1 bonus action
Range: Self
Components: V, S, M (a miniature propeller or windmill)
Duration: Instantaneous

When you cast this spell, a small vortex of swirling air forms beneath your feet, lifting you upward. You can rise a number of feet equal to 20 × your spellcasting ability modifier. You can also move a number of feet horizontally during any part of the movement equal to 5 × your spellcasting ability modifier. At the end of the turn in which you cast this spell, you float gently to the ground if you are still aloft.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can rise an additional 20 feet, and move horizontally by another 5 feet, for each slot level above 1st.

Valiant Fury

5th-level transmutation

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

When you cast this spell, either choose yourself or a creature within range to gain its benefits. The recipient gains advantage on Strength, Constitution, and Wisdom saving throws for the duration. In addition, until the spell ends, the subject gains advantage on Strength checks, Constitution checks, and attack rolls which include its Strength modifier. When the subject takes the attack action on its turn, it can make an extra melee weapon attack as a bonus action.

Venom Bolt

4th-level evocation

Casting Time: 1 action
Range: Self (100-foot line)

Components: V, S, M (a drop of venom from any sort of poisonous snake)
Duration: Concentration, up to 1 minute

A beam forming a 5-foot wide by 100-foot line of caustic green energy blasts from your eye, mouth, fingertip, or tail tip in a direction you choose. Every creature in the affected area must roll a Dexterity saving throw, taking 3d6 acid damage on a failure or half as much on a success.

In addition, the blast poisons the area it struck with toxic energy and nauseating fumes for the duration. When a creature enters the affected area for the first time on a turn or starts its turn there, it must make a Constitution saving throw or take 2d8 poison damage and become poisoned for the duration. If it succeeds, it takes half the damage.

A creature that is poisoned by this spell but is no longer within the affected area can make a Constitution saving throw at the end of each of its turns. On a success, it is no longer poisoned.

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

Vigor

1st-level evocation

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

The subject regains 1 hit point, and at the start of each of its turns until the spell ends, it regains 1 more hit point if its current hit point total is less than half its hit point maximum.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the healing the subject gains at the start of each turn increases by 1 hit point for every slot level above 1st.

Vigorous Circle

7th-level conjuration

Casting Time: 1 action
Range: 20 feet
Components: V, S
Duration: Concentration, up to 1 hour

When casting this spell, choose up to seven creatures within range (one of whom may be you). For the duration, each creature regains 1 hit point at the beginning of each of its turns.

This spell does not regenerate lost limbs, or heal damage from thirst, starvation, or suffocation.

At Higher Levels. When you cast this spell using a spell slot of 8th level or higher, the number of hit points a creature regains increases by 1 for each slot level above 7th.



Vipergout

7th-level conjuration

Casting Time: 1 bonus action
Range: Self
Components: V, S, M (a snakeskin, which you swallow during the casting of the spell)
Duration: Concentration, up to 1 minute

You summon vipers which leap forth from your mouth to attack your enemies. Choose three unoccupied spaces that you can see within 30 feet. Three **giant poisonous snakes** under your control leap from your mouth to land in each space.

Until the spell ends, on each of your turns, you can summon up to three more **giant poisonous snakes** from your mouth as a bonus action.

Giant poisonous snakes created by this spell are considered fiends. They are immune to fire damage and poison damage, and they can see normally in darkness, both magical and nonmagical, to a distance of 120 feet.

The snakes are friendly to you and your companions. They act on your initiative, immediately after your turn ends, but have their own turns. They obey any verbal commands that you issue to them (no action required by you). If you don't issue any commands to them, they defend themselves from hostile creatures, but otherwise take no actions.

Each snake vanishes when it drops to 0 hit points or when the spell ends, leaving only an empty snakeskin.

The spell ends early once you have summoned a total of 24 snakes or if you choose to stop concentrating on it. Until the spell ends, you cannot speak, cast spells with verbal components, or activate items that require speech.

Virtuous Strike

Evocation cantrip

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

As part of the action used to cast this spell, make a melee weapon attack against a creature within range. On a hit, the target suffers the attack's normal effects, and divine light invested in your weapon fills you with resolve. If the target forces you to make a saving throw before the start of your next turn, the target takes an additional 1d6 radiant damage, you gain advantage on the saving throw, and the spell ends.

The spell's damage increases when you reach higher levels. At 5th level, the melee attack deals an extra 1d6 radiant damage to the target, and the damage the target takes for forcing you to make a saving throw increases to 2d6. Both damage rolls increase by 1d6 at 11th level and 17th level.

Visage of the Deity, Greater

9th-level transmutation

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

When casting this spell, you transform into the likeness of a celestial or fiend, depending on your faith.

If you worship a good-aligned god, then you have the following qualities while transformed:

- ✧ You grow feathered wings that allow you to fly at twice your normal speed
- ✧ You gain a +1 bonus to your AC
- ✧ You gain darkvision to 60 feet
- ✧ You gain resistance to acid, cold, and lightning damage
- ✧ You gain immunity to disease
- ✧ You gain advantage on poison saving throws
- ✧ You gain resistance to bludgeoning, piercing and slashing damage from nonmagical weapons
- ✧ You gain resistance to damage from spells
- ✧ You gain advantage on all ability checks and all saving throws against spells.

If you worship an evil-aligned god, then you have following qualities while transformed:

- ✧ You gain bat-like wings that allow you to fly at your normal speed
- ✧ You gain a +1 bonus to your AC
- ✧ You gain a multiattack action with one bite and two claw attacks. If your size is Medium or larger, your bite deals 1d6 piercing damage, and your claws deal 1d4 slashing damage. If your size is small, then your bite deals 1d4 piercing damage, and your claws deal 1d3 slashing damage. These are considered melee weapon attacks with which you are proficient.
- ✧ You gain darkvision to 60 feet
- ✧ You gain immunity to poison
- ✧ You gain resistance to acid, cold, lightning, and fire damage
- ✧ You gain resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons
- ✧ You gain resistance to damage from spells
- ✧ You gain advantage on all ability checks and all saving throws against spells.

If you do not worship a god of good or evil alignment, you can choose either transformation.

> "I once saw Qilué Veladorn cast this spell—it was the very definition of sublime."

Voice of Battle

Enchantment cantrip

Casting Time: 1 action
Range: 5 ft.
Components: V
Duration: Instantaneous

You emit a powerful battle cry that hammers your enemy, distracting it from a nearby ally. Choose a creature within range that is adjacent to one of your allies. That target must make a Wisdom saving throw. If the target fails the saving throw, it takes 1d6 thunder damage and you can choose one ally that is within 5 feet of the target. That ally can use its reaction to move up to 10 feet without provoking an opportunity attack from the target, and the spell ends.

This spell's damage increases when you reach higher levels, dealing 2d6 thunder damage at 5th level, 3d6 at 11th level, and 4d6 at 17th level.

Volcanic Eruption

9th-level transmutation

Casting Time: 1 minute
Range: Special (360 feet)
Components: V, S, M (a blade carved of obsidian, which shatters when the spell is cast)
Duration: Concentration, up to 1 minute

You draw molten lava up through the ground, which erupts to fill a sphere with a radius of 360 feet. The entire radius (even the sky above it and the underground beneath it) immediately becomes difficult terrain for the duration, and each creature within that radius must make a Dexterity saving throw. On a failed save, a creature takes 2d6 bludgeoning damage and 2d6 fire damage, and its walking speed is reduced to 0 until the start of its next turn. On a success, a creature takes half as much damage and suffers no other effects. A creature with full cover is still affected, but automatically succeeds on its saving throw. You take no damage from this spell, and automatically succeed on saving throws against it.

Until the spell ends, if you can see some part of the area of the spell, you can use a bonus action on each of your turns to force each creature in the area to make another saving throw or suffer the above effects. You cannot cast this spell if you are more than 360 feet away from solid ground, but once it is cast, it lasts for the duration, even if you are out of range.

A creature wearing metal armor who fails its saving throw against this effect takes 2d6 additional fire damage, and has disadvantage on attack rolls and ability checks until the start of its next turn (as if it were affected by the heat metal spell).

Firenewts, earth-based elemental creatures (such as **gargoyles**), or fire-based elemental creatures (such as **salamanders**), do not take damage from this spell. Instead, such a creature is healed,

regaining hit points equal to half the fire damage inflicted. Only **firenewts** or creatures of the elemental type can benefit from this effect.

The volcanic eruption damages objects in the area and ignites flammable objects that aren't being worn or carried. Structures in contact with the ground in the area that take fire damage from this effect take extra bludgeoning damage equal to half the fire damage. If a structure drops to 0 hit points, it collapses and potentially damages nearby creatures, as described in the earthquake spell.

This spell leaves its entire area a blackened ruin incapable of supporting plant life for a full year. After that time, however, the ground is more fertile than it was before the spell was cast.

Vortex

7th-level evocation

Casting Time: 1 action
Range: 300 feet
Components: V, S
Duration: Concentration, up to 1 minute

When this spell is cast, a 20-foot radius sphere of swirling air appears at a point you select within range. A creature caught in the area must make a Dexterity saving throw or take 2d6 bludgeoning damage from the battering winds. A creature that starts its turn in the area must also make the same saving throw.

Thereafter, the spellcaster can call bolts of lightning from the vortex during each of their turns, effectively casting a 6th-level *chain lightning* spell emanating from a space within the vortex as an action without using a spell slot. The lightning bolt streaks out toward a target you choose within range. This lightning bolt functions exactly like the *chain lightning* spell, can target any creature or object within 300 feet of the vortex. The primary target takes 10d8 lightning damage. Four bolts then leap out toward up to four secondary targets. Each additional target must be within 30 feet of the first target. Each targeted creature can make a Dexterity saving throw for half the lightning damage.

At Higher Levels. When you cast this spell using a spell slot of 8th level or higher, the bludgeoning damage from the winds increases by 1d6, and one additional bolt leaps from the first target for each slot level above 7th.

Wail of the Banshee

9th-level necromancy

Casting Time: 1 action
Components: V, S, M (the flayed face of someone killed by a banshee)
Range: 50 feet
Duration: Instantaneous

You howl with raw, soul-searing hate. Every creature that is not undead or a construct within 50 feet of you must make a successful Constitution saving throw or drop to 0 hit points. Any creature whose hit points are already at 0 must make an immediate death saving throw. If the saving throw is successful, it counts as one success. However, if the saving throw fails, the creature dies.

> "If ye are unfortunate enough to hear this scream, ye will not likely forget it."

Wailing Wind

1st-level abjuration (ritual)

Casting Time: 1 minute
Range: 30 feet
Components: V
Duration: 8 hours

When this spell is cast, you set up a magical warning system. Choose any kind of area within range that is an exit or entrance to an indoor or underground area of any kind. The total size of the entrance or exit chosen must fit with a 40-foot cube. Until the spell ends, a wailing, whistling wind blows towards you whenever a Tiny or larger creature touches or enters the warded area.

You do not have to be in the area to receive the knowledge this spell provides. The wailing wind will seek you out as long as you are within 500 feet of the target area. The wailing wind has a distinct audible sound that can be heard by any creature, though they do not know what it means unless they are familiar

with this spell.

War Cry

2nd-level enchantment

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

When casting this spell, you let out a battle cry and charge toward your enemies. As part of the action used to cast the spell, you can move up to your full speed and make one melee weapon attack with advantage. On a hit, the attack deals an extra d10 damage of the weapon's type.

In addition, if you hit with the attack, your foe must succeed on 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, you deal an extra d10 damage on a successful attack for every two slot levels above 2nd.

Watchware

4th-level abjuration (ritual)

Casting Time: 1 round
Range: Touch
Components: V, S, M (a sprinkling of rare sands and powdered reagents worth at least 500 gp)
Duration: Until dispelled or triggered

You create a mystical connection with a single inanimate object you touch. When that object is damaged, moved, or touched at any later time, you are instantly aware of this fact. If another creature physically touches the warded object, you receive a mental image of the creature.

For purposes of divination spells (such as *scrying*), you are considered to have first-hand knowledge of the creature who triggered the effect as if you had met.

This effect activates when the object is disturbed for any reason, whether someone touches it or pokes it with a pole, a cat walks upon it, or an earthquake knocks it over.

This spell ends as soon as the effect is activated. Because of its costly material components, most spellcasters reserve this spell to protect valuable, out-of-the-way items.

This spell is considered a magical trap. It can be detected with an Intelligence (Arcana or Investigation) check made against your spellcasting DC, but it can only be dispelled magically. You can designate a password that allows another creature to handle the object without sounding the mental alarm if you choose.

Weaken Ability

5th-level necromancy

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

You greatly weaken a creature with a touch. Make a melee spell attack against a creature within your reach. On a hit, the target deals only half damage with its weapon attacks, and has disadvantage on its attack rolls until the spell ends. In addition, choose one ability score. Until the spell ends, the target has disadvantage on checks and saving throws with the chosen ability.

At the end of each of the target's turns, it can make a saving throw against the spell. If you chose Strength, Dexterity, or Constitution, it makes a Wisdom saving throw. If you chose Intelligence, Wisdom, or Charisma, it makes a Constitution saving throw. On a successful save, the spell ends.

This spell can also be ended with *greater restoration*, *heal*, or *wish*.

Weightless Pursuit

1st-level enchantment

Casting Time: 1 reaction, which you take when a creature that started its turn within 30 feet of you ends its turn more than 30 feet away from you
Range: Self
Components: S
Duration: Concentration, up to 1 minute

You can jump with supernatural ability and run up walls to pursue your opponent. Choose one creature

within 60 feet that has just ended its turn more than 30 feet away after starting its turn within 30 feet of you. Until this spell ends, you gain the ability to move up, down, and across vertical surfaces and upside down along ceilings (while leaving your hands free). You also gain a climb speed equal to your walking speed, and your jumping distance is doubled.

In addition, as part of the reaction used to cast this spell, you can immediately fly a number of feet equal to or less than your walking speed, ending this movement in an empty space within 30 feet of the creature. This space cannot be above the creature, and you cannot end your movement farther away from your original space than the creature.

Moreover, for the duration, you have resistance against all damage from falling, and you take no damage when you fall less than 100 feet.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the duration is increased to 10 minutes. If the spell slot used is 3rd level or higher, you gain a flying speed equal to your walking speed for the duration.

Whip of Flame

2nd-level evocation

Casting Time: 1 action
Components: V, S, M (lump of charcoal and some of the caster's hair)
Range: Self
Duration: Concentration, up to 1 minute

A whip of flame extends from one of your hands. The whip is a melee weapon with a reach of 10 feet, with which you are considered proficient. It sheds bright light in a 10-foot radius and dim light for an additional 10 feet. As part of the action of casting this spell, and again as an action on each of your turns for the spell's duration, you can make a melee spell attack with the whip. If you hit, the whip deals fire damage equal to 3d4 + your spellcasting ability modifier.

Whip of Pain

3rd-level evocation

Casting Time: 1 action
Components: V, S, M (a drop of blood and some hair)
Range: Self
Duration: Concentration, up to 1 minute

A thin red line stretches from your palm, which you wield as a whip. The whip counts as a magical weapon with a reach of 10 feet, with which you are considered proficient. As part of the action of casting this spell, and again as an action on each of your turns for the spell's duration, you can make a melee spell attack. Any target struck takes 3d6 psychic damage, and must make a Constitution saving throw. On a failed save, the victim has disadvantage on attack rolls and ability checks until the end of its next turn due to the intense pain.

Whirling Blade

2nd-level transmutation

Casting Time: 1 action
Components: V, S, M (a bladed weapon)
Range: 60-foot line
Duration: Instantaneous

You throw a weapon which is then animated to strike on its own, attacking everything in a 60-foot line emanating from you. Make one ranged spell attack and compare it to the Armor Class of each creature in the line. If a creature would be hit by the attack, you are considered to have hit that creature with a melee attack using that weapon. You resolve all the effects of that attack normally, as if you had struck each creature with a separate attack roll, except that you substitute your spellcasting ability modifier for your Strength modifier when determining damage. After this spell is cast, until the end of your next turn you can use a bonus action to cause the weapon to return to your hand.

Whirlwind, Greater

9th-level evocation

Casting Time: 1 action
Range: 300 feet
Components: V, S
Duration: Concentration, up to 1 minute

This is a more potent version of *whirlwind*. The whirlwind touches the ground at a point you choose within range. Its area is a 20-foot radius by 60-foot high cylinder centered on that point. Until the spell ends, you can use an action on each of your turns to move the whirlwind up to 30 feet in any direction along the ground. The whirlwind sucks up any large or smaller objects in its area that aren't secured, worn, or carried by any creature.

A creature must make a Dexterity saving throw the first time on a turn that it enters the whirlwind's area, or when the whirlwind enters its space, including when the whirlwind first appears. A creature takes 15d6 bludgeoning damage on a failed saving throw, or half that on a successful one. In addition, a Huge or smaller creature that fails its save must succeed on a Strength saving throw or become restrained within the whirlwind. A restrained creature is pulled 5 feet higher at the start of each of its turns while inside the whirlwind unless it is already at the top. The creature moves with the whirlwind and falls when the spell ends, unless it has some means to stay aloft.

A creature restrained by the whirlwind can use an action to make a Strength or Dexterity check against the spellcaster's save DC. On a success, the creature is no longer restrained, and it is hurled 3d6 x 10 feet in a random direction. A thrown creature takes 1d6 bludgeoning damage per 10 feet thrown if it strikes a solid object.

Wind at Back

4th-level evocation

Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: 12 hours

When this spell is cast, choose six creatures. For the duration, you and the selected creatures double your overland travelling speeds.

This spell has no effect on the speed of creatures during combat.

Wind Tunnel

5th-level evocation

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

When this spell is cast, you summon the winds around you to improve the accuracy of your allies' ranged weapon attacks. Each ally within range has advantage on ranged weapon attacks for the duration.

Wrack

4th-level necromancy

Casting Time: 1 action
Components: V, S
Range: 90 feet
Duration: Concentration, up to 10 minutes

Your victim must make a Constitution saving throw. On a failed save, the creature collapses in pain. Boils and blisters appear all over its skin and then pop, covering it with vile fluids as its eyes fill with blood, causing the victim to be paralyzed and blinded until the spell ends.

The victim can attempt a Constitution saving throw at the end of each of its turns. If it succeeds, the spell ends. Even after the spell ends, the victim has disadvantage on attack rolls and ability checks until it finishes a short or long rest.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the duration increases to concentration, up to 1 hour for a 6th or 7th level spell slot, or concentration, up to 1 day for an 8th level or higher spell slot.

Wraithstrike

2nd-level transmutation

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

Your hands and any weapons you hold become skeletal and insubstantial, and can easily pass

through armor. Until the end of your next turn, you gain advantage on melee weapon attacks against creatures wearing armor or using shields.

Wrathful Castigation

8th-level enchantment

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a whip)
Duration: Concentration, up to 1 minute

When this spell is cast, choose a target creature within range. The creature must make a successful Wisdom saving throw or fall to the ground incapacitated, while writhing in pain until it dies at the start of your next turn.

A creature that succeeds on its Wisdom saving throw does not fall to the ground incapacitated, or die. However, it must succeed on a second Wisdom saving throw, or it has disadvantage on all ability checks, attack rolls, and saving throws due to the intense pain, which lasts for the duration.

Xorn Movement

5th-level transmutation

Casting Time: 1 action
Range: Touch
Components: V, S, M (a scale from a xorn's hide)
Duration: Concentration, up to 1 minute

You or a creature you touch can travel through the earth itself without leaving any mark of passage. The target gains a burrow speed equal to its walking speed. In addition, when burrowing through nonmagical, unworked earth and stone, the target leaves its hands free and doesn't disturb the material it moves through. The recipient can extend the magical aura of this spell to bring any object or creature it is carrying or grappling as it burrows. The target enjoys no special protections from this effect except for the cover of the stone or earth around it.

If this spell or its effects end on the target or any other object or creature placed within stone or earth by means of this spell, you or any such object or creature are expelled from the earth, moving at 60 feet per round towards the nearest open space large enough to fit into comfortably and taking 6d6 bludgeoning damage upon exiting into that space.

> "One of the very few spells starting with the letter *X*!"

Your Glorious Sacrifice

1st-level necromancy

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

Make a ranged spell attack against a target within range. If the attack hits, the target takes 5d4 necrotic damage and its speed is reduced by half until the end of your next turn.

As part of the same action used to cast this spell, before you make the ranged spell attack, you may choose to inflict necrotic damage equal to 1d4 plus your spellcasting ability modifier on a willing ally within 5 feet of you. This damage cannot be reduced or prevented in any way. If you inflict this damage on an ally, you gain advantage on the ranged spell attack roll against your main target. In addition, if the ranged spell attack hits, your target takes additional poison damage equal to the necrotic damage you dealt to your ally.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the necrotic damage you inflict on your target and your ally both increase by 1d4 for each slot level above 6th.

Zeal

2nd-level abjuration

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

You invoke a divine shield that protects you while you close the distance with a chosen opponent. Choose one hostile creature within 120 feet. Until the spell ends, opportunity attack rolls made against you by creatures besides your chosen target have

disadvantage. In addition, you can move through the space of any creature that is not your chosen target as if it were an ally. At the end of each turn, you must be closer to the target than you were when you started moving, or the spell ends.

The spell also ends if the creature is stunned or incapacitated by any means.

Zealot Pact

6th-level evocation (ritual)

Casting Time: 10 minutes
Range: Touch
Components: V, S
Duration: Permanent until triggered, and then 1 minute

When casting this spell, you touch a subject and choose one of the following creatures types: aberration, celestial, dragon, elemental, fey, fiend, or undead. Until the spell ends, the subject has advantage on melee attack rolls against creatures of the chosen type, and inflicts 1d10 additional radiant damage when it hits such a creature. The spell ends 1 minute after the first time the subject hits a creature of the chosen type.



The Great Artifact

> "I was reluctant to include the following lore in this tome, as too many young adventurers have lost their lives in vain pursuit of this object! But knowledge must win out, and so I present this information about the most famous artifact ever devised."
>
> *Elminster*

Many sages believe the first war in the multiverse was not between good and evil, but between law and chaos. Before the dawn of time, the Queen of Chaos rallied her forces against the Winds Dukes of Aqaa. For centuries these two forces fought, neither able to gain the upper hand.

Finally, the Queen of Chaos found her champion, Miska the Wolf-Spider. Miska was a terrible and cunning foe. Time and again he crushed the forces of law, forcing them back across the planes. Soon the last few bastions of law prepared to sell their lives as dearly as possible. The Wind Dukes, desperate to turn the tide, combined all their powers into a simple ebony rod, known then as the Rod of Law. At the apocalyptic battle of Pesh, the Wind Dukes were ready to strike.



The battle raged for months, the forces of chaos slowly wearing down the forces of law. The Wind Dukes were finally able to cut Miska off from his army. Before his army could rush to his defense, the Wind Dukes impaled Miska on the ebony rod.

They say that you can still hear his death screams in ancient, dark corners of reality where mortals are not meant to travel. The rod was covered in Miska's blood, and the champion of chaos's essence caused a cataclysmic explosion. The rod was torn into seven parts, thrown throughout the multiverse. Many scholars think Miska was destroyed. Others warn that creatures with that kind of power do not stay dead forever. Of the Queen of Chaos, no one knows. She disappeared after Miska's fall, her army in tatters, the war over. A few scholars think she waits, searching for the rod herself. These scholars, often driven mad by their insights into the mind of chaos itself, believe that with the completed rod she could resurrect her fallen champion and begin the war anew.

The rod shattered into seven parts, ranging from 4 inches to 15 inches. The rod gradually widens, with the 4-inch section being the thinnest and the 15-inch section the widest. Each section has its own power, and as you collect and reconnect multiple sections of the rod, new powers will result.

The Eldritch Apocrypha of Sarkhx

Rod of Seven Parts

Rod, artifact (requires attunement by a lawful creature)

Random Properties. Roll for new random properties on the "Artifact Properties table" (chapter 7 of the *Dungeon Master's Guide*) every time you recover enough pieces to reach a new level.

One piece of the rod has the following randomly determined properties:

- ✧ 1 minor beneficial property
- ✧ 1 minor detrimental property

Three pieces have the following randomly determined properties:

- ✧ 1 minor beneficial property
- ✧ 1 major beneficial property
- ✧ 1 minor detrimental property
- ✧ 1 major detrimental property

Five pieces of the rod have the following randomly determined properties:

- ✧ 2 minor beneficial properties
- ✧ 1 major beneficial property
- ✧ 2 minor detrimental properties
- ✧ 1 major detrimental property

All seven pieces of the rod have the following randomly determined properties:

- ✧ 3 minor beneficial properties
- ✧ 2 major beneficial properties
- ✧ 3 minor detrimental properties
- ✧ 2 major detrimental properties

Powers of Individual Pieces

If you have one section, you can sense the next closest section. You do not know how far away the piece is, just a general sense of the direction and whether or not it is on the same plane. Each section is also engraved with a word that most sages refer to as the section's name. The DC of saving throws against spells of 1st-level or higher cast with parts of the rod is 15.

Ruat (4-inch section). This section has 3 charges. You can expend one charge to cast cure wounds as a 2nd-level spell. The charges replenish at dawn.

Caelum (5-inch section). This section has 3 charges. You can expend one charge to cast slow. The charges replenish at dawn.

Fiat (6-inch section). This section has 5 charges. You can expend one charge to cast haste. The charges replenish at dawn.

Justitia (8-inch section). You know the ray of frost cantrip as long as you wield this rod.

Ecce (10-inch section). This section has 1 charge. You can expend the charge to cast true seeing. The charge replenishes at dawn.

Lex (12-inch section). This section has 3 charges. You can expend one charge to cast hold monster (as a 5th-level spell). The charges replenish at dawn.

Rex (15-inch section). This section has 1 charge. You may expend it to cast heal (as a 6th-level spell). The charge replenishes at dawn.

Synergetic Powers

As pieces of the rod are connected, new powers are revealed. The individual pieces keep their powers. The new powers only appear if the sections are connected.

Two pieces. You can cast the fly spell at will without using a spell slot.

Three pieces. The DC of saving throws against spells of 1st-level or higher cast with the assembled pieces of the rod is 18.

Four pieces. You can choose to have advantage on a save or ability check three times a day. This ability refreshes at dawn.

Five pieces. For each piece of the rod, increase the number of charges it has by 1.

Six pieces. The DC of saving throws against spells of 1st-level or higher cast with the assembled pieces of the rod is 20.

Seven pieces. You gain resistance to all nonmagical bludgeoning, piercing, and slashing damage.

Destroying the Rod

Taking the completed rod to the ever-shifting heart of Limbo will cause the rod to explode at the beginning of the following round. Any creatures within 100 feet of the explosion must make a DC 20 Dexterity saving throw, taking 7d10+42 force damage on a failure or half as much on a success.

Rings, Rods, Staffs & Wands

"Following are several of the rings, rods, staffs & wands in my possession. A few are of my own design." *Elminster*

Ring of Cantrips

Ring, very rare (requires attunement by a bard, cleric, druid, sorcerer, or wizard)

This ring allows the wearer to expend 1 of the ring's charges and cast any cantrip. This ring has 6 charges, and it regains 1d6 expended charges daily at dawn.

Ring of Counterspelling

Ring, very rare (requires attunement by a bard, cleric, druid, sorcerer, or wizard)

You can cast a spell into this ring. Afterwards, if someone casts the spell you cast into this ring while they are within 60 feet of you, you can use a reaction to expend 1 of the ring's charges and cast *counterspell* as a 9th-level spell. This ring has 6 charges, and it regains 1d6 expended charges daily at dawn.

Ring of Wizardry

Ring, rarity varies (requires attunement by a wizard)

There are four distinct types of this ring (*ring of wizardry I, II, III,* and *IV*), each of which grants you additional spell slots. If you have spell slots of the level listed in the table below for your type of ring, the number of spell slots of that level you have is doubled. The details for each ring type are shown in the following table:

Ring	Benefit	Rarity
I	doubles 1st level spell slots	uncommon
II	doubles 2nd level spell slots	rare
III	doubles 3rd level spell slots	very rare
IV	doubles 4th level spell slots	legendary

Rod of Interference

Rod, very rare (requires attunement by a bard, cleric, druid, sorcerer, or wizard)

This rod has 6 charges. While holding the rod, you can use an action to expend 1 of the rod's charges and make a ranged spell attack with an invisible ray of antimagic against a target within 60 feet. On a hit, any spell that is



on the target ends, and if it is concentrating on a spell, that spell ends as well. In addition, the target you hit cannot cast spells again until the end of its next turn. The rod regains 1d6 charges daily at dawn.

Rod of Spheres

Rod, rare

While holding the rod, you can use an action to expend one of the rod's charges and create a sphere of force that hovers 3 feet off the ground. The sphere can hold up to 200 pounds of items, and follows you around for up to 2 hours. The sphere is destroyed if it takes any damage, but any objects inside float to the ground as if affected by the *feather fall* spell. You can create up to 3 spheres per day.

Staff of the Artisan

Staff, very rare (requires attunement by a bard, cleric, sorcerer, or wizard)

This staff has 10 charges. While holding it, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your spell save DC and spellcasting ability modifier: *create item** (1 charge), *stone shape* (1 charge), *animate objects* (2 charges), fabricate (2 charges), or *demiplane* (10 charges).

The staff regains 1d6 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff blackens, crumbles into cinders, and is destroyed.

Staff of Cacophony

Staff, very rare (requires attunement by a bard, cleric, druid, sorcerer, or wizard)

This staff has 10 charges. While holding it, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your spell save DC and spellcasting ability modifier: *thunderwave* (1 charge per level, up to 5 charges), *shatter* (1 charge per level, up to 5 charges), *thunderlance* (4 charges), or *thunderous reprisal* (4 charges, cast at level 4).

The staff regains 1d6 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff blackens, crumbles into cinders, and is destroyed.

Staff of Earth and Stone

Staff, very rare (requires attunement by a bard, cleric, druid, sorcerer, or wizard)

This staff has 10 charges. While holding it, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your spell save DC and spellcasting ability modifier: *stone shape* (1 charge), *meld into stone* (2 charges), *move earth* (4 charges), or *wall of stone* (4 charges).

The staff regains 1d6 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff blackens, crumbles into cinders, and is destroyed.

Staff of the Gaol

Staff, very rare (requires attunement by a cleric, druid, sorcerer, or wizard)

This staff has 10 charges. While holding it, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your



spell save DC and spellcasting ability modifier: *hold person* (1 charge, cast at level 2), *hold monster* (2 charges, cast at level 5), *maze* (5 charges), or *imprisonment* (10 charges).

The staff regains 1d6 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff blackens, crumbles into cinders, and is destroyed.

Wand of Blasting

Wand, very rare (requires attunement by a spellcaster)

This wand has 7 charges. While holding it, you can use an action to expend 1 or more of its charges to cast *cloud of daggers, fireball, lightning bolt* or *Melf's acid arrow*. The spell's save DC is 15. For 1 charge, you cast the 3rd-level version of the spell. You can increase the spell slot level by one for each additional charge you expend.

The wand regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into ashes and is destroyed.

Wand of Control

Wand, very rare (requires attunement by a spellcaster)

This wand has 7 charges. While holding it, you can use an action to expend 1 or more of its charges to cast *Evard's black tentacles, hold monster, hypnotic pattern, slow, or wall of fire*. The spell's save DC is 15. Where allowed, you can increase the spell slot level by one for each additional charge you expend.

The wand regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into ashes and is destroyed.

Wand of Elemental Burst

Wand, uncommon (requires attunement by a spellcaster)

This wand has 7 charges. While holding it, you can use an action to expend 1 of its charges to cast the *elemental burst* spell (save DC 15) from it.

The wand regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into ashes and is destroyed.

Wand of Sudden Transposition

Wand, uncommon (requires attunement by a spellcaster)

This wand has 7 charges. While holding it, you can use an action to expend 1 of its charges to cast the *sudden transposition* spell (save DC 15) from it.

The wand regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into ashes and is destroyed.



Wondrous Items

> "Listed below are some wondrous items from my collection. I'll concede that some tend toward the idiosyncratic." *Elminster*

Aquamarine of Spell Extending

Wondrous item, rare (requires attunement by a sorcerer, warlock, or wizard)

This blue stone can be set in an object and then used as a spell focus. You can use a bonus action to expend a charge, and double the duration of any spell cast using a 6th or lower level spell slot that has a duration of at least 1 minute. The aquamarine has 3 charges that are replenished every day at dawn.

Armband of Exemplary Healing

Wondrous item, rare (requires attunement by a bard, cleric, druid, paladin, or ranger)

This armband is made of silver and inset with small diamonds. The armband allows the spellcaster who attunes to it to use a bonus action to expend a charge and maximize the number of hit points regained when casting a healing spell using a 6th or lower level spell slot. The armband has 3 charges that are replenished every day at dawn.

Bagpipes of Droning

Wondrous Item, rare

You must have proficiency in the Performance skill to use these pipes. You can use an action to play them and expend 1 charge to create a dull, droning noise that sends creatures into a magical slumber. Roll 10d8; the total is how many hit points of creatures this spell can affect. Creatures within 20 feet of you are affected in ascending order of their current hit points (ignoring unconscious creatures).

Starting with the creature that has the lowest current hit points, each creature affected falls unconscious for 1 minute, or until the sleeper takes damage. Subtract each creature's hit points from the total before moving on to the creature with the next lowest hit points. A creature's hit points must be equal to or less than the remaining total for that creature to be affected.

Undead and creatures immune to being charmed aren't affected by this item. The bagpipes have 3 charges that are replenished every day at dawn.

Balance of Power

Wondrous Item, very rare

When a gem worth at least 500gp is placed on the right-hand tray of this scale, the gem is destroyed and one ability score selected by the user is raised to 20 for a period of 24 hours. This device may be used once per day.

Belt of Naked Invisibility

Wondrous Item, very rare (requires attunement)

When worn, this belt functions identically to a *ring of invisibility* except that it does not turn your clothing



or other belongings invisible. The belt itself turns invisible when worn.



Bracelet of Animal Speech

Wondrous item, rare

When you place this item on your wrist, you gain the ability to comprehend and verbally communicate with one beast of your choice. A side effect is that you can no longer speak any other language, but can only make the noise of your chosen beast. This effect lasts while you have the bracelet on your wrist. The bracelet cannot be removed until after you complete a long rest.

The knowledge and awareness of many beasts is limited by their intelligence, but at minimum, beasts can give you information about nearby locations and monsters, including whatever they can perceive or have perceived within the past day. You might be able to persuade a beast to perform a small favor for you, at the DM's discretion.

Cat's Eye Marble

Wondrous Item, rare (requires attunement)

This small glass sphere resembles a green cat's eye. It grants you darkvision to a range of 60 feet.

Gavel of Authority

Wondrous Item, rare

When this gavel is knocked against a piece of wood, you gain advantage on all your Charisma (Persuasion) checks for the next 15 minutes. You may use it once per day.

Golden Tongue

Wondrous Item, rare (requires attunement)

This charm is the shape of a small golden tongue. It grants you advantage on Charisma (Persuasion) checks—however you are required to make your argument in rhyming couplets. If you fail to speak in rhyme when making the check, you take 1d8 psychic damage.

Handkerchief of Length

Wondrous item, uncommon

This item appears to be a normal silk handkerchief. However, when you place it in your pocket and speak the command word, you can then pull from your pocket a 50-foot long line of multi-colored handkerchiefs tied to each other. This functions exactly like a regular piece of rope.

When you stuff the handkerchiefs back in your pocket, they revert to the original handkerchief.

Iron Heart

Wondrous item, very rare

This item is shaped like a regular heart. When placed on the chest of a humanoid, it is absorbed into its body and replaces its real heart. The recipient immediately gains a +2 bonus to its Constitution ability score.

Leaf of Falling

Wondrous Item, rare (requires attunement)

This charm is shaped like a small silver leaf. When you fall while wearing this charm, you descend 60 feet per round and take no damage from falling.

Mirror of Recall

Wondrous item, very rare

Staring into this small hand mirror allows you to perfectly recall any conversation you have ever had, any sight you have ever seen, or any book you have ever read.

Needle of Mending

Wondrous item, uncommon

This item enables you to cast the *mending* cantrip at will.

Orb of Storms

Wondrous item, very rare

This small crystal sphere enables you to modify the weather, and occasionally call up a destructive supernatural storm. Once per day you can cast the *control weather* spell. Once per month, you can cast the *storm of vengeance* spell.

Portable Bridge

Wondrous item, very rare

When folded, this item is small enough to fit in your pocket. When unfolded as an action, it forms a 5-foot wide bridge of wooden planks, capable of spanning a 30-foot gap.

Screaming Lantern

Wondrous item, rare

This brass lantern has shutters. When the shutters are opened no light is emitted, but an ear-splitting scream comes from the lantern, and continues until the shutters are closed. Any creature that can hear and starts its turn within 20 feet of the lantern while it is screaming takes 1 point of thunder damage.

Scroll of Writing

Wondrous item, very rare (requires attunement)

Any words spoken by the owner of this item will magically appear written on the paper. If a length of paper is torn from the scroll, the writing remains on it and it behaves exactly like a regular piece of paper. No matter how many sheets are torn from the scroll, it will never run out of paper.

Seeds of Wealth

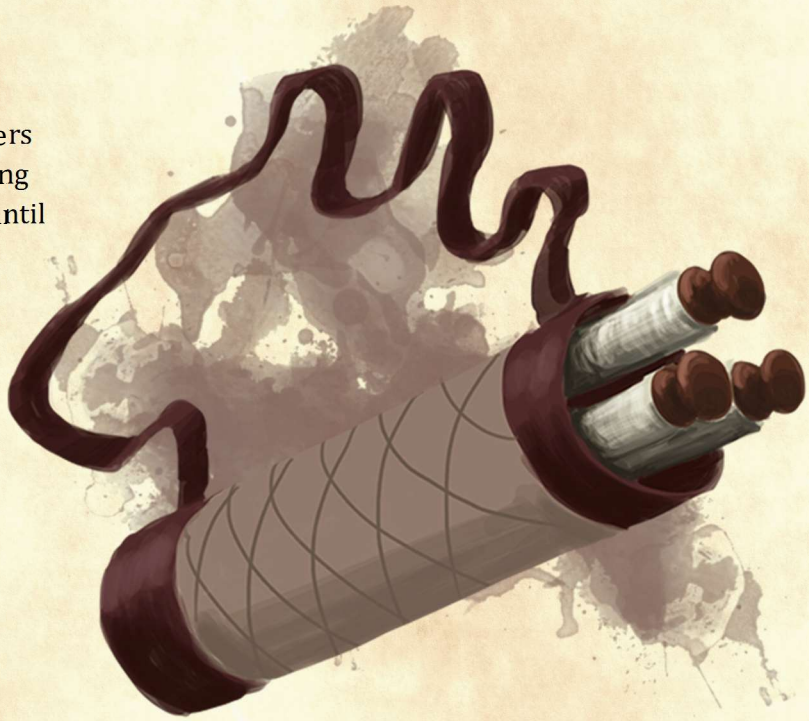
Wondrous item, rare

These resemble the seeds of a beech tree, but when planted they grow into a tree that bears coins instead of fruit. This takes six months from planting.

Roll on the following table to determine what type of coin the tree will bear:

1d20	Type
1-5	Copper
6-10	Silver
11-15	Electrum
16-19	Gold
20	Platinum

The tree will bear one harvest of fruit only, consisting of 20d20 coins.



Strange Elixirs

"It may surprise ye to learn how strongly passions are aroused by this subject. I've deeply enraged certain mages in the past by revealing the secrets of certain very potent, and very dangerous, magical draughts. I hope the following mixtures will prove a little less controversial! They may not be as powerful as the great elixirs, but they are still more useful and interesting than much of what is being brewed today." *Elminster*

Beetle Elixir

Potion, rare

When you drink this elixir, your skin turns into a hard, iridescent shell and long antenna sprout from your forehead. You gain a +2 bonus to AC and darkvision out to a range of 60 feet. The effect lasts for 1 hour.

Electric Eel Elixir

Potion, rare

When you drink this elixir, your skin gains a slivery sheen, and small sparks of electricity jump from your fingertips. You gain a +1 bonus to AC and you have resistance to lightning damage. You can roll a d8 in place of the normal damage of your unarmed strike, and your unarmed strikes deal lightning damage instead of bludgeoning. You have advantage on unarmed attack rolls if your target is wearing metal armor. The effect lasts for 1 hour.

Elixir of the Abyssal Eye

Potion, very rare

When you drink this elixir, you gain the effect of the true seeing spell for 1 hour. At the end of the hour, you must make a DC 15 Wisdom saving throw. If you fail, over the next 24 hours you behold ghastly and obscene visions every time you close your eyes. You gain no benefit from finishing a short or long rest during this time.

Elixir of the Exploding Homunculus

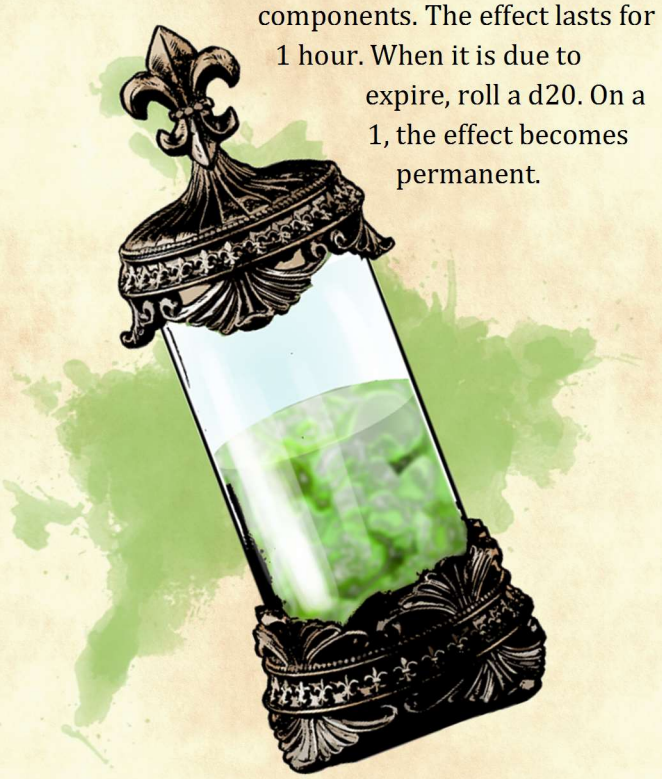
Potion, very rare

When you drink this elixir, you immediately regurgitate up a Tiny humanoid made of leftover food and other revolting detritus. This homunculus runs toward a creature you choose within 30 feet, and explodes when it touches this target. Each creature in a 10-foot-radius sphere centered on the point of contact must make a Dexterity saving throw. A target takes 6d6 fire damage on a failed save, or half as much damage on a successful one.

Hadar's Abominable Elixir

Potion, very rare

When you drink this elixir, your arms turn into long, slimy tentacles. You inflict 2d8 acid damage, in place of your normal damage when you hit with an unarmed strike, and your unarmed strikes have a reach of 10 feet. You cannot hold anything in your hands, and you cannot cast spells with somatic components. The effect lasts for 1 hour. When it is due to expire, roll a d20. On a 1, the effect becomes permanent.



Magical Trinkets

"I've made a habit of acquiring magical curios. The reader may find the following items to be worthy of notice." *Elminster*

- A small yellow marble. When placed on the ground, it rolls toward the nearest gold within 3 feet.
- A delicate copper necklace that is completely unbreakable.
- A crystal goldfish. When held, it enables you to hold your breath for 2 minutes longer.
- A tiny dragon figurine made of garnet. When you press its belly, a tiny flame spurts from its mouth.
- A pair of jade six-sided dice. When you blow on them and whisper "Tymora" before rolling, both come up 6's.
- A gold coin that magically returns to your pocket within an hour unless you give it as a gift.
- A tin whistle that can play a tune on its own.
- A small garnet. Staring into the depths of it replays your favorite memory with perfect clarity.
- A plain, blunt dagger. Jamming it into the ground causes a 10-foot by 10-foot tent to spring up. Removing the dagger causes the tent to disappear, and anything that was inside is left on the ground.
- An old, copper coin. Asking a question while flipping this coin will cause a loud voice to randomly say "Yes" or "No".
- A ball of yarn. If you hold the ball in one hand you can unspool an unlimited amount of yarn from it. The yarn is perfectly normal and can be cut, burnt or broken easily.
- A small lapis. Placing this stone in the bottom of a cup keeps the contents pleasantly cool.
- A shrunken, goblin head. When you speak a command word, it repeats the last five words you spoke to it. The goblin head's voice is high and squeaky.
- An ornate silver quill, which never runs out of ink.
- A 5-foot long gray rope. Any knot tied in this rope cannot be undone by anyone except the one who tied it.
- The dried, flayed face of a human. Placing this on your face causes your face to look like it's covered in a mass of bruises and cuts.
- A small, glass stein. When you drink water from this stein, you instantly become sober.



- A small bottle of perfume with 20 doses. When you spray yourself with the perfume, you gain a +1 bonus to Charisma checks for the next five minutes.
- A silver whistle that can only be heard by your allies.
- A mirror with a scrimshaw frame, that can grow from hand size to full length and back again, on command.
- An iron kettle whose handle never gets hot.
- A malachite figurine carved in the shape of a dragonfly, which flies around and kills any flies or mosquitoes in your presence
- A hat that keeps you dry from any non-magical rain.

The Spellcaster's Library

"These volumes should be in the library of every discerning spellcaster. This list includes magical theory and practice, as well as history, geography, theology, natural philosophy and saga." *Elminster*

- Accursed Scrolls of Shinalstar
- Arcane Tablets of Thardock
- Art of Navigation by Alazs Ironwood
- Book of Divine Love by Paerimrel
- Book of the City of Man by Rundarvas
- Camyrian Tales by Vezarn
- Canticles of Holy Marla
- Celestial Enchiridion of Veldrin
- Clamors & Expeditions by Dorn Graybrook
- Complete Travels of Volo
- Damned Manuscripts of Narvar
- Deeds of the Damara by Scsilda Starshield
- Demonic Shards of Alvagaerus
- Discourse on Thought by Aldon
- Dodecahedron by Nerren Prentiyuel
- Ecclesiastical History by Llora
- Elder Sagas by Ruaugh
- Eldritch Apocrypha of Sarkhx
- Elemental Esoterica
- Elysian Codex
- Enigma of Celestial Love by Kalamdaer
- Execrations of Philosophy by Albhaera
- Fallen Scripture of Jaorge One-Eye
- Flowing Light of Divinity by Vornduir
- Garden of the Soul by Alvagaerus Firlthond
- Grimoire of Engalathae Moonseer
- Haurlen's Hymn
- History of the World by Sorele
- Ilmicoll Incunabulum
- Lays of Sarlgon the Tall of Thay
- Lexicon of Mathematics by Galather
- Libram of the Planes
- Malign Articles of Quyssztellan
- Metrical Lore of Place by Urthorkh
- Philosophical Transactions by Antholo Kraul
- Praktikal Mekanics by Bravren
- Profane Manuscripts of Morldrym
- Relics of Religion by Tantar
- Romance of the Rose by Balagh
- Sir Ulbaerl and the Red Knight by Alonthan
- Spiritual Exercises by Skulto Mreth
- Sublime Book of Ulsan Baneservant
- Sum of Theology by Veltheera
- The Celestial Comedy by Osryk
- Vile Parchments of Alathaera
- Voudsarr Esoterica



Wizard Tower Names

"Ye would hardly credit the letters I receive. For example, young wizards often write and ask if I will suggest a name for their tower! The young have no shame... I used to ignore such requests, but then I realised they all ended up calling their abodes *The Tower of High Sorcery* or some such nonsense. And so, I recently spent a lazy afternoon devising the following suggestions. Use them as it pleases ye." *Elminster*

- The Infinite Cylinder
- The Pylon of the Void
- The Miasmal Minaret
- The Pillar of the Endless Stair
- The Stone of Eternity
- The Nonesuch Monument
- The Chthonic Pylon
- The Belfry of the Forgotten Fane
- The Rock of Sorrow
- The Cylinder of Silence
- The Celestial Monument
- The Spiral Tower
- The Spire of Crimson
- The Bronze Turret
- The Colossal Column
- The Elemental Obelisk
- The Gilded Rock
- The Monument of the Emerald Rune
- The Shimmering Spire
- The Finger of the Phoenix
- The Rock of Oblivion
- The Edifice of the Endless Dark
- The Eldritch Column
- The Immaculate Cylinder
- The Obelisk of the Worm
- The Tower of the Brazen Delve
- The Greenstone Cylinder
- The Enchanted Tower
- The Purple Column
- The Fey Stone
- The Dusk Tower
- The Astral Spire
- The Turret of Chaos
- The Twisted Stone
- The Illusory Monument
- The Siltstone Rock
- The Turret of Sorrow
- The Cylinder of the Mist
- The Edifice of Iniquity
- The Grinding Turret
- The Ebony Stone
- The Scarlet Obelisk
- The Lightless Stone



Verbal Spell Components

Each spell has three verbal components. Use the column matching the school. The first verbal component corresponds to the level of the spell, with 0 used for cantrips. The next verbal component corresponds to the first letter of the spell, and the final verbal component corresponds to the last letter of the spell. For spells cast as a reaction or bonus action, use the last two syllables of the final verbal component only. For example, *magic missile* is a first level evocation. We therefore look up "1", "m" and "e" in the Evocation column, and get "pyramordax jalanzzebrax vraxenor".

	Abjuration	Conjuration	Divination	Enchantment	Evocation	Illusion	Necromancy	Transmutation
0	lurhzmorg	nolevvid	caerthalrond	ninediel	bhakricalchax	saratath	nulgiu	gulrilid
1	gyahrud	sullinhel	silendan	iminad	pyramordax	samarath	uznidzihyl	vollivistra
2	kraashub	myrerid	aesaliel	farelien	glauzuthrax	sardanereth	guzbru	tormislim
3	mauyeeg	yasildra	aegamrien	elbemrien	sulchruvorung	asanal	rilthuinu	sunlivrin
4	shutharg	merilvra	aegedras	celeddil	jalanmanthys	valdorath	jurlurug	yelsylnim
5	shaimoab	driralna	raelollas	melasor	ancaboros	aranen	vrazdiu	tenraith
6	vulrigg	sinlinbra	elthesel	carinian	brimanalux	alantereth	vlashzihyl	olerred
7	zulboaj	rulaviln	saraddil	clararlas	huroboros	klaronat	kharkija	panisviz
8	ghaadruj	suspirtra	silminriel	elesril	sardazzemal	klaronathar	uznidnalu	erelviz
9	dremoab	insrilnim	aeththonlas	finamel	hurocordax	valnorenth	haugziu	olidrid
a	dromuolb	nilisald	caerelion	aremsil	hurozuthrax	samareseth	aagull	olgpellin
b	bialtzolg	insleveld	itholrien	erledlas	trocholagon	kavalathar	vlaajlurug	dromsylviz
c	vulaug	vrillinhel	serirorn	celeddan	chromordax	ramaneseth	bruhjiul	volidvril
d	duoitzolg	nyllevtra	nitherwen	loraswen	glauphylax	valnoren	brallihyl	jendisnil
e	aluvogt	charralnil	belelad	rinesdir	vraxenor	klaronar	nulrhyl	burlavvril
f	utuvogt	suliltra	earinrod	nimesion	bradonalux	varameth	zauvizil	sunriniza
g	gurakag	morlavul	feananedel	garerril	jalanzuthrax	aradeleth	ulthuzuk	jendrinene
h	oxuhaag	eildylriv	sarthonriel	maresthir	sarcumordax	jasaleseth	uznidziu	yelsylul
i	yilraug	dririnriv	feanolroël	miremsil	skhiacordax	arader	zuvlank	gonrilna
j	alunalb	sulendra	crisedad	rilthalion	harneriax	valkarath	zuglin	orrinia
k	neeiub	beridith	maegiriel	melevroël	peridoxenor	jasarmeleth	nauarag	veksintra
l	bazleegh	virsylna	belenroël	ninthonnar	zerulcalchax	aramer	vlaajskiu	mabraeld
m	shaistug	verelene	thaleswë	meredrod	jalanzzebrax	ranares	zauvbau	orgpirald
n	alzbaug	berilul	belinrien	gilasdan	archoboros	jaranel	ulthuxulg	sekdyllin
o	zuldraug	tellivistra	litheviel	ilmerdil	barazzebrax	valkareleth	xulsula	gullenvra
p	draushub	telenhel	lithemion	imaddan	ourolagon	kavalathal	zauvsuruk	torrilid
q	yaadaurg	charilvim	aethemrond	erlinroël	chrysozzemal	samareth	nidsula	yolisvra
r	ssubarg	sussinvim	caelthalwen	nirolras	ourobazius	asarnath	xauija	olgsylid
s	baalblog	nolivriv	rindilel	ganebriel	baraboros	asarnereth	krivuvik	vordylia
t	idrauraag	virsinrid	laegesel	erlirdan	melkarmalax	paladath	draanulla	chorrinith
u	ixukleg	berrinred	silmolroël	ranarian	malachophylax	valarer	skaurarag	chorsineld
v	frazdrog	vilralvim	thaladrond	fininor	orgrazzebrax	alantet	nauull	gonilvim
w	saugub	balpirriv	silmthonel	relollin	pyrabazius	amanath	ranagrhyl	lullavdril
x	hziaab	jerisald	caeremrond	niririan	bianalux	ranaler	urzzuk	pelpellim
y	groyeb	yasidhel	sindiriel	lorevdel	sidereozzemal	atarathas	nidlank	yolrarid
z	frazfrub	yaselna	maegolion	laramrod	berucalchax	klaroneth	jurznal	volisiza

Magical Factions of Faerûn

"The following treatise was composed by Laeral Silverhand, the Open Lord of Waterdeep. It is extremely recent, and thus should be of the most use. Its tone is a bit cold, perhaps, written in the voice of a historian, but Laeral has always had the keen mind of a scholar. And neither she nor any of us who survived the long century from the Time of Troubles to the present emerged unchanged. In any case, the information below should prove useful to academic and adventurer alike." *Elminster*

In the current era of the Realms, five independent factions—the Lords' Alliance, of which Waterdeep is a proud member, as well as the Harpers, Zhentarim, Emerald Enclave, and Order of the Gauntlet—have become dominant in organizing adventurers in the pursuit of larger goals. Yet there are other factions as well, many recently reborn after years of decline or dissolution, but now poised on the verge of greater importance. Several such factions are described here.

New Class Archetypes
The lore on magical factions in this section is supplemented with rules for new subclasses, usable by players with the DM's approval. These are included in the text where they seem most relevant, but none of the class archetypes require membership in any faction here.

Notations of New Spells
Spells and cantrips marked with asterisks do not appear in the *Player's Handbook,* as follows:
*=A new spell described in this document.
**=A spell described in the Elemental Evil Player's Companion.
***=A spell described in the Sword Coast Adventurers Guide.

The Arcane Brotherhood

The Arcane Brotherhood is a society of greedy, power-hungry mages that operates, more or less openly, out of their Hosttower of the Arcane in the city of Luskan. In the last decade or so, two great changes have come over Luskan. The first was the plague that crippled the gangs that had controlled the city, allowing the High Captains to reclaim the power they had long held in Luskan. The other, far more sudden, was the return of the Arcane Brotherhood and its five-spired tower.

A century ago, they were the true power behind the city. Now, it seems the High Captains rule in more than just name, though many Brotherhood members perceive another hidden leader pulling their strings. As of now, the High Captains seem to have no influence over the actions of the Arcane Brotherhood, nor is it apparent that these wizards have any direct allegiance to Luskan.

The archwizards who rule the Brotherhood are said to have their fingers in any number of unsavory pies, including piracy, slavery, drug trafficking, and smuggling, in addition to legitimate trading ventures. Before the Spellplague, the Brotherhood undertook these activities not for its own value, but in service of a secret agenda: to establish economic and political sovereignty over the North. Since its return, however, it is unclear if the Arcane Brotherhood still pursues this endeavor, or if it now pursues some other unknown end. Thus, it remains to be seen whether or not the Brotherhood is still what it has always been: a conclave of evil mages dedicated to the hateful pursuit of conquest and domination.

Once again, as it did before the Spellplague, the ghastly Hosttower of the Arcane looms over the city, branching into multiple thinner spires at the top. To those who see it up close, it looks like a clawed hand reaching up out of the ground, each finger a tower with many peering windows. In many ways, the story of the Arcane Brotherhood is the story of this

tower.

History

None can say with any certainty exactly when the Hosttower was constructed on the island at the mouth of the River Mirar, what hands raised it, or just when the Arcane Brotherhood first began occupying the tower and making its presence felt in the city of Luskan. The first known mention of the place is in Mirar Saga, an oral tradition that narrates the arrival of the first Northlander pirates to settle in the Sword Coast region. These tales were first collected and recorded in 1237 DR by Malcer Truequill, a loremaster of Waterdeep.

According to this chronicle, a band of Northlanders seeking refuge from a fearsome storm arrived at the mouth of the River Mirar to look for shelter along its banks. Instead they found what appeared to be a gigantic tree made entirely of stone, its bare "branches" rising hundreds of feet into the air above an island in the midst of the river's current. The eldritch sight struck fear into the hearts of the raiders, but the storm was closing in fast and they had no better shelter available. With heavy hearts and weapons in hand, the Northlanders entered the "stone tree" to escape the murderous winds and freezing sleet. The saga does not tell what fate befell the half of the raiding party that didn't emerge from the tower, but only that the survivors who fled that terrible place while the storm was at its height chose to face the raging storm rather than whatever lurked within that grim stone spire.

Today, the tower's reputation is just as evil, though the source of this dread is somewhat more visible and no longer nameless. From a distance, it might be mistaken for a giant, leafless tree. It still sits where the Northlander explorers found it, rising high over the crowded streets and rocky shoreline of Luskan. Its eerie silhouette casts a baleful shadow over the city, and citizens in the streets tend to glance frequently at its bizarre shape, as if they expect something unspeakable to emerge from its



depths at any moment.

The tower is no longer merely the setting of a strange Northlander fable. Now it is the headquarters of the Arcane Brotherhood. Learned folk differ on exactly when the Arcane Brotherhood first appeared in Luskan, and on what precisely its activities have been in the years that followed. General consensus agrees that Arklem Greeth, the previous Archmage Arcane, arrived in Luskan sometime around 1311 DR. Since then the Archmage has built his evil brotherhood slowly, mage by mage, attracting each to the Hosttower through promises of great power and wealth.

In times past, the peoples of Neverwinter, Longsaddle, Mirarbar, and other targets of the Arcane Brotherhood's ambitions could rely upon internal disputes, and rivalries between the organization's senior mages to prevent it from bringing its full power to bear on any one target. The wizards and sorcerers who led the society from their lofty perches in Luskin's Hosttower Arcane considered one another rivals as much as comrades, often plotting against each other as intensely and brazenly as they did against their intended victims.

This internecine strife culminated in the previous century with the assassination of a key mage by a pair of his own fellows, followed by an unsuccessful coup attempt that left the Brotherhood in confused disarray. Then, a few years later, around the end of 1376 DR, Luskan was invaded by a group of Waterdhavian lords led by Lord Brambleberry and Captain Deudermont of the pirate hunter Sea Spite. Deudermont had rallied this army in response to the Brotherhood's funding of the piracy around Luskan. During the battle, Arklem Gleeth, the Archmage Arcane of the Brotherhood, slew Lord Brambleberry of Waterdeep, vanquished Drizzt Do'Urden, and detonated his staff in a cataclysmic release, Arklem left the Hosttower in ruins, killing thousands.

However, the army had succeeded in its goal. The Arcane Brotherhood's presence in Luskan was essentially nullified and a number of its wizards killed. Some people dared hope that the Brotherhood would wither and die forever, leaving honest folk with one less threat to worry about in this already dangerous part of Faerûn.

Citizens throughout the Sword Coast North breathed a collective sigh of relief when the Brotherhood's attacks on shipping and caravans slowed and then ceased. For a century, it seemed this had come to pass, but it did Luskan little good. Deudermont's reign as governor was short—the populace was too accustomed to the corruption-as-usual practices of its former city masters. The City of Sails ultimately fell back into the hands of the surviving High Captains, who immediately began to fight among themselves. Within a decade all four had either been killed or run off.

Recent Status

Left without any central government, even a corrupt one, there was no hope left for Luskan. Rival gangs of thieves and pirates have been fighting ever since, street by street, and alley by alley. In the ensuing decades, numerous attempts to take and control the city were made by master thieves, pirate captains, bandit kings, and monsters ranging from kobolds to beholders, but nothing resembling a government has stayed in power for more than a few months.

In less than half a century, Luskan was transformed from a thriving city and powerful commercial center—with a population of 10,000 souls within its walls and twice that number in the fields and hamlets beyond—into a grimy mire of rotting buildings and filth-choked streets. By the time of the Second Sundering, fewer than 4,000 people remained to wallow in the grimy remains of this decomposing den of vice.

Once-mighty Luskan became a dirty dive with filthy streets, ramshackle docks, squat buildings, creaky old longships, and crass pirates thinly disguised as sea traders. It was dominated by gangs, with the dominant powers being unsavory yakuza families from Shou Lung and underground wererat crime families, until the recent plague that returned the High Captains to power.

The Arcane Brotherhood's return began a few years ago. The Hosttower of the Arcane had become a strange ruin haunted by undead, considered one of the most dangerous dungeons in the region, and the

locals wouldn't go anywhere near it. Then one day, out of nowhere, the Hosttower of the Arcane began regenerating its damaged stone.

Shortly thereafter, mages of the Arcane Brotherhood emerged, almost immediately began clearing the Luskar ruins of undead, and fought off a dragon menacing the city. Cheered by the citizens, they swore to keep themselves out of the politics of the High Captains and the city at large, but anyone familiar with the history of the Brotherhood—or with alliances of powerful wizards in general—found this pledge ludicrous at best. The only possible way it could be true is if the Arcane Brotherhood now pursues a new, larger agenda, one in which Luskan only plays a minor part.

Membership

The Arcane Brotherhood consists almost entirely of arcane spellcasters: wizards, warlocks, sorcerers, and bards. These spellcasters mark their status with the distinctive colors and patterns of their cloaks. From a distance, these cloaks all bear the same cut and silhouette, but each wizard of the Hosttower chooses a color or a design, and a moniker to match it (Zelenn the White, Jendrick the Blue, Teyva the Gray, Druette the Raven, Vaelish the Brown, Dendybar the Mottled, Maccath the Crimson, etc.)

Non-mages are hired and employed to perform those tasks that the mages can't or don't wish to undertake. Members of the Arcane Brotherhood stationed in Luskan include the ruling archwizards, lesser mages and apprentices, and bodyguards. The wizards employ other minor functionaries such as messengers, informants, and spies, who are not full-fledged members of their organization (and thus are not privy to more information than is absolutely necessary for them to accomplish their assigned tasks). Bards with a taste for eldritch lore comprise an increasing portion of the Brotherhood's membership, and their skill at blending in nearly anywhere makes them both important sources of information and crucial agents of influence in Luskan and abroad.

Despite its reputation, not all of the Brotherhood's members are evil. The new Archwizard Arcane has no objections to profit or power-minded individuals seeking entry into the Brotherhood's ranks—provided, of course, that said individuals prove their loyalty and competence by serving the organization in whatever capacity it may direct. Those spellcasters who desire membership are thus often overqualified for the tasks they are initially assigned, but those who demonstrate skill and obedience can expect promotions in a reasonable amount of time. The overwizards are free to take on what apprentices they desire, but they become responsible for the conduct of their students.

A mage who desires membership in the Brotherhood must eventually meet and pass the scrutiny of the Archmage Arcane, an audience that has left more than one Harper spy or independent do-gooder bereft of life and limb. Naturally, the organization employs non-spellcasters, for it has need of bodyguards, thieves, informants, spies, and servants. The mages leave the recruitment and outfitting of pirates and brigands to the High Captains, and it is through this quintet that the Brotherhood supplies its raiders with instructions.

The Arcane Brotherhood's symbol is a warship, reddish-brown outlined in black, riding on dark blue ocean waves. Above the ship is a short rise of dark purplish-black land, and atop the rise is a stylized representation of the Hosttower (depicting its central body and four turrets) in black silhouette. All the arcane spellcasters who count themselves members of the Brotherhood naturally each use their own personal sigil when requiring a recognizable symbol for mundane matters (such as affixing a seal to a letter). Only the Archmage and the overwizards have the authority to use the Brotherhood's official sigil.

The Archmage Arcane, who appoints the four overwizards who oversee the group's operations, rules the Brotherhood. This mysterious leader seldom leaves private chambers in the Hosttower. When desirous of an audience with any of the other members of the organization, the Archmage typically summons them to the private audience hall in the Hosttower. The Archmage Arcane is not merely the first among equals, but the organization's supreme

ruler. In a very real sense, the Arcane Brotherhood belongs to the Archmage. None have the authority to challenge the word of this leader.

The original Archmage Arcane was Arklem Greeth, who had led the group from its earliest beginnings. However, Arklem's obsession with prolonging his own lifespan took up much of his attention in those last few decades, and this lack of leadership was the beginning of the Brotherhood's decline. Eventually, Arklem Greeth became a lich, and returned to end internal squabbles and reform the Brotherhood, but the damage had been done. Until recently, the invasion of Luskan seemed to have marked the end of the Arcane Brotherhood's era of power.

The most infamous Overwizard of the Host Tower of the Arcane was the moon elf Valindra Shadowmantle, Master of the North Tower. Responsible for the Brotherhoods operations in the northern quadrant of Faerûn, she later became an important player in the politics of rebuilt Neverwinter. Becoming a lich like her lover Arkem Gleeth, she changed her loyalties to the Red Wizards of Thay after the Arcane Brotherhood's fall. As of this writing, I am informed Valindra is Chult on Szass Tam's direct orders, leading a group of Red Wizards on a mission related to the "death curse" that has afflicted many across Faerûn.

Yet the Arcane Brotherhood now walks the streets of Luskan once more, under a new Archmage Arcane, Cashaan the Red. The nature, power, and agenda of this new supreme leader are as yet unknown.

New Bard College:

College of Secrets

There are many organizations that act in secrecy. From thieves' guilds and spy rings to cults and rebellions, all these secret societies need operatives and leaders like you. Your chosen group taught you the value of loyalty and secrecy, and how to command fear and respect, whether by magic or other means. The key to your success and survival is an expert understanding of the psychology and culture of those around you.

Blood Initiation

When you choose this archetype at 3rd level, you have been fully initiated as a member of your secret society, and you have been trained in all their mysterious ways. They in turn expect your loyalty and secrecy, but this gives you several benefits:

- ✧ You gain proficiency with one Charisma-based skill, and with two of the following tools: thieves' tools, disguise kits, forgery kits, or poisoner kits.
- ✧ You can communicate wordlessly with any other member of your secret society who can see you. If you can see them, they can communicate back. This is not telepathy, but a combination of gesture and innuendo that no one outside of your group can perceive without some kind of magical insight.
- ✧ As an action, when a non-hostile creature is frightened of you, you can make a Charisma (Deception) check against its passive Insight score (10 + Insight modifier) to cause it to stop being frightened of you and become charmed by you instead. It remains charmed by you for 10 minutes or until you or your companions threaten it or do something harmful to it. Creatures immune to being charmed remain frightened of you. If you genuinely mean the creature no harm, the DM may allow you to make a Charisma (Persuasion) check instead of using your Deception skill.

Predatory Insight

At 3rd level, you learn the *hunter's mark* spell. It does not count against the total number of spells you can know as a bard. When an ally attacks a creature that is the subject of your *hunter's mark*, you can use your reaction to expend one of your uses of Bardic Inspiration, rolling a Bardic Inspiration die and adding the result to the ally's attack roll. If the ally hits, they inflict additional damage equal to your Charisma modifier. In addition, when a creature that is the subject of your *hunter's mark* spell attacks another creature you can see or hear, you can use your reaction to expend one of your uses of Bardic Inspiration to give them disadvantage on that attack roll. If the attack still hits, the damage is reduced by an amount equal to the number rolled on your Bardic Inspiration die.

Grim Mockery
Starting at 6th level, you can use what seems like gentle teasing, a polite word of caution, or even just a look to communicate a terrifying threat. When you cast the *vicious mockery* cantrip, the range is doubled, you can target two creatures instead of just one, and you add your Charisma modifier to the damage roll. At 11th level you can target up to three creatures with this cantrip, and at 17th level you can target as many as four. In addition, at 14th level, when you successfully strike an opponent with an attack, you can cast *vicious mockery* as a bonus action, targeting only the opponent you struck.

Secret Insights
At 6th level, if you spend at least 1 minute observing or interacting with a creature outside combat, you can cast the *detect thoughts* spell on that creature while you are interacting with it without using a spell slot, as long as it is not hostile to you. When you cast *detect thoughts* with this feature, if you choose to probe deeply into that creature's thoughts, it has disadvantage on the Wisdom saving throw, and if it fails it is not aware you are probing its mind. Once you use this feature, you cannot do so again until you finish a long rest.

Cutting Secrets
Starting at 14th level, when you roll an ability check or saving throw to resist any attempt to discern information about you, your plans, your location, or your thoughts, you have advantage on the roll, and if your proficiency bonus is applied, you double your proficiency bonus for that roll. This includes effects that would read your thoughts or compel you to speak the truth. If you succeed on your roll, you can cast *vicious mockery* as a reaction, but must include the source of the attempt to discern the information as a target.

Informant Network
At 14th level, you have carefully built up a network of informants who you can contact from almost anywhere (via a messenger bird, magic, or other means). These informants are mix of guards, beggars, vagabonds, merchants, and allied government officials who have enough personal loyalty to you to perform routine favors, but not to risk their safety. As long as you are within 100 miles of a settlement that includes at least 100 intelligent creatures with whom you share a language, you can cast the *commune*, *legend lore, and scrying* spells as rituals with a 1-hour casting time, but they are not magical effects, and you do not learn those spells; they represent information from your network rather than divination magic, and can be used even if spells are unavailable (such as in areas of dead magic or *antimagic field* spells).
You do not require any verbal or somatic components when casting these spells in this way, but you must be able to converse with your contacts during the casting, and the costs of any material components must be paid normally (representing bribes you paid previously).
Any references to contact with deities in those spells instead reference contact with your network. Within the limitations of these spells, you can gain any information that is known or could be observed by more than 1 person within 200 miles. The casting time is the time it takes to contact your network and get back your answer.

The Cloaks

The official name for the group of mages operating out of the Tower of Arcane Might, a massive stone tower complex in the Moonsea city of Mulmaster, is the Brotherhood of the Cloaks. That archaic name has fallen out of favor for a simpler moniker. Now, no one calls them anything but "The Cloaks."

The Cloaks serve the Blades of Mulmaster as the only sanctioned spellcasters in a city where magic is otherwise outlawed. From their tower, they watch for arcane threats to the rule of the High Blade. Formed as part of the Edict of Arcane Banishment, the Cloaks ensure that all practitioners of magic in the City who are not emissaries of a foreign power (such as those in the embassy of Thay) are watched closely, and those that use their magic are punished severely, unless they have joined the Cloaks and sworn to protect the rule of the High Blade from all threats.

The rulers of Mulmaster hold magic in high suspicion and see its use as a direct threat to their power and the effectiveness of their leadership. Such a threat is somewhat lessened if the practitioners of magic are watched, controlled, and indoctrinated into the service of the city. Whether or not this philosophy is correct is irrelevant, because it is the

reason for the existence of the Cloaks. Any mage in residence in the city for longer than six months is required to join the Cloaks upon penalty of exile. Any mage who chooses not to join and is then caught casting a spell is dealt with harshly; penalties include torture, maiming, and often death.

Even after the city's devastation, all arcane magic and its practitioners are still effectively illegal in Mulmaster and the Zhent Ghettos on its outer edges, though there are some exceptions. Arcane practitioners who swear an oath to cast no spells within town limits are allowed access to the city, but those who break the oath are usually summarily executed. Foreign dignitaries can be granted exemption from the Edict if the High Blade deems it appropriate. The Red Wizards of Thay are one such exception. So far, refugees from Phlan have been denied such status. Low-level apprentices are generally ignored as well.

History

Seeing the power of the sorcerer-king Nesker, Amdrauth Telsnaer officially banished all arcane magic upon becoming the first High Blade. After decades of being outlawed, arcane magic is universally hated in the City of Danger. The people hate it, the nobility fear it, and the Cloaks constantly hunt for it.

The days immediately following the conclusion of the conquest of Phlan by the great green dragon Vorgansharax (known as the Maimed Virulence) saw refugees from that city pouring into Mulmaster. Unfortunately, elemental cultists began to infiltrate the city as well. The Cloaks, keenly aware of the coming danger, were able to fatten their ranks from the inbound stock of refugees and would-be heroes. Yet none could prevent the devastation the cultists eventually wrought. Not long after the High Blade Selfaril Uoumdolphin reclaimed power in the city after a long magical imprisonment, the elemental fanatics made their move.

The cultists brought destructive magic items called devastation orbs into Mulmaster, intending to sacrifice the city's population to the Elemental Princes they worship. Heroes rose from the city to defend it, but while many of the orbs were deactivated or shunted away from Mulmaster, others slipped past their grasp and exploded.

The cultists were defeated, their power in the region shattered, but at a terrible cost: the harbor, the heart of Mulmaster and a significant trade artery in the north, was gone. Earthquakes, perpetual storms, roiling clouds of flesh-melting steam, and the wreckage of the Cult of the Howling Hatred's fallen airships make the harbor unusable to this day.

A cold and hungry population, once of great wealth, saw the source of its city's prosperity obliterated. Many Mulmasterites realized that whatever meagre amount of help they might receive from elsewhere would not be enough. A steady stream of refugees poured out of the city. Several hundred made their way to Ylraphon, or across the Moonsea to other cities. However, many others remain in Mulmaster, and the



Cloaks see restoring their past circumstances as yet another addition to their long list of responsibilities.

Recent Status

Where once this oppressive group sought to completely control the flow and practice of magic within the walls of the city. Since the devastation, the Cloaks spend most of their time seeking to restore their new home. As a result, they have been slightly more tolerant of magic use, allowing violators to join rather being punished with torture or exile. Still, the Cloaks remain an unforgiving organization.

Cloaks are frequently detailed to lend magical assistance to the Watch and the Soldiery. The Harpers were seeding their operatives into the Cloaks long before the elemental cultists attacked, but how such spies have avoided the magical tests of loyalty remains unknown. In fact, the Harpers placed so many agents in the Cloaks over such a long period of time that the relationship between the two began to seem more like an alliance than a one-sided infiltration, with Harpers in the Cloaks repeatedly intervening to guide the order of wizards to assist individuals.

Their stone tower took a fair beating in the elemental cultists' attack, but it still stands. Perhaps out of a sense of pride or a desire to connect with the devastated citizenry, the Cloaks have so far refused to undertake full repairs to their home; they seem to wear the damage like a badge of honor. Rumor has it that many of the original protective enchantments crumbled during the attack, but without those spells the tower would likely have collapsed in on itself, trapping or killing those remaining.

Recently, Rastol Shan, the leader of the Cloaks, has had to grapple with the strange phenomenon of a Zulkir of Thay coming to live in his city. Zulkir Dar'lon Ma and his Red Wizards have been a great help to the civic restorations in Mulmaster, and when asked why, the Thayans say that "Mulmaster has not yet realized its true destiny." While Rastol Shan appears to accept many of the Zulkir's views and decisions, those that know him can easily see that he is uncomfortable doing so.

A Leader's Secret

While Senior Cloak Rastol Shan may have his doubts about Thayan influence in his city, it is not likely that those doubts stem from discomfort with agents of a nation ruled by undead. Unbeknownst to the population of Mulmaster (including the High Blade), Shan is himself a lich. To hide this fact, Shan is never seen without his most distinguishing feature, an elaborate mithril mask.

In life, Rastol Shan was a previous leader of the Cloaks named Thurndan Tallwand. The long, white hair he wore in those days is only slightly thinner in death, and illusions and heavy perfume mask what features remain that would betray his true nature. He is a cold, calculating man who supports the Blades in their dealings on the surface, but that loyalty would dissolve in an instant were he able to find a chink in their armor and assume control of the city for himself. Outwardly, his main goal is Mulmaster's protection.

Membership

All Cloaks bear the responsibility of supporting the High Blade. Various tests of loyalty, both magical and mundane, are administered regularly, and those who fail face exile or death. The Cloaks thus act as a de-facto wing of Mulmaster's military and city watch. The cloaks are primarily wizards, but count a few sorcerers, bards, and even a warlock or two amongst their ranks.

Despite the presence of members from other classes, the Cloaks are culturally an organization of wizards. They demonstrate their trade in cliché manners; robes, staffs, and other openly carried instruments of an arcane nature; albeit in the style and fashion of the city (i.e., fur-trim, etc.). They are fiercely loyal to the Blades and the city in general, and have been afforded a great deal of trust. Despite (or perhaps because of) this, they are professional and fair in their dealings. They typically do not accept bribery and react poorly when offered such.

Rastol Shan has been active in his efforts to recruit and train new Cloaks, including posting advertisements and broadsheets around the city indicating this need. The pay may not be much, but the Tower has libraries, dormitories, laboratories,

living quarters, and vast storehouses of gold and magical items. The Tower is protected by golems, numerous defensive spells, and of course the magic of the Cloaks themselves.

New Arcane Tradition:

Guild Wizardry

Natural talent and a quick mind are only the bare beginning of being able to wield the arcane arts. Achieving true mastery requires personal dedication and self-discipline, rigorous training, and access to libraries full of ancient grimoires and crumbling scrolls. In lands where magic is regarded as too important—or too dangerous—to be left in the hands of the self-taught dabblers, it is taught and practiced by members of special orders, guilds, societies, brotherhoods, and cabals who jealously guard access to their powers and seek to control their use.

From the Red Wizards of Thay and Mulmaster's Cloaks to Waterdeep's Watchful Order of Magists & Protectors and the War Wizards of Cormyr, these guilds arise for many reasons. Some exist to preserve arcane traditions and instruct new spellcasters in arcane powers. Others organize the efforts of their members in the service of a worthy (or sometimes not so worthy) cause. A wizard's guild might operate openly or exist as a hidden society. Some guilds are large, formal hierarchies in which members are expected to obey the orders of their superiors, while others are small fellowships in which no one member is considered superior to his or her fellows. In all cases, part of their purpose is to pool their resources to more quickly advance in the Art.

Arcanist's Education

At 2nd level when you choose this arcane tradition, you gain proficiency in the Arcana and History skills. Choose one of those two skills. When making ability checks for the chosen skill, you add twice your proficiency bonus to the roll in place of your normal proficiency bonus.

Grimoire Library

Beginning when you select this arcane tradition at 2nd level, your guild membership allows you to access to its vast library of spellbooks. Whenever you gain a wizard level, in addition to the normal spells you learn, you can choose any wizard spell listed in the *Player's Handbook* and copy it into your spellbook for half the usual price in gold.

Signature Technique

Starting at 2nd level, you know an especially impressive spellcasting technique that is either distinctive to your guild or your own method for distinguishing yourself within it. When you gain this feature, choose one wizard spell of 1st-level or higher you know that has a casting time of 1 action, Whenever you use your action to cast the chosen spell, as a bonus action, you can cause each creature in a 10-foot cube originating from you to make a Wisdom saving throw against your wizard spell save DC. The creatures that fail their saving throws are all charmed or frightened by you (your choice) until the end of your next turn.

Whenever you gain a level, you can change the spell you use for this technique, choosing a new spell of 1st-level or higher to replace the old one.

Far Reaching

At 6th level, when you cast a spell that has a range of touch or a range of 5 feet or greater, you can extend the range of that spell beyond its normal limit. If the spell that has a range of touch, you make the range of the spell 30 feet. If it has a range of 5 feet or greater, you double the range of that spell.

Once you use this feature, you cannot use it again until you finish a short or long rest.

Spellpool

At 10th level, when you prepare your spells each day, you can make use of a *spellpoo*l, a magical reservoir of spells -that can be drawn upon by members of your wizardly guild or magical academy. To do so you must purchase a special arcane focus, which can be of any type you wish, but for which the cost is 25 gp higher than normal. This arcane focus allows you (and only you) to access the spellpool from any distance.

When accessing the spellpool, you attempt to prepare a spell that is not in your spellbook. To do so, you must use an action to check to see if the spell is available by rolling percentile dice. The chance of a particular

spell being available is 65% minus 5% per level of the spell. If the spell is available, you may prepare it normally, even if it is not in your spellbook; if not, you cannot prepare that particular spell using this feature until the next time you finish a long rest, at which point you must check for this spell's availability again. There is no limit to the number of spells you can check for availability, but the maximum number of spells you can prepare with this feature at one time is equal to your proficiency bonus. For each spell you prepare with this feature, you must loan out a spell of the same level or higher from your spellbook to the spellpool. A spell you loan out is treated as if it were not in your spellbook at all until the next time you finish a long rest.

Arcane Analysis

Starting at 14th level, you've spent so much time interacting with other mages that you can quickly analyze situations and bring your past experience to bear on solving problems. Whenever you make an Intelligence check that does not include your proficiency bonus (such as the ability check for *counterspell or dispel magic*), you can add half your proficiency bonus, rounded down, to that roll.

Master Wizard

At 14th level, you are elevated to your guild's trusted inner circle of wise, experienced masters. As a master, you can speak for your order; your order backs you to the greatest extent possible. You are expected to be careful about taking stands or making promises that are difficult for your guild to support, but your fellow members trust you to know when difficult tasks are necessary.

Many arcane guilds are arranged as hierarchies, with adepts of greater seniority and status holding important offices in the organization. High-ranking masters often have the authority to assign missions to lesser members and review their activities. Holding an office gives you significant power to influence your order's actions, but requires your time and commitment. Many masters choose to avoid these responsibilities and prefer to busy themselves with their own affairs. Whether you agree to take a position in your order's leadership or remain a free agent is up to you.

Every tenday, if you wish to maintain your office, you must spend 1 day dealing with guild business. (When you spend downtime, you must spend 1 extra day of downtime for every 10 downtime days you spend.) If you do so, for the next ten days, you gain a bonus on all your Charisma checks with other spellcasters equal to half your Intelligence modifier (rounded down, minimum 1).

Guardians of the Weave

The Guardians of the Weave are a loosely allied group of spellcasters who oppose evil spellcasters, evil gods of magic, and those who would damage or destroy the Weave. Founded before the Spellplague by concerned agents of Mystra, the goddess of magic, the group quickly gained support from other churches but, ultimately, failed in its mission. The Spellplague rent the Weave and threw Faerûn's magic into anarchic disarray.

Now that the Weave has been restored, the Guardians have reformed into a widespread organization of heroes, who try to undo the damage caused by evil spellcasters and prevent a disaster like the Spellplague from ever happening again.

The Guardians come in many shapes, sizes, and temperaments. Some are far-traveling, some remain in their home city their entire lives. What binds the Guardians together is a love of magic and the desire to protect it against all threats, and in this cause people of many countries and styles of magic set aside their differences to defend their common joy—the Weave.

All keep alert for news of harm to the Weave and its good users, whether a Phaerimm plot, a new wild magic zone, witch hunts by non-spellcasters, or rumors of someone plotting against Mystra herself. They aid each other as best they can, whether by providing a place to rest, spell trading, or even casting an emergency teleport spell if possible. The Guardians recognize that the practice of magic is a bond between brothers and sisters of power, and believe that protecting that bond and its source is more important than life itself. Or, as their founder, Aluvauna Thornym, put it, "What purpose to destroy an enemy, if magic itself be the cost?"

All members have essentially the same duties: Keep an eye out for known or obvious evil spellcasters and evidence of the Shadow Weave (whether caster, item, or ongoing effect), report on

what they find, and capture (or kill, if absolutely necessary) said spellcasters or people responsible for the Shadow Weave materials. Some members stay close to home and mainly spend time on reports and research, but most are active travelers and steer their adventures toward finding foes of the organization. Most have a magical or mundane way to contact another member in an emergency, and because some of the Guardians are only mid-level spellcasters, sometimes help arrives by way of a teleport spell.

History

Aluvauna Thornym, a black-haired adventuring mage from Waterdeep, founded the Guardians of the Weave in 1372. She fought a troubling battle with a Zhent wizard whose magic was difficult to identify, resist, and counter. Her special sense of the Weave, coupled with research into the wizard's spellbook and certain divinations, revealed the existence of the "Shadow Weave," an early stage of the goddess Shar's attempts to become goddess of magic (which eventually resulted in the Spellplague). Disgusted at this affront to Mystra's magic, she gathered several of her allies and told them of her concerns. They concurred that Faerûn needed good-minded spellcasters to protect the source of pure magic, and the Guardians of the Weave was born.

Aluvauna pulled a few strings with the church of Mystra and received an official church blessing for her endeavor. Within a month, a dozen more interested Mystran and Azuthan casters joined the group, hailing from as far away as Halruaa, and within a year, representatives of Deneir, Isis, Savras, Selûne, and the elf and gnome magic deities pledged solidarity with the Guardians. Aluvauna found herself in charge of a network of activist mages spanning much of Faerûn. Quickly adjusting to the position of leadership, she designated a lieutenant in each city served by a Guardian, trained her associates to recognize the signs of the Shadow Weave, and circulated magic to help them observe and report on dangerous spellcasters. Far more public than the Harpers, the Guardians earned a positive reputation in the magical chaos that followed the Spellplague, working tirelessly to protect the common folk of Faerûn.

Then came the Spellplague. Many Guardians of the Weave see it as a personal failure, but most have the perspective to see that these events were far beyond their scope. In the Year of Blue Fire (1385 DR), flesh, stone, magic, space, and perhaps even the flow of time were infected and changed by this magical disaster. Most scholars believe this was the direct result of the murder of Shar engineering the mad god Cyric's "murder" of Mystra. This theory holds that magic was bound so long in Mystra's Weave that her fall caused it to spontaneously and ruinously burst its bonds. Areas of wild magic, already outside the constraints of the Weave, touched off first, but the plague raged on and on in ever-widening spirals, devastating some places and leaving others untouched. It even tore through the realms of demons, gods, and lost souls before the end.

The Guardians believed that their worst nightmare had come to pass. However, magic itself was not destroyed or lost. Rather, it was unleashed. Raw spellfire roared across the lands in waves of transformation, and the consequences were especially difficult for users of magic. Thousands of practitioners of the Art were driven mad or killed, and for a century, new nations stood where other parts of Faerûn had been.

Yet at the end of that century, the pendulum swung back. The Weave had not been destroyed entirely. The events of the Second Sundering restored both Mystra and the Weave to their prior roles, and spells and magic items became reliable once more. The Guardians of the Weave had their own resurgence, bound together by a new purpose—to ensure such a traumatic rewriting of the rules of magic never happens again.

Recent Status

Though now a century old, this organization has only recently reconstituted itself, and is still young compared to groups like the Harpers or Zhentarim. In its new incarnation, the organization has suffered its share of growing pains. With such rapid growth, a wide network, and language difficulties, there was

some chaos in the ranks over who reports to whom and the establishment of common badges and signals—but Aluvauna's efforts in the initial founding of the group stabilized the organization's numbers and provided a strong hierarchy for passing information, and that work has been replicated in the current era. Some lieutenants are concerned that spies have infiltrated their group, and they're trying to find a subtle way to identify potential enemies without offending or alarming existing members.



Most Guardians are practical enough to accept that ideology isn't enough to convince opposing spellcasters to turn away from evil and destruction, so they study common techniques used by evil mages and practice magical strategies that block or counter those styles. When not seeking out and fighting evil spellcasters, they catalogue wild magic and dead magic areas, offering a small reward for tips that lead to the discovery of a new location not in their records. Their small library is expanding quickly in this specialized area, and they do what they can to mark these dangerous areas or repair them. Other Guardians explore ruins and unearth tombs looking for dangerous magic items and artifacts so they can be locked away, destroyed, or otherwise kept out of the hands of those who would use them to do harm.

The Guardians of the Weave not only has members with a stable presence in Waterdeep, where they are most welcome, but in many far-flung places. Their outposts (usually a lieutenant's home) exist in Silverymoon, Baldur's Gate, Neverwinter, Arabel, Shadowdale, Selgaunt (Sembia), Darromar (Tethyr), Heliogabalus (Damara), Velprintalar (Aglarond), Mulsantir (Rashemen), Alaghôn (Turmish), Cimbar (Chessenta), Skuld (Mulhorand), the Great Rift, Halagard (Halruaa), and Ylraphon (the South Moonsea region). When members convene, they usually hold small meetings at a local lieutenant's house, though they have built a shrine outside Silverymoon that they consider the spiritual center of their organization; some have reported unusual beneficial magic effects near the shrine. Many

members have never met each other.

All organizations of evil mages are enemies of the Guardians, but a few are particularly hated. The Cult of the Dragon not only practices horrible forms of necromancy, it wishes to help evil dragons rule the world. The Red Wizards are mostly evil, most of them want to rule the world, and most of those who don't are interested in using magic to corrupt and pervert other creatures. Though the Zhentarim has greatly changed in its operations and membership, the Guardians judge it based on its past activities, and well recall nefarious activities under the leadership of the archmagi Manshoon.

Of course, there are many lone mages, or minor cabals of foul-minded spellcasters—and the Guardians have a much easier time dealing with them. Smaller local organizations seeking to control or regulate practitioners of the Art, either for their own ends or the public good—such as Luskan's Arcane Brotherhood, the Cloaks of Mulmaster, or Waterdeep's own Watchful Order of Magists & Protectors—are judged on a case by case basis, receiving respectful aid or disdainful opposition depending on their aims and tactics.

Since the Spellplague, the Guardians reserve their special hatred for the followers of two gods: Shar and Cyric, whose attack on Mystra created that eldritch cataclysm. They are careful not to start a war with any entire faith, but as with other large groups, the Guardians make cautious and meticulously planned attacks, tracking their enemies until they can be dealt with in a way that doesn't bring retaliation upon their own organization.

While these practices make them unpopular with evil mages and the servants of Cyric and Shar, the Guardians have rarely been attacked despite their public availability. One reason is that any mage who would attack another without provocation normally brands himself as dangerous, and most evil mages aren't willing to expose themselves to attack from public authorities without a very good reason. Another reason is the Guardians are known well enough to one another that an attack on one would bring an investigation and retaliation by others in the group. Thus, like city guards, the Guardians have relative safety in numbers and the power of order on their side; aside from infrequent attacks by the unbalanced, they can move safely despite their stated opposition to evil and chaos.

The group's devotion to good has made it easy for the Guardians to make alliances with other organizations. We in the Lords' Alliance have long understood the importance of their mission, and our two organizations help each other in times of need. The Harpers, the Order of the Gauntlet, and various knighthoods and paladin orders have pledges of mutual assistance with the Guardians in times of need. Like many of my sisters, I gave the group my blessing well before the Spellplague.

The Guardians have strong ties to the churches of Mystra, Azuth, Savras, and Selûne, and they maintain friendly relations with the followers of Deneir, Isis, Oghma, Thoth, and Gond. Their gnome members have built ties with the church of Baravar Cloakshadow, and their elf-blood members communicate with the churches of Corellon Larethian, Hanali Celanil, and Sehanine Moonbow. The churches of Torm and Helm appreciate the Guardians' aid in dealing with wild magic and dead magic areas, and for their particular efforts against the Zhentarim; Kelemvor's church respects them for their opposition to dark necromancy.

Expedient Alliances

A little-known secret among rank-and-file guardians is that their leadership has cultivated ties to individuals in two key areas: non-evil necromancers who choose to worship Velsharoon instead of Azuth or Mystra, and progressive Thayan wizards of the Thayan Resurrection movement, who seek magic for its own sake rather than for the power to dominate others. Aluvauna feels that these Velsharoonite and Thayan contacts would allow her people access to information otherwise unavailable to them.

Membership

A potential member has to show a love of magic, active opposition to evil, and integrity. The Guardians can't afford to have warriors who flee in the face of wizardry, rogues who cower at the first sign of a magical trap, or spellcasters who are

content to let evil magic flourish as long as it doesn't directly affect them. A current Guardian must recommend a potential member to a lieutenant, who gathers information on the person and, if seemingly suitable, arranges a meeting. If the meeting (which requires on-the spot castings of detect evil and zone of truth) goes well, the lieutenant petitions for approval by the five senior members.

Most of the Guardians are active spellcasters, though a small number pursue other fields and only dabble in magic. Many worship Mystra or Azuth, and about a third of those are clerics. Spellcasting forms the backbone of the Guardians, though they hire trusted nonspellcaster friends to deal with other functions vital to keeping the group running.

Members are given a badge of office (a brooch, pin, or amulet shaped like a golden web stretched across a circle) but are not required to wear or display it. Each badge is marked on the back with a number to allow the members to track each other and (if necessary) identify a fallen or missing comrade by a found badge. Guardians can act alone or in groups, and there is no restriction against Guardians working with those outside the group (such as a member's fellow adventurers). Like Harper pins, some Guardian badges are magic items.

The Guardians accept dues in the form of money or small magic items that can be used by agents. Dues are used to pay for research, informants, government permits, and damages to property done in the pursuit of their goals. Since most of the members are adventurers, the group is fairly wealthy, and the dues are just a token to maintain the organization without having to dip into private funds. Members in financial trouble can have their expenses covered by the group when on missions for the organization, but this is discouraged and normally only done in true emergency situations.

New Sacred Oath:

Oath of the Weave

Many deities have worshipers who are paladins, promoting law and good across Faerûn with divine might, but those who swear this oath draw additional strength from the Weave itself. They are most often known as Knights of the Weave, but also as swordmages, arcane defenders, or mage knights. They cherish the Weave like a fine wine, knowing that its existence enriches all of Faerûn.

Nothing is more important to you than magic's continued existence. You likely worship a god whose portfolio includes magic, knowledge, wisdom, or mysticism—which includes a wide selection of deities, from Mystra, Azuth, Savras, and many elven and gnomish gods to Selûne, Isis, Deneir, and others—and serve your deity by guarding temples and questing for lost magical troves. Among those who focus on the protective disciplines of this oath—who often refer to it by the alternate name "the Oath of the Aegis" and prioritize personal loyalty and defense even above the wonders of the Weave itself—gods associated with loyalty and guardianship are favored as well, such as Helm, Torm, or Tyr.

Knights of the Weave are less likely to wear heavy armor than other paladins, but few eschew armor entirely. Although you study powerful magic, most of what you know relates to enhancing your fighting abilities and your place is in the thick of battle. Your power comes from pure magic, and eventually you develop increased ability to use magic, counter hostile magic, and defeat enemy spellcasters. While not capable of the power and control of a natural born user, you can learn to wield spellfire over time as well.

Tenets of the Weave

Learning and Lore. Knowledge is the flickering candle at the shore of an ocean of darkness. Keep that light burning, despite the rising tides of time and ignorance. Recover lost artifacts and magical items. Never stop learning.

Diligence. Train every day. Just as your blade requires sharpening before every battle, your magical and martial prowess must be honed by relentless practice. Magic is a supreme privilege, and should be approached with caution and respect.

Guardianship. Those who use magic for evil ends often prey upon the weak. Whether you've sworn an oath of guardianship or merely wandered into the path of such predation, you know the safety of any ally or

innocent in your presence is your personal responsibility. If the choice is between harm coming to you or to the subject of your protection, you take the blow yourself.

Unbound Arcana. Magic manifests in countless incarnations. Go forth and seek them all. Learn from the old, and devise the new, but whatever you do, explore magic in all its myriad wonders.

Oath Spells

You gain Oath Spells at the Paladin levels listed:
3rd level*. detect magic, shield*
5th level*. misty step, warding bond*
9th level*. aegis of ensnarement*, counterspell*
11th level*. death ward, ice storm*
17th level*. flame strike, teleportation circle*

Channel Divinity

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

Spellfire Blade. You can use your Channel Divinity to enhance weapon attacks. As a bonus action, you infuse your weapon with arcane energy for one minute. The next time during that minute that you hit a target with an attack that is part of the action used to cast a cantrip, the target you hit with the attack takes extra radiant damage in addition to any other effects of that hit. The extra damage equals 2d8 + your paladin level, and the next time the target tries to cast a spell before the end of its next turn, it must make a Constitution saving throw against your paladin spellcasting DC. On a failed save, the spell fails and has no effect.

Spellfire Shield. When you make a successful saving throw against a spell, or a spell attack misses you, as a reaction you can use your Channel Divinity to reflect the spell onto an enemy. Choose another creature (including the spellcaster) you can see within 30 feet. The spell targets the chosen creature instead of you. If the spell forced a saving throw, the chosen creature makes its own save. If the spell was an attack, the attack roll is rerolled against that creature.

Spellshatter

Beginning at 3rd level, when you use your Divine Smite feature on a weapon attack, you can also use a bonus action to imbue that weapon with anti-magic energy bestowed by your deity. If the target takes damage from the attack, any spell that is on the target ends if it is of a level equal to or lower than the spell slot you expended for your Divine Smite. In addition, if the damaged creature is concentrating on a spell, the DC of the saving throw it makes to maintain its concentration is equal to your paladin spell save DC or half the damage inflicted, whichever is higher.

You can use this feature a number of times equal to your Charisma modifier, regaining expended uses when you finish a long rest.

Arcane Cantrips

At 3rd level when you take this oath, choose two of the following cantrips: *challenger's mark*, booming blade***, echoing blow*, frostwind blade*, greenflame blade***, looming shadow*,* or *punishing strike**. You learn those two cantrips in addition to your paladin spells.

Once you reach 7th level, when you cast a cantrip gained from this feature, you can expend 10 hit points from the pool of healing granted by your Lay on Hands feature to change the casting time to 1 bonus action for this casting.

Aegis of Blue Flame

Starting at 7th level, an aura of magical power radiates from you. Whenever a friendly creature within 10 feet of you is the target of an opportunity attack, that attack is made at disadvantage. When you reach 18th level, opportunity attacks against friendly creatures within 30 feet of you are made at disadvantage.

When you reach 9th level, whenever a friendly creature within this aura is struck by an attack, you can use your reaction to protect it with a blue aegis of blazing spellfire, casting the *aegis of ensnaring** spell as a 3rd-level spell without using a spell slot.

Mystic Champion

At 15th level, choose one wizard spell of 4th-level or lower. That spell is added to your oath spells list. In addition, choose two cantrips from the wizard spell list. You learn those two cantrips in addition to your

paladin spells. Finally, when you use your action to cast a cantrip, you can make one weapon attack as a bonus action.

Living Spellfire

At 20th level, you become imbued with the power of the Weave, capable of unleashing magic in its raw form. As an action, you wreathe yourself in a maelstrom of spellfire. For one minute, you gain the following benefits:

- ✧ You can teleport up to your walking speed as a bonus action.
- ✧ Hostile creatures within 30 feet of you have disadvantage on saving throws against spells you cast, and take a -5 penalty on Constitution saving throws to maintain concentration on a spell.
- ✧ When you use your action to cast a spell, you can make one weapon attack as a bonus action.
- ✧ When you roll damage for a spell, you can reroll a number of the damage dice up to your Charisma modifier (minimum of one). You must use the new rolls.

Once you use this feature, you can't use it again until you finish a long rest.

Thayan Resurrection

The sinister order of ambitious spellcasters known as the Red Wizards of Thay is so infamous, I have not bothered to include further description of them—you can learn much of their actions from any sage, or from any purveyor of lurid tales of treachery and deceit. Yet I can well say that as detestable as the Red Wizards were before the Spellplague, they were much preferable to what they are today. As long as there has been a Thay, it has been a ruthless magocracy, ruled by the sinister Red Wizards, yet only in recent years has their obsession with magic been matched by their dedication to death itself.

Today, Thay is land where undead are not only common, they hold great power. The regent Szass Tam and his Council of Zulkirs rule this warring, slaving nation with fists of bone and iron. Under their tyranny, the undead are the masters of Thay. Rotting legions roam a broken landscape beneath skies of ash and cinder, waiting for the day when the lich-lord sends them forth in the name of conquest.

Where life exists, it suffers terribly in the form of slaves, playthings, and chattel to be sacrificed, sold, or remade into undead thralls. Slavers prowl ruined cities, searching for fresh meat to sell on the auction blocks, while roaming bands of gnolls scour the rugged countryside for sacrifices to offer up to their masters. Always a forbidding place, Thay is now almost entirely dominated by badlands, deserts, rugged mountains, cinder cones, and active volcanoes that belch forth plumes of toxic steam and rain flaming debris on the lands below.

Most of those who grow up under this regime never knew another way of life. They may live in fear or servitude, but they don't find life in Thay abnormal. Those who have the proper magical skills and mindset can even carve out their own place within the necromantic order. Yet not all accept the hellish landscape this country has become.

Many Red Wizards chafe under Szass Tam's rule, remembering that Thay was once a land of learning and power. Now, death scours Thay while the lich lord ignores all concerns other than his quest to become a god. If his mad plans run their course, no one in the country will be left alive to worship him.

In response to this threat, wizards of all schools of magic except necromancy founded the Thayan Resurrection, a secret rebel organization whose goal is the overthrow of Szass Tam and his followers. For all the power that the lich lord has accumulated, he has yet to fully stamp out these rebels. who occasionally stage uprisings to oppose him.

History

Part of the steadfastness of the group's members arises from the horrors that led to the current tyranny. Amid the chaos leading up to the Spellplague, Szass Tam set in motion a series of events which would make him the one true power in Thay. Prior to his elevation to supreme ruler, the land was a slave-state ruled by a council of eight powerful mages known as zulkirs, each of whom specialized in a different school of magic.

In those days, the lich Szass Tam was the zulkir of necromancy. He arranged the murders of the zulkirs

of transmutation and evocation, crafted an army of undead from the bodies of slaves and prisoners of war, and falsified an invasion attempt by Rashemen, which he took credit for stopping.

By creating a climate of fear and demonstrating his own power, Tam made the people of the Thay believe only he could save the nation. When his attempt to make himself "temporary regent" was denied by his fellow zulkirs, he fomented riots which he himself put down, taking control over garrison commanders and summoning demons to kill the rioters while blaming the zulkir of conjuration for their presence. Eventually, Szass named himself regent, removing the existing zulkirs from power and replacing them with liches in his service. Many of those who were loyal to the other zulkirs yearn for their return to rule.

Recent Status

The movement was disorganized for much of its existence, but during the Second Sundering it was reinvigorated by some new leaders, including the former Red Wizard Umara Ankhlab and her ally, the Turmish corsair Anton Marivaldi.

Some dissatisfaction with the regime has been quelled in the last decade. For nearly a century, Szass Tam has promoted undeath as the path to power, and suppressed those who disagreed, but recent battles with the demon Eltab prompted him to loosen this stricture. The living now have a hope of ascending within the Red Wizards, even if that hope is merely to advance to a high station within the cadre of Tam's servants.

Nevertheless, necromancers are still highly favored, and many who follow other arcane traditions seek the equal opportunities of the past. Wizards are not the only rebels. Smugglers and pirates recruited by Anton Marivaldi see an opportunity to create a land where non-wizards can wield real power, and many of those who know the truth behind Thay's demonic invasion seek revenge for the deaths of loved ones at the hands of fiends.

One of the first places outside Thay that members of this movement attracted notice was Neverwinter, where exiled Thayan Resurrection members—led by a Red Wizard illusionist called Rath Modar—fed information to Lord Neverember about the plans of Valindra Snowmantle, an Overwizard of the Arcane Brotherhood who was also an aspiring ally of Szass Tam. In response, Lord Neverember led his armed forces to war against Valindra and her forces.

During the events known as the Tyranny of Dragons, Rath Modar led exiled members of the Thayan Resurrection living on the Sword Coast to ally with the Cult of the Dragon. In fact, their aid was key to the cult's plans to open a gate from Avernus and allow Tiamat to return to the Realms. Modar's plan was to ask the Dragon Queen's aid in overthrowing Tam after performing this deed for her. The Lords' Alliance, allied with the Harpers, Zhentarim, Order of the Gauntlet, and Emerald Enclave defeated the cult's ambitions. It is unknown whether Rath Modar survived.

A Hidden Route to Thay

By necessity, the Thayan Resurrection avoids concentrating their activities or membership in any one location, but the Red Wizard rebels maintain control of a magical "Gatehouse" containing several permanent teleportation circles, within sight of the shore of Lake Thaylambar, not far from Thay's former capital of Eltabbar. Syranna, the Overseer of the Gatehouse, can link these circles to many strategic locations for the rebels and their allies. Rumors say Syranna and Mennek Ariz, a Red Wizard enchanter, seek help from adventurers to foil Szass Tam's plans to attain godhood.

Membership

The group's membership ranges from sincere revolutionaries, hoping for a land more adapted to human life, to power-hungry individuals who want to replace one ruler with another. Many upstarts cause trouble on a small scale in their own bids to attain power, but small pockets of freedom fighters hope to break from Thay's inglorious past and guide the nation to a new future. Members of the Thayan Resurrection are structured in autonomous cells composed of just a few members, in order to make it difficult for Tam's followers to destroy them with a single blow. The folk of Thay have always believed

that the gods sent luck to the strong and resolute, not to the gentle and compassionate, and these rebels make strength and resolution their watchwords in their struggle.

The Thayan Resurrection can be divided into two groups on the basis of geography. Those in the most danger dwell in Thay itself, covertly waging their hidden war against the hated lich lord from within. These are primarily members of the Mulan ethnicity ruling class, with their shaved heads and elaborate tattoos, but occasionally their operations require the aid of the Rashemi slave class as well. Since they know their lives could end at any time, most domestic Thayan Resurrection members are careful and cautious, but they also seek to make every moment count. They are very cautious, but when a risk stands to strike a real blow against Tam's tyranny, they take it. When death is inevitable, they seek to end their lives in ways that will prevent their transformation into servants of the necromancers.

The second group consists of the many Thayan exiles who fled the rule of Szass Tam for other parts of the Realms. Until the end of the Tyranny of Dragons, Rath Modar was the most well-known leader of this group. So great is the lich lord's wrath that every single one of these exiles is under an immediate sentence of death if they should ever fall into the clutches of the Red Wizards or their agents.

These exiles have recently become aware of agents of Thay seeking wielders of spellfire of various kinds as subjects for yet another series of experiments designed to vault Szass Tam into godhood, and they seek to stop these agents at every turn. Unfortunately for the Thayan Resurrection, the rare and secretive wielders of spellfire are loathe to trust anyone related to Thay, even if they claim to be rebels—and I certainly can't blame them.

Both the exiles and the rebels remaining in Thay have recently gained some strange allies. The first group is an order of druids, the Circle of the Solstice, who have rallied against the complete transformation of the lands of Thay into desolate wastes. This formed years ago to stop an alchemist with an army of constructs from destroying a forest. In recent years, wandering packs of these druids have appeared in wild places threatened by unnatural incursions or reckless depletion of their resources. They bear a special animosity for constructs and undead which unnaturally mimic the true forms of nature. When iron abominations or skeletal hordes intrude on sacred places, or when the logging of trees becomes too greedy to ever be replenished, members of the Circle of the Solstice sometimes appear, unbidden and unheralded. They seek to free nature to express itself unmarred by such threats, and visit terrible fury on those who oppose them. These druids are not much for structured cooperation, but their surprise guerrilla strikes against places where Thay's undead soldiers gather have created many opportunities. Lately, the druids have even begun sending messages of warning to Thayan Resurrection before their attacks, allowing the rebels to make the most of these events to advance their own covert operations.

A more collaborative—and yet, in some ways, more disturbing—group of new allies is an extraplanar sect of "anti-clerics" called the Athar. United more by their fringe belief system than any political aim, the Athar have adopted the defeat of Szass Tam as a goal in service of their ideals. These cynical philosophers believe things that make even many Thayan wizards uncomfortable, as their central tenet is that the gods themselves are frauds unworthy of worship. They cite Faerûnian events like the Time of Troubles and the Spellplague—in which some gods have died and new ones ascended—as evidence that the beings worshipped as gods are merely mortals who have attained great power. While the Athar believe there may be a truly great omnipotent entity responsible for making and tending reality, but if so, they believe that power must be incomprehensible to the minds of mere mortals, and above the petty concerns and squabbles between so-called deities that have marked Faerûn's history. Athar members refer to this theoretical true god as "the Great Unknown."

It was Szass Tam's ambition to achieve godhood that brought him to the attention of the Athar. They see stopping the ascension of a new god as a worthy mission, but also see the possibility of the lich

succeeding as further proof of their core beliefs. If an entity as foul as Szass Tam, can become a god, how could such beings deserve worship? If the Athar can ally with the Thayan Resurrection to stop him, that will be a victory, but even if they can't, observing the what occurs will give them more insight into how the undeniable power of false godhood is obtained. Also, if Szass Tam does become a god, the Athar will have eyewitness accounts to puncture any mythological propaganda and dissuade potential worshippers.

For their part, members of the Thayan Resurrection are often uncertain what to make of their god-hating new allies. Thus far, however, this tension doesn't seem to have had a detrimental effect. The Athar and Thayan Resurrection have collaborated on more than one occasion, sometimes to noteworthy success.

Despite this unexpected aid, the odds are still well and truly against these rebels. Szass Tam is the most ruthless zulkir ever to rule Thay, his constant experiments to achieve godhood increase his considerable powers even more, and the undead armies that maintain his control are massive. Returning the nation to the rule of the living is a laudable goal, but even a return to the status quo of a century ago would not create the more enlightened society many members of Thayan Resurrection are envisioning. Still, they remain a formidable force.



New Divine Domain:

Defier Domain

Clerics of this domain are not true clerics, though they have similar abilities. They are disillusioned or heretical and have disavowed the worship of any deities they once believed in. Most consider the divine mysteries of the gods (who they often refer to only as "powers") to be elaborate scams. Many come to believe that the creatures called “gods” are not changeless, ineffable beings, but merely entities that have achieved a greater level of power—and are still as fallible as mortals. Such "clerics" often work tirelessly to discredit the gods, interfering with their clergy and attempting to liberate their congregations from what they consider false faith.

To maintain spellcasting abilities that equal those of faithful clerics, some defiers enter into some kind of arrangement with a powerful being, like the otherworldly pact of a warlock. There are no delusions of divinity or worship involved in these arrangements; the defiers know what they are getting into, and are willing to pay the price.

Other defiers instead align themselves with the supreme force they call "the Great Unknown," which transcends the alleged gods (who they consider to be powerful beings rather than divine creators worthy of worship). After all, some force must've created the planes of reality and given mortals their innate sense of good and evil. Such a force could not merely be one of the petty powers, however, wrangling with rivals and driven by greedy narcissism to seek worship. Rather, the force behind all creation must be unequalled and beyond such temporal concerns. Defiers aligned with the Great Unknown call themselves the Athar, and they are a very influential faction in some parts of the Outer Planes.

Domain Spells

You gain the following spells at the cleric level listed:
1st level. detect evil and good, dissonant whispers
3rd level. calm emotions, silence
5th level. counterspell, dispel magic
7th level. aura of purity, Mordenkainen’s private sanctum
9th level. banishing smite, planar binding

Bonus Proficiency

When you choose this domain at 1st level, you gain proficiency with heavy armor and with all martial weapons.

Disillusionment

At 1st level, you may choose to make Intelligence your cleric spellcasting ability score, instead of Wisdom. If your DM uses the optional multiclassing rules, you can substitute your Intelligence score for your Wisdom score when determining if you can be a multiclass cleric.

Alternate Patron

At 1st level, you have an alternate source for your clerical powers, one that is not a deity. Choose one of the two following options for this feature:

Pactkeeper. Choose the 1st-level feature granted by any Otherworldly Patron option for the warlock class. You gain that feature, replacing any references to the warlock class with the cleric class and replacing any reference to Charisma with your cleric spellcasting ability score.

Great Unknown. When you hit a target with an attack roll, you can expend a spell slot to attempt to free that target from the influences of planar powers—whether they want that freedom or not. The target you hit takes extra psychic damage equal to twice the level of the spell slot you expended for this feature, and any spell that is on the target ends if it is of a level equal to or lower than that spell slot. In addition, if the damaged creature is concentrating on a spell, the DC of the saving throw it makes to maintain its concentration is equal to your cleric spell save DC or half the damage inflicted, whichever is higher.

Channel Divinity: Skeptic’s Rebuke

Starting at 2nd level, you can use your Channel Divinity to repel those you see as representative of the so-called gods. As an action, you present your holy symbol and one celestial, fiend, or humanoid spellcaster of

your choice with 30 feet of you must make a Wisdom saving throw, provided it can see or hear you. If the creature fails its saving throw, it is turned for 1 minute or until it takes any damage.

A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

After you reach 5th level, when a creature fails its saving throw against your Skeptic's Rebuke feature, the creature is banished for 1 minute (as the banishment spell, no concentration required) if it isn't on its plane of origin and its challenge rating is ½ or lower. As you reach higher levels in your cleric class, the challenge rating can be higher, as follows: CR 1 at 8th level, CR 2 at 11th level, CR 3 at 14th level, and CR 4 at 17th level.

Defiant Mind

Starting at 6th level, your defiant nature grants
resistance to psychic damage and radiant damage. In addition, when you hit a celestial or fiend with an attack, or any creature that has regained hit points since the end of your last turn, you deal additional psychic damage to it equal to your cleric level.

Divine Strike

At 8th level, you add your cleric spellcasting ability modifier to the damage you deal with any cleric cantrip.

Defiant Mind

At 17th level, you gain immunity to radiant damage and psychic damage, and you have advantage on all saving throws against enchantment or illusion spells.

New Druidic Circle:

Circle of the Solstice

Ages ago, two orders of druids—one dedicated to summer, one to winter—unified against threats to the Wood of Sharp Teeth. Today this alliance persists as the Circle of the Solstice. As an inheritor of their traditions, you use druidic shapeshifting in quick, versatile ways. You might charge into battle on the speedy hooves of an elk, escape a grapple with the strength of a bear, grow eagle's wings to fly over an opponent, and then sink the fangs of a wolf deeply into the flesh of your prey, all within the space of a minute.

Druids of other Circles often find the Solstice druids esoteric, strange, or even insane, yet they also recognize the wisdom and careful precision they show in the use of their unique gifts. You are taught to embrace extremes of passion, growth, and change, pushing the far ends of the natural balance. Your rage in battle should be all-consuming, yet so should your passion in love or your joy in the natural world. Hotter than fire, colder than ice, you find the balance in between.

Fang and Claw

Starting at 2nd level, when you choose this archetype, you can roll a d4 in place of the normal damage of your unarmed strike, and it inflicts your choice of piercing or slashing damage instead of your normal damage. You can use your choice of either Strength or Dexterity for the attack roll and damage bonus of this attack.

Shifting Action

Starting at 2nd level, when you choose this archetype, you can call on your tie to a bestial spirit to briefly transform part of your body. If you are not wearing heavy armor, you can take a bonus action on each of your turns in combat to gain temporary hit points equal to your druid level + your Wisdom modifier. If you wish, when you do so you can expend one spell slot to regain 1d8 hit points per level of the spell slot expended instead of gaining temporary hit points. Whenever you use your bonus action in this way, you also create one of the following effects:

- ✧ ***Charging Elk.*** Until the end of your next turn, if you move at least 20 feet straight towards a Large or smaller creature during your turn, the next melee attack you make against it before the end of that same turn is made at advantage and inflicts extra damage equal to your Wisdom modifier. In addition, as part of the same bonus action, you may immediately take the Dash action.

- ✧ ***Eagle's Flight.*** Your jumping distance is doubled until the end of your next turn, and you gain a climb speed of 25. In addition, as part of the same bonus action, you may immediately fly up to 15 feet or climb up to 20 feet.
- ✧ ***Harrying Wolf.*** You make an unarmed strike. Until the end of your next turn, if you hit a creature with a melee attack, you can choose one ally within 5 feet of that target. That ally can immediately use its reaction to make one weapon attack against the same target. In addition, as part of the same bonus action, you may immediately make an unarmed strike.
- ✧ ***Sinews of the Bear.*** Until the end of your next turn, you add your Wisdom bonus to Strength checks and Strength saving throws, and add an additional 1d4 to the damage of melee attacks. In addition, as part of the same bonus action, you may immediately make an unarmed strike.
- ✧ ***Tiger Pounce.*** Until the end of your next turn, if you hit a creature with a melee attack, the target is also grappled if it is your size or smaller. In addition, as part of the same bonus action, you may immediately make an unarmed strike.

Once you use your Shifting Action feature, you cannot do so again until after the end of your next turn.

Feral Druid

At 6th level, your speed increases by 10 feet, and you gain advantage on Wisdom (Perception) checks related to hearing or smell. In addition, your unarmed strikes count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Solstice Aspect

At 6th level, you choose what kind of druid of this circle you are going to be, taking on the seasonal aspect of Summer or Winter. You gain resistance to bludgeoning, piercing, and slashing damage that is not silver, but you also gain vulnerability to silver, and you must choose one of the following two aspects, which grants you further abilities.

- ✧ ***Aspect of Summer.*** You have resistance to fire damage, and you are considered naturally adapted to warm climates.
- ✧ ***Aspect of Winter.*** You have resistance to cold damage, and you are considered naturally adapted to cold climates.

Quickened Unarmed Strike

Beginning at 10th level, you can attack twice, instead of once, whenever you take the Attack action on your turn, as long as one of the two attacks is an unarmed strike or an attack with a natural weapon. In addition, when making an unarmed strike, you gain a +1 bonus to the melee attack roll and may roll a d6 in place of your normal unarmed strike damage.

Smite the Unnatural

At 14th level, when you hit a creature with an unarmed strike or natural weapon attack, you can expend one druid spell slot to inflict extra damage. The extra damage equals 1d8 per level of the spell slot expended. The damage increases by 1d8 if the target is a construct or undead. You may choose for this damage to be of the same type as the damage of the attack, or it may be the type of damage to which you gained resistance from your Solstice Aspect feature.

The Watchful Order of Magists & Protectors

Waterdeep is a city of guilds. Technically, the Watchful Order is one of our city's forty-three guilds, formed to protect less powerful wizards and sorcerers from those distrustful of the Art, but in practice, it acts as the largest arcane academy in the City of Splendors.

Arcane spellcasters, myself among them, have long been drawn to cosmopolitan Waterdeep. The city has a strong tradition of magical research, and our role as a central hub of trade means that one can purchase nearly any material component you can think of here. However, our guild system is a very strong part of life here, and the Watchful Order of Magists & Protectors, has prevented the formation of large arcanists' academies such as those found in cities such as Silverymoon today, or Myth Drannor before the fall. As a result, most Waterdhavian

wizards and sorcerers are either very powerful lone practitioners or members of the Watchful Order.

The Watchful Order encourages prudence in the use of the Art so that arcane spellcasters will be respected and looked up to, not feared and actively opposed. Effectively, it polices less powerful arcane spellcasters who reside in or visit the city, actively discouraging them from throwing spells around to influence the populace. Since many powerful arcane spellcasters are not members of the Watchful Order, the guild uses its influence to mitigate their most egregious behavior.

The Watchful Order provides many benefits to members, including forums for arranging instruction and trading in magical information, the sale of rare material components from the golem-guarded cellars of the Tower of the Order, and a market for the buying and selling of spellcasting services, scrolls, and minor magic items. The guild's livery is a dark purple cloak, with a white human hand, fingers together and uppermost, on the left shoulder.

In Waterdeep, the Church of Mystra has long played a secondary role to the Watchful Order of Magists & Protectors because the sale of spells and magic items is traditionally the province of the guild, not the church. However, a major scandal wrought by villainous conduct on the part of an ambitious Guildmaster of the Watchful Order changed this. It led the Masked Lords to allow the Church of Mystra greater rights to serve the needs of magicians in the city, a decision I strongly supported and have helped enact. Thankfully, it seems the Watchful Order is working diligently to repair its relationship with both the Masked Lords and the Church.

History

For most of its history, despite the Watchful Order being one of the most powerful guilds in Waterdeep, most Waterdhavians were barely aware of its existence. Traditionally, Guildmasters of the Order choose to take a strictly neutral stance in the political and economic affairs of the city. Wizards of the order are encouraged to pursue the art of magic and leave politics to others. Since the year 1479 DR, this stance is considered even more important.

In that year, Khondar "Ten Rings" Naomal, who was the Guildmaster of the Order at the time, killed the Blackstaff Samark Dhanzscul in a bid to become the new Blackstaff and replace the Lords of Waterdeep with a council of mages. When Samark's power flowed into Vajra Safahr on Samark's death, Khondar tortured Vajra in an attempt to make her divulge the secrets of the Blackstaff, but she was rescued. Later, when Khondar managed to break into Blackstaff Tower, Vajra had already assumed the position of Blackstaff. She summoned spectral hounds of the Black Hunt, which eventually tore Khondar to shreds. These events comprised the greatest blow to public trust in the guild in its entire history.

Recent Status

I personally led an investigation of my own into Khondar's treachery. I was assisted in this by a trio of highly specialized *civilars* (captains) of the City Watch, rangers of an urban bent with highly attuned skills of investigation. The group was kept small so we could act covertly as necessary, and the investigation itself was kept secret until its completion. The use of subtle Art combined with the tireless footwork of my investigators gave us conclusive results. Though we were able to establish that Khondar and his son were acting alone, it became clear that certain other members of the Watchful Order had some awareness of the plot, and did not come forward. They were dealt with. Thankfully, also determined that the vast majority of Watchful Order wizards knew nothing of the plot, and the guild as a whole was exonerated.

Since this scandal and its resolution, members have given renewed focus to the guild's usual activities: studying and exchanging information, creating magic items to sell to wealthy buyers and help support the guild's financial independence, and offering their services to others in the city as watch-wizards or fire guards.

The Watchful Order contracts with building owners across the city to respond to fires with summoned water elementals, keeping half a dozen or so fire guards on duty every day. The guild also

contracts with paranoid individuals of means to provide watch-wizards skilled in detecting and countering hostile workings of the Art. For most of the Order's history, their policy of strict political neutrality has paid dividends. Even after the foiling of Khondar's plot, most of our citizens knows little about the order's members, and therefore have little cause to fear them.

Membership

The majority of the order's members are wizards, but other arcane spellcasters are welcome as well. Sorcerers and warlocks are drawn to the order by recent purposeful efforts at outreach. A small number of bards are members as well, but most bards in Waterdeep remain independent or join the Council of Musicians, Instrument-makers, & Choristers. These spellcasters all gain access to the same information as the wizards do, but often derive less immediate benefit from it, since they don't use spellbooks. Arcane tricksters and eldritch knights gain more benefits, though they are often seen as dilettantes and associates, rather than full members.

Most of the rank-and-file members pay their dues and provide the minimal service required to be a member in good standing. A fair number of guild members don't even bother with that minimum, failing to keep up with their dues and service. They are content to simply register their affiliation once and then go about their business. Most of the guild's positions of responsibility are filled by wizards steeped in the guild's techniques and traditions; these individuals enjoy a much stronger voice in guild affairs than those who just pay their dues.

Guild wizards of Waterdeep are likely permanent residents of or long-term visitors to the city of that name, though they can be found wandering across the Realms. As many different personalities among the Order exist as there are wizards.

New Ranger Conclave:

Stalker

Stalkers serve as investigators, spies, informants, interrogators, and vigilantes. Unlike other rangers, you are just as at home in a crowded metropolis as you are in the wilderness.

You are experienced in solving intricate mysteries and bringing justice to the masterminds behind ambitious crimes. Like all rangers, you are a master of the hunt, but when your prey can be as intelligent, sophisticated, or devious as yourself, hunting them is a far more complex task. You are a master of observation, deduction, and interrogation. You specialize in studying the appearance and other clues you can discern in those you meet, gaining decisive advantages in bringing that your foes to justice.

If you are using the optional multiclassing rules, rangers of this archetype gain a special benefit: they can substitute their Intelligence score for their Wisdom score when determining if they can be multiclass rangers.

Accurate Mind

When you choose this martial archetype at 3rd level, you gain proficiency in the Insight, Investigation, and Perception skills. You add double your proficiency bonus to your passive Perception, passive Investigation, and passive Insight scores, instead of your normal proficiency bonus.

In addition, when you gain this feature, you may choose to make Intelligence your ranger spellcasting ability score, instead of Wisdom, if you wish.

Detect & Deduce

At 3rd level, your deductive insights are unmatched. You gain three detection dice, which are d6s. As long as you retain at least one detection die, whenever you make an Intelligence (Investigation), Wisdom (Insight), or Wisdom (Perception) check, you can roll one of your detection dice and add the number rolled to your check. This use of a detection die does not expend it.

If you roll an ability check that includes your detection die roll, after you see the number rolled, but before the DM determines the result, you can expend one detection die to grant an additional +10 bonus to that roll. Expended detection dice are regained whenever you finish a short or long rest.

At 9th level, your detection dice turn into d8s. At 13th level, they turn into d10s. At 17th level, they turn into d12s.

Stalker's Mark

Also at 3rd level, you can focus all your deductive insights on a single target and analyze how they can be defeated. As a bonus action, you can make a Wisdom (Insight) check against a creature you can see that isn't incapacitated, opposed by the target's Charisma (Deception) check. A creature that is your favored enemy has disadvantage on this opposed roll. If you succeed, you gain the following benefits against that creature:

- ✧ You gain a bonus to damage rolls against the creature. The bonus equals your Intelligence or Wisdom bonus (whichever is higher, minimum 1).
- ✧ Any attack roll you make against the creature is a critical hit on a roll of 19 or 20 on the d20.
- ✧ If you reduce the creature to 0 hit points with any attack roll (melee or ranged), you can choose to knock the creature out instead of killing it. Make this choice the instant damage is dealt. A knocked-out creature falls unconscious and is stable at 0 hit points.
- ✧ If you retain at least one of your detection dice, when you make Wisdom (Insight) and Intelligence checks to discern information about that creature, or Charisma checks to influence them, you can roll your detection die and add the number rolled to your check. This use of a detection die does not expend it.
- ✧ If the creature can hear and see you, as an action, you can attempt to instantly convince the creature not to act against your authority. You can expend a detection die and force the creature to make a Charisma saving throw. The DC equals 10 + your choice of your Wisdom or Intelligence modifier (if you are proficient in the Intimidation skill, you add your proficiency bonus as well). The creature has disadvantage on its saving throw if it has been reduced to half its hit points or fewer. If the creature fails, its speed is reduced by half, and every time it makes an attack roll against you or any ally you choose to include in this effect, it takes psychic damage equal to your proficiency bonus + your detection die roll. However, if you or any ally you included in this effect attack the creature, cast a spell that affects it, or compel it to make a saving throw, this effect ends at once.

These benefits only last for 1 minute. You can only gain these benefits against one creature at a time; if you use this feature on a new creature, any benefits you've gained against any other creature from this feature end immediately. You can only use this feature while you retain at least one detection die.

If you wish, when you use this feature on a creature as a bonus action, you can cast the *hunter's mark* spell on the creature as part of the same bonus action, using a ranger spell slot to cast that spell as you normally would.

Penetrating Deduction

At 7th level, when you use your Stalker's Mark feature on a creature you have spent at least 1 minute interacting with or observing outside of combat during the past hour, you have advantage on the Wisdom (Insight) check. In addition, when you use your Stalker's Mark feature on a creature, you also learn something about them. The DM tells you if the creature is your equal, superior, or inferior in regard to two of the following characteristics of your choice:

- ✧ An ability score of your choice
- ✧ Armor Class
- ✧ Current hit points
- ✧ Total class levels (if any)
- ✧ Levels in a particular class (if any)

At the DM's option, you might also realize you know a piece of the creature's history or one of its personality traits, if it has any.

Urban Hunter

At 7th level, when you are within 1,000 ft. of any settlement that has a population of 100 or more, you gain all the benefits of being within your favored terrain.

Twenty Moves Ahead

At 11th level, you can see through opponents' deceptions and anticipate their actions. All Charisma (Deception) checks against you are made at disadvantage. If a creature that is the target of your Stalker's Mark hits you with an attack roll, you can expend one of your detection dice as a reaction. You gain a bonus to

your Armor Class against the triggering attack equal to your detection die roll. If the attack still hits, you have resistance against the damage it inflicts. If the attack misses, that creature provokes an opportunity attack from you.

Improved Detection
Beginning at 11th level, you gain a fourth detection die. At 15th level, you gain a fifth detection die, and at 18th level, you gain a sixth.

Reliable Deduction
Beginning at level 15, when a creature that you have successfully used your Stalker's Mark feature on within the last hour is also the target of your *hunter's mark* spell, you have advantage on attack rolls against that creature.

In addition, whenever you roll initiative and have no detection dice remaining, you regain 1 detection die.

Other Related Matters

"While the Lady of Waterdeep provides a thorough accounting of her chosen subjects, I should provide some more information relevant to what she has shared here. Specific, I would tell ye of two other varieties of magic-users in the Realms. They should not be considered factions as such, but certain matters set them apart from others. They be of great significance to many of the organizations described here. Here, I lean largely on the experience of my own meanderings, rather than relying upon other documents." *Elminster*

Schools of Magic

True schools of magic—at least in the form of large recognized colleges where an aspirant could study under a variety of teachers to become a competent spellcaster—have always been rare in the Realms.

Guilds and orders of wizards, such as those Lady Laeral describes, are common enough, and often provide training, but in those cases you become a spellcaster first, then join and receive further training, as opposed to starting without spells and growing from there. For the most part, the old scheme of master and apprentice remains standard,

Of course, schools of magic exist in the great elven refuges, such as Evermeet and Evereska, but few visitors see such places. Magic was taught in academies in Myth Drannor in olden days (and again during the city's all too brief resurgence). Further in the magical South, such lands of Halruua and Thay maintain organized institutions of magical learning, but records are unclear as to their methods and organization. In Zakhara and Kara-Tur, magic has also been taught systematically. The few colleges of magic who have ever served the North or the Heartlands, and they seldom last long.

In Chessenta, the Jedea Academy in Mordulkin brags of being one the oldest academies of magic still in continuous operation, having been founded in the Year of Flashing Eyes by the city's first ruler. Yet Soldim Jedea's school is certainly younger than the Lady's College of Silverymoon. An arcane academy called Sorcere in the loathesome drow city of Menzoberranzan, may also have been in continuous operation for longer than both, though determining that would involve rather distasteful research.

The Lady's College
Since Silverymoon is a city of great magic, ruled for centuries by a High Mage, it seems appropriate that it may have the oldest school of magic in continuous operation in the North. In 821 DR, Elué Dualen, a human girl of great magical aptitude, who had arrived in the city not long before and befriended the High Mage Amaara Nharimlur and her sister Lynx, collaborated with Lynx to establish the Lady's College, the first open school for mages in Silverymoon. They took students, not apprentices, and as payment for tutelage required an equal time of service in defense of the city. Elué later became High Mage of the city herself. (Of course, Elué was another very famous and powerful mage in disguise, but that is not my secret to reveal...)

Today, the Lady's College trains mages not just in spellcraft, but in the history of magic. The

tuition is steep—an annual fee of 500 gp plus 500 gp per spellcaster level, to a maximum of 4,000 gp per year for a spellcaster of 7th level. Spellcasters of 8th level or higher are not accepted as students, but may join the college as "fellows" at a cost of 5,000 gp per year.

Students (and fellows) of 5th level or higher can half their yearly fees by agreeing to spend half their time serving in the Spellguard, a group of mages who protect the city, maintaining a vigilant watch over the High Palace, monitoring the city's mythal-based wards, sponsoring Silverymoon's Conclave of colleges and sages, and riding forth to battle at the side of the Knights in Silver.

Students are provided with rooms in the college's rambling housing-halls, and meals in the college's refectory. If they elect to dwell off-campus, they of course must provide their own meals and accommodations. Fellows are not entitled to room and board in the college. The food—and particularly the wine that goes with it—is surprisingly good, and accompanied by dance, minstrelsy, literary readings, or displays of entertaining illusions.

Many of the "Masters of Art" (tutors) are crusty or strange-minded, but the college teaches tolerance, cooperation, and an appreciation for differing philosophies and approaches to magic. All students are exposed to every school of spells, to see if they have the desire or aptitude to specialize.

The college accommodates just over a hundred students at a time, with an ever-lengthening waiting list to get in. Naive hopefuls who show up at the gates are put on the list, taken in, and taught to do cooking, laundry, cleaning, and repair work around the university. If they continue to do such tasks, they'll be given room and board and allowed to peruse limited portions of the Conclave libraries on their own, until their time comes.

"My own experience has had little to do with formal institutions of magical learning, though by a quirk of coincidence, I may be responsible for one having been founded in a far-off place! A mage with a name unfortunately similar to my own, the unlikely Elfinster, once lived but a brisk walk away from my own home in the Dales. For obvious reasons, he soon relocated, leaving Faerûn entirely. He founded "the School of the Mage of Shadowdale" in Huzuz, the City of Delights, in the far-southern continent of Zakhara. The poor lad was much more sensitive about the confusion than I, and as much as his school's name should rankle me, he is too far away for it to matter much. I hope it all works out in his favor."

Brixmarsh, an Academy of Magic

Not far from my home in the Dales, as the crow flies, a new school of magic has sprung up, which I will describe here as an example. In the rough-and-tumble rebuilt frontier town of Ylraphon, an aristocratic wizard named Salvar Brix has partnered with a local noblewoman to create "The Brix-Marsh Academy of Spellcraft and the Arcanist's Art," fortunately referred by nearly everyone as simply Brixmarsh.

Brix himself learned magic at a formal school. His wealthy family in Mulmaster paid for him to attend the Lady's College in Silverymoon, and that experience clearly inspired the school he later founded. After his education in the North, he returned to Mulmaster, where he joined the Cloaks. He was an influential member, on track to rise through the ranks, until he hired a group of adventurers to investigate the death of a rival colleague.

These adventurers made quite an impression. Their inquiries revealed the threat posed to the city by the cults of Elemental Evil, particularly the Cult of the Crushing Wave. Anticipating the devastation that later befell the city, he passed on what he knew to his allies in the Cloaks, then got out while the getting was good. This insight allowed him to flee with many resources intact before the city's imminent undoing. by elemental cultists

Brix was one of the first Mulmasterites to relocate to the remote port of Ylraphon, but he was far from the last. Refugees from the undoing of

Mulmaster soon streamed down the River Lis and the North Road. By the time hundreds were crowded outside the town gates, Brix's project was well underway. Salvar sees training a new generation of arcanists as vital to the safety of those who'd fled Mulmaster, and his long experience with the Cloaks seems to have served him well in organizing such an endeavor.

He had begun construction as soon as he'd arrived on a pair of high towers, linked by a skybridge, that straddled a meandering waterway just outside the palisade that protected the town. They became the most striking landmark in "the Old City" section of ruins, where cold welcome from Ylraphon natives compelled new arrivals to build their own community. The ivory-painted towers spent over a year surrounded by wooden scaffolding, worked on by a crew of masons and protected by well-paid mercenaries. It wasn't until Salvar Brix received direct inquiries that he attended a meeting of the Ylraphon's ruling Merchant Council and bothered to inform them of his intent to build a school of magic just outside one of the town gates.

None of the Merchant Councillors laughed him out of the meeting, but none of them gave their direct approval either. He was then approached by the half-drow stepdaughter of one of the Council members, a young businesswoman named Aislyn Marsh. She made him an offer: She could use her connections to help square his project with the local authorities, and convince her stepmother to promote it to the rest of the Merchant Council as a worthy addition to the town. In exchange, Brix would have to take Aislyn on as his partner.

Lady Marsh's precise insight into the facts of the situation and commanding demeanor, combined with the realization that the Council could make his life difficult otherwise, inspired Brix to agree. Aislyn Marsh became his silent partner, with her participation a secret all, especially her elderly stepmother, Lady Myrandah (now deceased).

After this, Brix's vision began to take on momentum. In addition to her support with the locals, Lady Marsh also displayed some intriguing outsider's insights into structuring the curriculum, despite her apparent lack of magical training (I have my own suspicions as to why this might be, as yet unconfirmed).

Brix himself was not that powerful of an arcanist (and still isn't), but he was well-connected and ingratiating. He procured the aid of greater spellcasters than himself to teach and perform research at his nascent academy, some of whom came from as far away as the Sword Coast.

During the process, Brix began negotiating with Rastol Shan, the leader of the Cloaks of Mulmaster, in a bid to share resources for training students. Salvar thought he could funnel his most promising students to the service of the Cloaks as his part of the bargain, and



Shan was intrigued enough to offer some tentative support.

The wizard's planned name for his school was "Master Salvar's Academy of Spellcraft and the Arcanist's Art," but those insiders aware of Aislyn Marsh's crucial role began referring to the school informally as "Brix and Marsh's Academy."

The school took on students well before the towers were completed, and the growing ranks of spellcasting professors were able to speed up the process of construction magically once they arrived. Soon, amid a ceremonial gathering that included all the local dignitaries as well as leaders of the Cloaks from Mulmaster, the school had its official opening.

In a speech at the ceremony, Brix made his silent partner's position with the school formal and public. Lady Aislyn had become less secretive and private since assuming the Merchant Council seat vacated by her stepmother's retirement and demise, and she was now an acknowledged leader of the town. Master Salvar announced the school's official name as "The Brix-Marsh Academy of Spellcraft and the Arcanist's Art." It would be known to nearly everyone as Brixmarsh from that day on.

Unfortunately, the ceremony was followed by near-disaster. Ylraphon's struggle with a dangerous and subversive new local cult soon came to a harrowing climax. Though this trial had a terrible cost, once it had passed, the town seemed safer than ever. The unnaturally long and hot summer finally ended. As the season changed to autumn, a full schedule of regular classes finally began.

From the very beginning, Brix made bold decisions about the structure and curriculum of his academy—some wise, some foolish, and some simply bizarre. Various abjurations prevent the students from seriously harming one another as they practice their spells, and multiple variants on spell-duelling are practiced safely as competitive events. Other wards protect the school from hostile intruders in an admirable assortment of nasty ways.

Most students are either not capable of casting spells yet or can only cast those of the 1st or 2nd level. These full-time students must live at the school, residing on five large, magically enhanced houseboats known as "the Floating Fortunes" in a nearby bay known as the Dragon Cut. These ornate barges were built by another of the merchant houses, the local chapter of the larger trade concern known as the Chiang Emporium, for an arranged marriage between a daughter of their house and the heir to the Marsh titles. After the ceremonies, Brix opportunistically purchased the entire elaborate assembly. Like the towers themselves, the houseboats—usually referred to as cabins—are enchanted to be much larger and more comfortable on the inside than they appear from without.

Brix's somewhat questionable praxis divides magic into five "magisteria," each covering one or more schools of spells. Students are sorted by mystical means into these five disciplines, and live in a cabin with other students who share it. The cost of their housing is included with their tuition. Tuition charges have fluctuated so much over the school's initial months of operation that I won't bother including a number.

Students with greater experience (able to cast 3rd-level spells) are above this hierarchy and subject to few restrictions. Called Adepts, they spend much of their time on research, either on their own or as assistants to professors. They pay tuition by class, as they may take from one to four a year, and live away from the school grounds.

Brix has aggressively pursued professors, most far more powerful than he, and their abilities have made his school what it is. Many teach only once a week or give sporadic seminars. Others, usually those who teach the younger students, teach multiple classes daily. The most dedicated professors and long-term researchers may choose to maintain their own quarters within the two white towers that contain the entirety of the campus, which usually include both a laboratory and a study or receiving room.

All students and professors, regardless of their other accommodations, are provided three meals a day in a large dining hall in the western tower, served promptly at dawn, noon, and dusk (calculating the exact time of such heavenly events is considered a basic skill). They come from a pre-set menu prepared by Brix's impossibly pompous and

pretentious chefs, and attendance is mandatory. Those who don't like the entrée can usually be found not long after at the Vandal's Vigor, a popular Old City restaurant and tavern close to the towers. First-year students have some kitchen duties, including serving and clean-up (which contributes to their nickname, "Sponges"), so they eat last. Once a week, bards from the rotating roster of musicians at a local gambling house provide a meal-time performance.

The library, maintained by the third-year full-time students, is large and surprisingly well-stocked, though actual spellbooks are kept in locked private studies. The fourth-year students are nicknamed "Hooks," for the hook-shaped keys the received which allow them entrance to those restricted libraries and several other areas lower-ranking students cannot access.

The more one looks at the school, the more often one sees highly formal names and structures imposed by Salvar Brix altered on the basis of convenience, habit, or mere amusement by students and staff. He refers to the junior students divided by their years of study as Wardlings, Neophytes, Cadets, and Magists (first through fourth years, respectively), but almost everyone uses nautically themed nicknames for them: Sponges, Minnows, Squids, and Hooks. Ironically, the slang term for the advanced students called Adepts is even more derogatory—the younger students call them Barnacles or sometimes just "Barnies."

Much of the school's structure rests on the five magisteria Brix has identified/invented as separate fields of spellcasting. Each consists of one or two schools of spells (a warlock of my acquaintance joked that Brix would have just separated his students by school, but he only had five houseboats for them to live in, not eight).

When new students enroll, their place in Brix's five magisteria is determined by an enchanted doorway on the top floor. This stone archway seems to lead out of the tower and into thin air, as if anyone who walked through it would fall to their deaths. In fact, it magically determines a magisterium for each student who walks through it, then teleports them instantly to the appropriate cabin. Rumors say there are some conditions which would cause a creature to fail this test and simply fall, but if that is the case, no one has triggered it so far.

Brix's magisteria are as follows:

- ***Fortification Magic.*** This area deals with protecting one's own person from harm as well as studying "corrupting magics" in order to defend against them. Master Salvar has declared such dark arts as necromancy are not to be taught at his school, but they are at least touched on in this category of study. *(Associated Schools of Spells: Abjuration, Necromancy.)*
- ***Natural Magic.*** This instinctive, spiritual field of magic relates to the essential forms and primal nature of all things. It includes alchemy, shapechanging, herbalism, and druidic magic. *(Associated School of Spells: Transmutation.)*
- ***Physical Magic.*** This is the direct control of energy, chiefly for healing or harm. It is considered the least esoteric and most "no-nonsense" of the five fields of magic defined at the school. Special focus is given to the interaction of the four elements and to "phosphoromancy," the magic of light and radiance. *(Associated School of Spells: Evocation.)*
- ***Sensory Magic.*** Magic related to manipulating the perceptions or minds of sentient creatures fall into this mysterious and highly philosophical discipline, as does controlling the substance of shadow. It also includes the magic of dreams, memory, and emotion, as well as the scholarship related to the fey and the "new" field of psionics. *(Associated Schools of Spells: Enchantment, Illusion.)*
- ***Theoretical Magic.*** This "cutting-edge" field of scholarship interrogates the very nature of magic, including metamagic effects and the nature of knowledge itself. It also deals heavily with the Outer Planes and other extradimensional sources of magical power, with a focus on summoning and teleportation. *(Associated Schools of Spells: Conjuration, Divination.)*

These categories seem harmless enough, if misapplied. Brix seems to be of the notion that everyone with any kind of extraordinary talent can be sorted into his system. Barbarian berserker who can enter deadly rages? You're using "natural magic;" you just don't know it yet. A martial artist monk with a mastery of ki? You'll be right at home with the Fortification Magic students.

Thankfully, Salvar Brix is still young for a wizard, and he will likely have years to develop his methods. So far, his school is doing well. Still in its first year, it has nearly two-thirds of its full enrollment, and has attracted some astonishingly accomplished instructors. To my estimation, his most impressive associate is the powerful mage known as the Crowngold, a half-elf known for her mastery of spells relating to the Inner and Outer Planes, who commands the respect of many of Faerûn's most powerful spellcasters. How she ever ended up in same room as Salvar Brix, yet alone in his employ, is a mystery I am eager to resolve.

At the same time, the young schoolmaster's gift for recruiting formidable practitioners of the Art is a source of some controversy. One of his full-time instructors is known to be a Red Wizard of Thay. Persistent rumors say that members of a hated cult which nearly destroyed Ylraphon in the past year have found sanctuary in Brix's service. Certain Warlock Knights of Vaasa—the spellcasting nobles who benefit from that brutal land's feudal system—have recently entered into a long-term business arrangement with a Mulmasterite noble on the town's Merchant Council, so of course Brix convinced one to deliver a teaching demonstration of battle magic every tenday or so.

Despite these dubious choices, most reports say the school is doing well, and that the townsfolk are happy to have such a fantastical place in their midst. How long that will continue to be the case remains to be seen.

New Warlock Pact:

Pact of the Ring

All warlocks of this pact wear a simple loop of dark, crystalline iron as a symbol of their station and power. The chief practitioners of this pact are Warlock Knights of Vaasa, spellcasting noble elites of that country's brutal, slave-based feudal system. Their warped knightly order is based on an otherworldly being, a colossus known as Telos that fell onto Vaasa during the Spellplague, who serves as the patron of their pacts. They harvest a substance called ironfell from Telos's body. It is hard as steel when worked, though more crystalline in structure and duller in luster. It is from ironfell that Vaasa's Warlock Knights forge their pact rings.

Warlock Knights are chosen from among the most ruthless and capable in Vaasa. A few titles have passed hereditarily, but only to heirs who have demonstrated their worthiness. Their hierarchy is loosely based on common feudal traditions. Knights without land are known as executors, and these petty nobles serve as emissaries, spies, soldiers, and assassins for greater Warlock Knights. Landed knights, also known as fellthanes, have absolute power over their holdings and maintain private armies. They are vassals to more powerful figures known as vindicators. The greatest vindicators make up the Ironfell Council, which revolves around the Voice of Telos.

When you gain the Pact Boon feature at 3rd level as a warlock, you can add the following to your choices for that feature.

Pact of the Ring

You bear a nigh-indestructible ring. If the ring is lost or somehow destroyed, you can perform a 1-hour ceremony to create a replacement. While you bear this ring, once during your turn when you hit with an attack roll for a melee weapon or a cantrip, you can inflict extra radiant damage equal to your Charisma bonus on one target you hit with that attack. If the damage for the attack already includes your Charisma bonus (such as if you hit with eldritch blast and have the Agonizing Blast eldritch invocation), you cannot inflict this extra damage. An attack which includes this extra damage blazes with a violet, starlight glare.

New Eldritch Invocations

At 2nd level, a warlock gains the Eldritch Invocations feature. Here are new options for that feature, in addition to those in the *Player's* Handbook. If an eldritch invocation has a prerequisite, you must meet it to learn the invocation. You can learn the invocation at the same time that you meet its prerequisite. A level prerequisite refers to your level in this class.

Ironfell Blade. *Prerequisites: 5th level, Pact of the Ring feature.* When you take the attack action on your turn and attack with a melee weapon that inflicts slashing or piercing damage, you can attack with that weapon twice, instead of once.

Shard Star Warrior. *Prerequisites: 15th level.* When you make an attack roll for a melee weapon or a cantrip, you score a critical hit on a roll of 19 or 20 if you have not already inflicted a critical hit that turn.

Starlight Hex. *Prerequisites: 5th level.* When you cast the *hex* spell, the initial target you choose for the spell when you first cast it takes 1d6 magical radiant damage.

Iron Sky Starfall. *Prerequisite: 9th level, eldritch blast cantrip, Pact of the Ring feature.* When you hit a creature with your *eldritch blast*, you can cast *hold person* as a bonus action using a warlock spell slot. The spell's target must be the creature you hit with *eldritch blast.*

Of Spellfire and its Wielders

Spellfire is refined, controlled, raw magic.

In beneficent manifestations, it appears as a font of silver light and healing energy. In battle, it is a searing blue-white jet of all-consuming radiance. Some people are born with a natural ability to wield spellfire in all its natural power, whereas others can manipulate less potent expressions of it. Persons gifted with the ability to wield spellfire can do amazing things with it, dependent on their skill, talent, and the amount of magical energy they have within them at the time.

In general, spellfire can be used to heal, create blasts of destructive fire, or absorb magical effects it contacts, although the exact effects vary by circumstance and user. Talented wielders can release multiple blasts at once or even fly using the ability. The damage from spellfire is a mix of eldritch flame and raw magical force, and therefore difficult for even season spellcasters to resist.

Legends hold that only one person in all Faerûn is gifted with true spellfire at one time. Prior to the Spellplague, that person was identified as Shandril Shessair, an orphaned kitchen-maid from a tavern in Highmoon of Deepingdale. As a result, Shandril was hounded by hundreds of mages, including Zhentarim, Red Wizards of Thay, mages of the Cult of the Dragon, and others. They slaughtered each other and innocents who got in their way in pursuit of Shandril's power. They had little notion that spellfire was just one of young Shandril's extraordinary gifts. The girl was possessed of great character and determination, and depths of willpower her prior life had not yet unearthed. Yet the pursuit of these grasping foes would discover it, much to their sorrow. She led her life on the run before finally destroying enough dragon cultists to deter their interest in her.

I will speak no more of Shandril's fate, of which little is known to the world at large, except to say that the peace of her eventual respite from these vultures was well-earned indeed. What I will reveal in these pages is that the legends are wrong. Multiple true spellfire wielders hide in the world, keeping their existence a secret to avoid the endless pursuit Shandril endured.

The lesser form of spellfire was once known as silver fire, and was thought unique to the Chosen of Mystra. It could be used for a variety of more subtle effects, and its use could be taught. The great Simbul, Chosen of Mystra and likely the most powerful spellcaster of the last century, taught its use to her apprentices. Other Chosen tutored powerful clergy of Mystra in mastering it. Recently, larger institutions of wizardly training have made inroads in the use of silver fire, gaining greater understanding of this fundamental quintessence of magic.

With the tearing of the Weave during the Spellplague, spellfire was unleashed in raw, uncontrolled fury, rolling over the world and transforming it. Thus, a new wrinkle was added to the scholarly understanding of spellfire: so-called "spellscars," marks left upon mortals by the magical

disaster and its aftereffects. Many saw spellscars as the corroded echo of spellfire, believing it had been lost forever, twisted by the disaster that was the Spellplague. Yet the wielders of true spellfire secretly retained their gifts alongside those newly scarred.

Most creatures gained their spellscars not during the Spellplague, but afterwards, when they were exposed to areas still roiling with raw spellfire. Spellscarred individuals often developed unique abilities to use spellfire, but never without a price. Sometimes a spellscar was a physical abnormality, but more often it was an intangible mark that appeared only when its power was activated. An active spellscar might appear as jagged cracks of blue light racing across the forearms and hands, a corona of cerulean flame, a blazing blue glyph on the forehead, or perhaps even wings of cobalt flame. In all instances, blue fire is a sure indicator of a spellscar.

As with spellfire, creatures could learn to master their spellscars. In fact, some beings even travelled to lands still burning with the Spellplague in hopes of gaining a spellscar. Such "scar pilgrimages" were encouraged by a mysterious organization called the Order of Blue Flame.

Both spellfire wielders and the spellscarred tend to remain reclusive, as powerful organizations are always on the hunt for beings with unusual abilities that can be turned to their wicked agendas or simply experimented upon. The Cult of the Dragon is one such group, and it has been responsible for driving not only Shandril Shessair but many other users of spellfire went into hiding. Another group with a hostile interest in spellfire is the Red Wizards of Thay, who seek to experiment upon those gifted with this power as a means of advancing their lich lord's quest for deification. Though a thankfully rare few use their spellfire to acquire power and influence for themselves, in the end most spellfire wielders wish only to be left alone.

New Sorcerous Origin:

Spellfire Channeler

Most who bear the gift of spellfire never have time or opportunity to develop those skills, due to destroying themselves early on or forced to live on the run from those who seek to exploit them. You, however, have undertaken careful practice to grow your talents into magical mastery. You know that, in time, those who do practice their spellfire are able to hone their talent into true sorcery and fantastic abilities that most dabblers can only dream of.

Bonus Spells

You learn extra sorcerer spells when you choose this archetype. You learn the cantrip *produce flame* and the spells *detect magic* and *identify*. These are sorcerer spells for you, but they don't count against your total number of spells known as shown on the Sorcerer Table. You don't need to provide a material component when casting *identify* with this class feature.

In addition, you gain the ability to start fires with a touch. As an action, you can magically ignite a flammable object you touch with your hand—an object such as a torch, a piece of tinder, or the hem of drapes.

Channel Spellfire

At 1st level when you choose this sorcerous origin, you gain a set of abilities that are fueled by special dice called spellfire dice.

Spellfire Dice. You have two spellfire dice, which are d10s. A spellfire die is expended when you use it. You regain all of your expended spellfire dice when you finish a long rest. You gain another spellfire die at 5th level, another at 9th level, again at 13th level, and one more at 17th level. At 11th level, your spellfire dice becomes d12s instead of d10s. If you are in an area where spells are suppressed or cannot be cast (such as an *antimagic field* spell), you cannot use spellfire dice.

Expending Multiple Spellfire Dice. At 1st level, you can only expend 1 spellfire die per turn. Once you reach 6th level, the maximum number of spellfire dice you can spend per turn equals your proficiency bonus.

However, whenever you spend 2 or more spellfire dice in a single turn, if the total number of spellfire dice spent exceeds your Constitution modifier, you must make a Wisdom saving throw against a DC equal to 15 + the number of spellfire dice spent. If you fail, you and any creatures within 10 feet take fire damage equal to half your level + your proficiency bonus and force damage equal to half your level + your proficiency bonus.

Using Spellfire Dice. You can expend spellfire dice to gain a number of different benefits:

- ✧ When you take cold damage or damage from a spell, you can use your reaction to expend 1 or more spellfire dice and regain hit points equal to the total number rolled on your spellfire dice.
- ✧ When you are hit by a ranged weapon attack, you can use your reaction to expend 1 or more spellfire dice in an attempt to melt or burn the projectile before it strikes. When you do so, the damage you take from the attack is reduced by your level + your total spellfire dice roll. If you reduce the damage to zero, the projectile is assumed to have been consumed by flame before it even reached you.
- ✧ Whenever you inflict fire damage with a spell or cantrip, you can use your bonus action to expend 1 or more spellfire dice to inflict extra damage against one target of that fire damage (even if that target took no fire damage due to immunity). The target takes force damage equal to your total spellfire dice roll, and you can push the target up to 10 feet away from you. When you reach 5th level, you can choose a second target (if possible). At 11th level, you can choose a total of three targets; at 17th level, the total number of targets you can choose increases to four.
- ✧ As an action, you can expend 1 or more spellfire dice to heal a creature you touch for a number of hit points equal to your total spellfire dice roll.

Spellfire Radiance. Whenever you spend 1 or more spellfire dice, until the end of your next turn you shed bright light in a 30-foot radius and dim light for an additional 30 feet. If you spend 4 or more spellfire dice at once, these radii are doubled.

Recovering Spellfire Dice. When you heal yourself with spellfire dice, if the total amount of healing from one use is 10 hit points or more, you can decrease the number of hit points regained by 10 and regain 1 expended spellfire die.

Inner Warmth. As long as you have at least one unexpended spellfire die remaining, you are considered naturally adapted to cold climates

Drain Magic

At 1st level, when you touch a magic item that is consumable (like a potion or scroll) or which uses charges (like a wand), you can attempt to drain some of its magic. As an action, you drain one use or charge from an item within 5 feet. If it can only be used once normally (like a *potion of healing*), it is fully drained. A fully drained item has no magical properties (a potion becomes water, a scroll becomes blank paper). An item with multiple charges loses only one charge. A creature gets to make a Wisdom saving throw (DC = 8 + your proficiency bonus) to prevent an item it is holding or carrying from being drained. When you successfully use your action to drain magic from an item with this feature, you can use a bonus action to regain one expended spellfire die.

You can use this feature a number of times equal to your proficiency bonus, regaining expended uses when you finish a long rest.

Absorb Magic

At 6th level, you learn the *counterspell* and *dispel magic* spells if you don't already know them. These are sorcerer spells for you, but they don't count against your total number of spells known as shown on the Sorcerer Table. Whenever you successfully end one or more spell effects using a *counterspell* or *dispel magic* spell you cast using a spell slot, you regain 1 expended spellfire die.

In addition, when you make a saving throw against a spell, you can use your reaction to expend 1 or more spellfire dice and gain advantage on that saving throw. You then roll your spellfire dice and regain hit points equal to half the total number rolled.

Spellfire Sorcery

At 6th level, as a bonus action, you can spend 2 sorcery points to regain 1 expended spellfire die, or you can expend 2 spellfire dice to regain 1 spent sorcery point.

Spellfire Mastery

At 14th level, your powerful mastery of spellfire grants you a number of benefits:

- ✧ When you expend a spell slot to cast a spell that includes a fire damage roll, the roll gains a bonus to equal to your Charisma modifier.
- ✧ You can expend 1 or more spellfire dice to gain a fly speed of 40 feet for a number of minutes equal to your total spellfire dice roll. You can hover when flying with this feature.
- ✧ Whenever you expend 1 or more spellfire dice, the next creature that hits you with a melee attack or touches you before the end of your next turn takes fire damage equal to your Charisma modifier.

Crown of Fire

At 18th level, you can manifest the legendary crown of fire. As a bonus action, you magically wreathe your head in a halo of spellfire that exudes heat and light. For 1 minute, you gain the following benefits:

- ✧ You have resistance to all damage.
- ✧ You gain a +5 bonus on all saving throws against spells.
- ✧ Whenever you roll fire damage on your turn, the damage roll gains a bonus equal to your proficiency bonus.
- ✧ You shed bright light in a 100-foot radius and dim light for an additional 100 feet.

Once you use this feature, you can't use it again until you finish a long rest.

New Feat:

Spellscarred Savant

Prerequisite: You have a spellscar (any character can be assumed to have a spellscar with DM approval, or a spellscar may be gained by some means in play).

After the Spellplague, all manner of terrible abominations spread across Faerûn. Even today, though the Spellplague is long past, spellscarred creatures riddle the world, most sowing madness and fear wherever they appear. To a select few, though, the spellscar that mars their flesh is no curse, but rather a powerful boon. You are one of these few, a spellscarred savant. You wear your scar as a badge of power and a fell warning to your foes. You have learned to harness the dark gift of your spellscar and channel its disrupting power. The erratic forces behind your spellscar are yours to command now. Your mastery of your spellscar allows you to tap into the raw magical energy known as spellfire, either to heal yourself with its sizzling power or invigorate your body in combat. As your power grows, you can wield the fury of spellfire as easily as a warrior does a blade, calling down the untempered essence of magic gone mad to burn foes to ash. This grants you the following abilities:

- ✧ ***Flamespeed.*** You can use a bonus action to increase your speed by 10 feet until the end of your next turn. Blue flame momentarily licks the ground where your feet touch it. Once you use this ability, you cannot do so again until you finish a short or long rest.
- ✧ ***Larger than Life.*** When you make a melee attack, you can increase that attack's reach by 5 feet. Once you use this ability, you cannot do so again until you finish a long rest.
- ✧ ***Sight of the Unseen.*** As a bonus action, or as a reaction when light around you dims, you gain the ability to see in both dim light and darkness as if they were bright light, but only out to a range of 5 feet. However, if the space you are in is exposed to bright light while this effect is active, you suffer disadvantage on sight-based Wisdom (Perception checks) until the end of your next turn. This effect ends whenever you will it to end. While this effect is active, your eyes are backlit with a dancing blue flame.
- ✧ ***Spellscarred Strike***. When you strike an enemy, you can lash out with a flicker of blue spellfire that passes through their flesh and removes something vital. As an action, you can make an unarmed strike against a target within 5 feet. You may use either your Strength modifier or your Dexterity modifier to modify the attack roll, but you do not add either ability modifier to damage. On a hit, the target takes 1d4 fire damage and 1d4 force damage. The next time the target makes an attack roll before the end of its next turn, it coughs up sickly blue-black blood, and must either accept disadvantage on that attack roll or take 1d8 necrotic damage. Once you use this ability, you cannot do so again until after the end of your next turn.