

TABLE OF CONTENTS

Spells By Class	2
Spells.....	7
Acid Rain	7
Aero Barrage.....	7
Aether Storm	7
Alacrity	7
Dancing Object (Animate Object).....	7
Animate Shadow.....	8
Anvil Drop.....	8
Arcane Ablation.....	8
Arcanist's Sword	8
Arcane Conduit.....	9
Arcane Weapon	9
Arctic Breath.....	9
Awaken Rope	9
Baba's Walking Hut	10
Bad Blood	10
Beam of Annihilation	10
Become Fire.....	10
Become Stone	10
Become Water	10
Become Wind	11
Befuddling Curse	11
Binding Curse.....	11
Blazing Beacon.....	11
Boil Blood	11
Bond Item.....	11
Bramble Barrier.....	12
Bramble Binding.....	12
Burn	12
Burning Strike	12
Carnivorous Garden.....	12
Cold Snap	13
Crackle	13
Crashing Wave.....	13
Create Pit.....	13
Crippling Agony.....	13
Cruel Puppetry	14
Crushing Singularity.....	14
Curse of Impotence	14
Dancing Wave	14
Decaying Touch	14
Deglove Creature	15
Devouring Darkness.....	15
Dimension Cutter.....	15
Disorient	15
Dispel Construct	15
Divide Self.....	15
Dust Cyclone.....	16
Earth Ripple.....	16
Echoing Lance.....	16
Electrify	16
Electrocute	17
Entomb.....	17
Erode	17
Fall.....	17
Field of Stars.....	17
Fire Cyclone.....	18
Fireburst Mine.....	18
Fissure.....	18
Fists of Fire	18

Flash Freeze.....	18
Flickering Strikes.....	19
Fling.....	19
Force Blade	19
Force Bolt	19
Form of Familiar	19
Form of Fire	19
Form of the Elements	20
Form of Ice	20
Form of Stone.....	20
Form of Wind.....	20
Form of Water.....	20
Freeze	21
Gale Bolt	21
Geyser.....	21
Gravity Surge	21
Grip of the Dead	21
Grasping Roots.....	21
Hurricane Slash	22
Ice Spike	22
Ice Weapon.....	22
Imbue Luck	22
Immutability.....	22
Impact.....	23
Induce Headache	23
Iron Wind Strike	23
Illusionary Dart	23
Illusionary Fireball	23
Illusory Pit.....	23
Jumping Jolt.....	24
Karmic Reflection	24
Killing Curse	24
Lightning Charged.....	24
Lightning Shot.....	24
Lightning Tendril.....	25
Manipulate Fate.....	25
Martial Transformation.....	25
Mirror Army	26
Multishot.....	26
Mutate	26
Nauseating Poison.....	26
Orbital Stones.....	27
Poison Dart	27
Poison Puff.....	27
Pressure Cutter.....	27
Quick Sand.....	27
Rain of Spiders.....	27
Repair	28
Returning Weapon.....	28
Rotting Curse.....	28
Seeking Orb	28
Seeking Projectile.....	28
Sky Burst	28
Sonic Shriek	28
Spelltrap	29
Spider Bite	29
Sprout Tree	29
Star Dust.....	29
Stinging Swarm	29
Stone Coffin	30
Stone Fist	30
Stone Forming.....	30
Stone Pillar	30

Spiritual Consultation.....	30	Water Blast.....	38
Storm Shot.....	31	Water Cannon.....	38
Suffocate.....	31	Wind Cutter.....	38
Sudden Hazards.....	31	Whirling Conflagration.....	38
Summon Archon.....	32	Windborne Weapon.....	39
Summon Dragon.....	32	Windsense.....	39
Summon Monstrosity.....	33	Wither.....	39
Summon Ooze.....	33	Psionics.....	40
Summon Plant.....	34	Compelled Query.....	40
Summon Swarm.....	34	Delve Mind.....	40
Swapping Curse.....	35	Flicker.....	40
Thunderburst Mine.....	36	Mind Blast.....	40
Thunder Pulse.....	36	Psychic Drain.....	40
Thunder Punch.....	36	Flicker.....	40
Thunder Note.....	36	Future Insight.....	40
Tornado.....	36	Nullify Effect.....	40
Twisting Eruption.....	36	Shockwave.....	40
Unburden.....	37	Spatial Manipulation.....	40
Vacuum Pull.....	37	Unlocked Potential.....	40
Vicious Hound.....	37	Inner World.....	40
Vicious Vapors.....	37	Credits:.....	41
Vorpal Shot.....	37	Patreon Supporters.....	41
Vorpal Weapon.....	38	License.....	42
Vortex Blast.....	38		

SPELLS BY CLASS

BARD

CANTRIPS (0 LEVEL)

- Illusionary Dart

1ST LEVEL

- Awaken Rope
- Illusory Pit
- Induce Headache
- Thunder Punch

2ND LEVEL

- Alacrity
- Spelltrap
- Dancing Object
- Disorient
- Vicious Hound

3RD LEVEL

- Thunder Pulse

4TH LEVEL

- Echoing Lance
- 5th Level
- Sonic Shriek

7TH LEVEL

- Arcanist's Sword

CLERIC

1ST LEVEL

- Karmic Reflection

2ND LEVEL

- Blazing Beacon
- Summon Archon

3RD LEVEL

- Immutability

5TH LEVEL

- Sudden Hazards

DRUID

CANTRIPS (0 LEVEL)

- Burn
- Decaying Touch
- Fists of Fire
- Freeze
- Ice Weapon
- Impact
- Stone Forming
- Windborne Weapon

1ST LEVEL

- Arctic Breath
- Bramble Binding
- Bad Blood

- Crashing Wave
- Create Pit
- Grasping Roots
- Lightning Tendril
- Nauseating Poison
- Stone Fist
- Water Blast

2ND LEVEL

- Become Fire
- Become Stone
- Become Water
- Become Wind
- Crackle
- Dancing Wave
- Dust Cyclone
- Earth Ripple
- Hurricane Slash
- Sprout Tree
- Stone Pillar
- Summon Swarm
- Vacuum Pull
- Wind Cutter
- Windsense
- Vicious Vapors

3RD LEVEL

- Bramble Barrier
- Fire Cyclone
- Mutate
- Quick Sand
- Rain of Spiders
- Spider Bite
- Summon Plant

- Vortex Blast
- Water Cannon

4TH LEVEL

- Carnivorous Garden
- Geyser
- Orbital Stones
- Poison Puff
- Stinging Swarm
- Stone Coffin

5TH LEVEL

- Acid Rain
- Field of Stars
- Fissure
- Sky Burst
- Tornado

6TH LEVEL

- Form of Fire
- Form of Ice
- Form of Wind
- Form of Water
- Form of Stone

9TH LEVEL

- Form of the Elements

INVENTOR

1ST LEVEL

- Arcane Ablation
- Arcane Weapon
- Awaken Rope
- Bond Item
- Fall
- Seeking Projectile
- Unburden

2ND LEVEL

- Dancing Object
- Imbue Luck
- Lightning Charged
- Thunderburst Mine
- Wind Cutter

3RD LEVEL

- Dispel Construct
- Fireburst Mine

4TH LEVEL

- Repair

5TH LEVEL

- Vorpall Shot
- Vorpall Weapon

OCCULTIST

CANTRIPS (0 LEVEL)

- Burn
- Decaying Touch
- Fists of Fire
- Freeze
- Ice Weapon
- Illusionary Dart
- Impact
- Stone Forming

1ST LEVEL

- Awaken Rope
- Bad Blood
- Bramble Binding
- Crippling Agony
- Electrify
- Gale bolt
- Grip of the Dead
- Karmic Reflection
- Lightning Tendril
- Illusory Pit
- Induce Headache
- Nauseating Poison
- Spiritual Consultation
- Stone Fist
- Water Blast

2ND LEVEL

- Alacrity
- Become Fire
- Become Stone
- Become Water
- Become Wind
- Boil Blood
- Bramble Barrier
- Crackle
- Dancing Object
- Dancing Wave
- Disorient
- Earth Ripple
- Form of Familiar
- Hurricane Slash
- Poison Dart
- Summon Swarm
- Wind Cutter
- Vicious Hound
- Vicious Vapors

3RD LEVEL

- Animate Shadow
- Cruel Puppetry
- Erode
- Illusionary Fireball
- Mutate
- Quick Sand
- Rain of Spiders
- Spider Bite

- Vortex Blast
- Wither

4TH LEVEL

- Poison Puff
- Stinging Swarm
- Stone Coffin
- Suffocate

5TH LEVEL

- Acid Rain
- Deglove Creature
- Field of Stars
- Sonic Shriek
- Sudden Hazards

6TH LEVEL

- Baba's Walking Hut

7TH LEVEL

- Twisting Eruption

9TH LEVEL

- Manipulate Fate

PALADIN

2ND LEVEL

- Blazing Beacon
- Burning Strike
- Summon Archon

RANGER

1ST LEVEL

- Awaken Rope
- Bramble Binding
- Electrify
- Grasping Roots
- Multishot
- Gale Bolt

2ND LEVEL

- Alacrity
- Burning Strike
- Dust Cyclone
- Iron Wind Strike
- Hurricane Slash
- Seeking Projectile
- Vacuum Pull
- Wind Cutter
- Windsense

3RD LEVEL

- Bramble Barrier
- Lightning Shot
- Rain of Spiders
- Summon Plant
- Whirling Conflagration

4TH LEVEL

- Dimension Cutter
- Storm Shot

5TH LEVEL

- Flickering Stirkes
- Vorpal Shot

SORCERER

CANTRIPS (0 LEVEL)

- Burn
- Decaying Touch
- Fists of Fire
- Force Bolt
- Freeze
- Impact
- Illusionary Dart
- Stone Forming
- Windborne Weapon

1ST LEVEL

- Arctic Breath
- Crashing Wave
- Create Pit
- Lightning Tendril
- Electrify
- Fall
- Gale bolt
- Illusory Pit
- Stone Fist
- Thunder Punch
- Water Blast

2ND LEVEL

- Alacrity
- Arcane Conduit
- Become Fire
- Become Stone
- Become Water
- Become Wind
- Cold Snap
- Crackle
- Dancing Object
- Dancing Wave
- Dust Cyclone
- Earth Ripple
- Entomb
- Fling
- Hurricane Slash
- Poison Dart
- Seeking Orb
- Spelltrap
- Star Dust
- Stone Pillar
- Vacuum Pull
- Vicious Hound

3RD LEVEL

- Aether Lance
- Electrocute
- Fire Cyclone
- Flash Freeze
- Illusionary Fireball
- Mutate
- Quick Sand
- Rain of Spiders
- Summon Monstrosity
- Thunder Pulse
- Vortex Blast
- Water Cannon

4TH LEVEL

- Aero Barrage
- Force Blade
- Echoing Lance
- Geyser
- Ice Spike
- Jumping Jolt
- Orbital Stones
- Suffocate
- 5th Level
- Aether Storm
- Field of Stars
- Fissure
- Pressure Cutter
- Sky Burst
- Sonic Shriek
- Summon Dragon
- Stone Coffin
- Tornado

5TH LEVEL

- Aether Storm
- Field of Stars
- Fissure
- Pressure Cutter
- Sky Burst
- Sonic Shriek
- Sudden Hazards
- Summon Dragon
- Tornado

6TH LEVEL

- Beam of Annihilation
- Form of Fire
- Form of Ice
- Form of Wind
- Form of Water
- Form of Stone

9TH LEVEL

- Form of the Elements

WARLOCK

CANTRIPS (0 LEVEL)

- Burn
- Decaying Touch
- Fists of Fire
- Freeze
- Ice Weapon
- Impact
- Stone Forming

1ST LEVEL

- Bad Blood
- Lightning Tendril
- Nauseating Poison
- Stone Fist
- Water Blast

2ND LEVEL

- Become Fire
- Become Stone
- Become Water
- Become Wind
- Blazing Beacon
- Crackle
- Poison Dart
- Spelltrap
- Summon Archon
- Vicious Hound
- Vicious Vapors

3RD LEVEL

- Rain of Spiders
- Mutate
- Spider Bite
- Wither

4TH LEVEL

- Poison Puff
- Stinging Swarm

6TH LEVEL

- Form of Fire
- Form of Ice
- Form of Wind
- Form of Water
- Form of Stone

9TH LEVEL

- Form of the Elements

WIZARD

CANTRIPS (0 LEVEL)

- Ice Weapon
- Illusionary Dart
- Windborne Weapon

1ST LEVEL

- Arctic Breath
- Awaken Rope
- Bad Blood
- Crashing Wave
- Create Pit
- Electrify
- Entomb
- Fall
- Gale bolt
- Lightning Tendril
- Induce Headache
- Illusory Pit
- Stone Fist
- Summon Ooze
- Thunder Punch
- Water Blast

2ND LEVEL

- Alacrity
- Become Fire
- Become Stone
- Become Water
- Become Wind
- Cold Snap
- Crackle
- Dancing Object
- Dancing Wave
- Disorient
- Dust Cyclone
- Earth Ripple
- Fling
- Form of Familiar
- Gravity Surge
- Hurricane Slash
- Poison Dart
- Seeking Orb
- Spelltrap
- Star Dust
- Stone Pillar
- Summon Swarm
- Wind Cutter
- Vacuum Pull
- Vicious Hound
- Vicious Vapors

3RD LEVEL

- Aether Lance
- Crushing Singularity
- Electrocute
- Erode
- Fire Cyclone
- Flash Freeze
- Immutability
- Illusionary Fireball
- Mutate
- Quick Sand
- Rain of Spiders
- Spider Bite
- Summon Monstrosity
- Thunder Pulse

- Vortex Blast
- Water Cannon

4TH LEVEL

- Aero Barrage
- Dimension Cutter
- Echoing Lance
- Force Blade
- Geyser
- Ice Spike
- Jumping Jolt
- Orbital Stones
- Poison Puff
- Stinging Swarm
- Stone Coffin
- Suffocate

5TH LEVEL

- Acid Rain
- Aether Storm
- Anvil Drop
- Field of Stars
- Fissure
- Pressure Cutter
- Sky Burst
- Sonic Shriek
- Sudden Hazards
- Summon Dragon
- Tornado

6TH LEVEL

- Beam of Annihilation
- Form of Fire
- Form of Ice
- Form of Wind
- Form of Water
- Form of Stone
- Revised Martial Transformation

7TH LEVEL

- Arcanist's Sword

9TH LEVEL

- Form of the Elements
- Manipulate Fate

SPELLS

The following are new magic spells. Refer to the class breakdown above for which classes can cast which spells. As with any supplement, consult with your GM for availability.

ACID RAIN

5th-level conjuration

Classes: Druid, Occultist, Wizard

Casting Time: 1 action

Range: 300 feet

Components: V, S

Duration: Concentration, up to 1 minute

Acid rain begins falling within a 40-foot-radius 60-foot-high cylinder centered on a point you choose within range. When a creature moves into the spell's area for the first time on a turn or starts its turn there, the creature must succeed on a Dexterity saving throw or take 6d4 acid damage, and become covered in acid. On a successful save, a creature takes half the initial damage and is not covered in acid.

A creature takes 3d4 acid damage if it ends its turn while covered with acid. The target or a creature within 5 feet of it can end this damage by using its action to clear away the acid.

AERO BARRAGE

4th-level transmutation

Classes: Sorcerer, Wizard

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

You create four lances of rapidly spinning condensed wind and hurl them at targets within range. You can hurl them at one target or several.

Make a ranged spell attack for each lance. On a hit, the target takes 2d8 slashing damage and is knocked 10 feet backwards.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you create one additional lance for each slot level above 4th.

AETHER LANCE

3rd-level evocation

Classes: Sorcerer, Wizard

Casting Time: 1 action

Range: Self (30-foot line)

Components: V, S

Duration: Instantaneous

You gather raw aether in your hand and expel it in a lance of power forming a line 30 foot long and 5 foot wide. Each creature in a line takes 8d4 force damage.

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

AETHER STORM

5th-level evocation

Classes: Sorcerer, Wizard

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 1 minute

You conjure a storm of aether erupting from a point of your choice within range. The aether storm fills a 10-foot radius, 40-foot-high cylinder. When the storm appears, each creature within its area takes 8d4 force damage.

A creature takes 1d4 force damage for each 5 feet they move through the storm, and if a creature ends their turn within the aether storm, they take 8d4 force damage. On your turn, you can move the storm 10 feet in any direction as a bonus action.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d4 for each slot level above 5th.

ALACRITY

2nd-level transmutation

Classes: Bard, Occultist, Ranger, Sorcerer, Wizard

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: 1 round

Until the start of your next turn, your speed is doubled, you gain a +2 bonus to AC, you have advantage on Dexterity saving throws, and you gain an additional action. That action can be used only to take the Attack (one weapon attack only), Dash, Disengage, Hide, or Use an Object action.

If you are under the effect of *haste*, you gain no benefit from this spell.

ANIMATE SHADOW

3rd-level illusion

Classes: Occultist

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a smoke stained mirror)

Duration: Concentration, up to 1 hour

Targeting a creature you can see within range, you bring its shadow to life under your control. If the creature has a CR of more than 3 or the creature has no shadow (either from the nature of the creature or from the lack of a light source to cast one) the spell fails. Creatures without CR (such as players) are immune to this spell.

Otherwise a copy of the creature is created using its game statistics adjacent to the creature (on the side away from the brightest light near it). The shadow has no legendary actions, legendary resistance, and cannot cast spells. The shadow has hit points equal to half the target's hit points, and looks like mirrored version of the creature it was summoned from formed from inky black smoke. The shadow is resistant to

bludgeoning, piercing, and slashing damage from non-magical sources while in darkness. The shadow is vulnerable to all damage while in bright light, and always vulnerable to fire, lightning, and radiant damage. If the shadow is killed, the target creature it was summoned from casts no shadows for the next 8 hours.

The shadow acts immediately after the creature's turn, and without further direction it attempts to follow and takes the attack action against the creature it was summoned from. As a reaction to the shadow starting its turn, the caster can exert control over it and cause it to move and take its action as the caster directs.

At Higher Levels. When you cast this spell using a 5th or 6th level spell slot, the maximum CR of the target increases to CR 4. When you cast it using a 7th or 8th level spell slot, the maximum CR of the target increases to CR 5. When you cast it using a spell slot of 9th level, the maximum CR of the target increases to CR 6.

ANVIL DROP

5th-level conjuration

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

You conjure an anvil 500 feet above a point you can see. At initiative count 0 (Losing initiative ties) on the next round, the anvil hits the ground; creatures within 5 feet of the target point must make a Dexterity saving throw. On a success, they move to the closest unoccupied space outside of the radius, if no space is available or they cannot move, they automatically fail. On failure, they take 10d10 + 10 bludgeoning damage. Creatures within 20 feet of the target point take 4d4 thunder damage.

If the path of the anvil (directly above the target point) is interrupted, the creature or object above it is hit first. If the creature or object is killed or destroyed, the anvil continues, though the damage dealt is subtracted from the final impact damage of the anvil.

If the anvil deals less than 80 damage, the anvil survives the impact, and is an anvil of moderate quality.

At Higher Levels. When cast with a 9th level spell slot, the range of the spell becomes 120 miles, though you must still be able to see the target (such as via scrying).

ARCANE ABLATION

1st-level transmutation

Classes: Inventor
Casting Time: 1 action
Range: Touch
Components: V, S
Duration: 1 hour

You touch a piece of worn armor or clothing and imbue it with magic. The creature wearing this imbued item gains 4 temporary hit points. When these temporary hit points are exhausted, at the start of the creature's next turn it will gain new temporary hit points equal to 1 less than the previous

amount gained from this spell (for example, from 4 to 3), until no temporary hit points would be gained and the spell ends. Temporary hit points from this spell are lost when this spell ends

At Higher Levels. The initial temporary hit points increases by 1 for each slot level above 1st.

ARCANIST'S SWORD

7th-level conjuration

Classes: Wizard, Bard
Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a miniature platinum sword with a grip and pommel of copper and zinc, worth 250 gp)
Duration: 1 minute

You create a glowing sword-shaped plane of force that hovers within range. It lasts for the duration. When the sword appears and as a bonus action on subsequent turns, you can give the sword a command:

- **Attack:** The sword will move up to 20 feet toward a creature and attack it, making a melee spell attack. On a hit, the target takes 3d10 + your spell casting ability modifier force damage on hit.
- **Guard:** The sword will move up to 20 feet toward a creature. It grants half cover to the creature while it shares that creature's space as it attempts to deflect incoming attacks. The first time a hostile creature comes within 5 feet of the sword, it will attack that creature, making a melee spell attack. On a hit, the target takes 3d10 + your spell casting ability modifier force damage on hit. It cannot attack again until you issue a command again.
- **Whirl:** The sword will move up to 20 feet toward a point, when it reaches that point it will begin to spin in a deadly whirl. Creatures that start their turn in the sword's space, or enter it for the first time on their turn within 5 feet of the sword must pass a Dexterity saving throw, or take 3d10 force damage.

CAIUS' NOTES: THE LOST TRUE VERSION

The true version of a famous wizard's floating magic sword. Tragically most sources of the spell list an incomplete version copied by an apprentice unable to fully understand the spell. More widely known lesser versions flaws makes it unstable requiring concentration, and it lacks the later parts of functionality of the true version.

ARCANE CONDUIT

2nd-level transmutation

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

You tap directly into the arcane weave. For the duration, you have resistance to all damage from magical sources besides Force damage.

At the start of each of your turns while tapped into this

power, you and all creatures with 5 feet of you take 1d6 Force damage. The damage increases by 1d6 each turn to a maximum of 4d6 damage.

ARCANE WEAPON

1st-level transmutation

Classes: Inventor

Casting Time: 1 bonus action

Range: Touch

Components: V, S

Duration: 1 hour

You touch a weapon and imbue it with magic. For the duration the weapon counts as a magical weapon and any damage dealt by it is Force damage. When casting this one a weapon with the ammunition property, it no longer consumes ammunition when fired, and does not need to be reloaded.

At Higher Levels. When you cast this spell using a spell slot of 3rd or 4th level, the duration becomes 8 hours. When you use a spell slot of 5th level or higher, the duration becomes 24 hours.

ARCTIC BREATH

1st-level conjuration

Classes: Druid, Sorcerer, Wizard

Casting Time: 1 action

Range: Self (30 foot line)

Components: V, S

Duration: Instantaneous

A line of freezing arctic wind 30 feet long and 5 feet wide blasts out from you in a direction you choose. Each creature in the line must make a Dexterity saving throw. On a failed save, a creature takes 2d8 cold damage and their movement speed is reduced by 10 feet until the end of their next turn. On a successful save, a creature takes half as much damage and isn't slowed.

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

AWAKEN ROPE

1st-level transmutation

Classes: Bard, Inventor, Occultist, Ranger, Wizard

Casting Time: 1 action

Range: Touch

Components: V, S, M (10 to 60 feet of cord or rope, worth at least 1 cp)

Duration: Instantaneous

As an action, you can touch a rope 10 to 60 feet long and issue a single command to it, selecting from the following options:

- **Bind.** The rope attempts to bind a creature of your choice within 20 feet of you. The creature must make a Dexterity saving throw or become restrained until it is freed. A creature can use its action to make a DC 10 Strength check, freeing itself or another creature within its reach on

a success. Dealing 5 slashing damage to the rope (AC 10) also frees the creature without harming it, ending the effect and destroying the rope.

- **Fasten.** The rope flies up 60 feet and ties one end to an object or surface that a rope could be tied to, before becoming inanimate again, hanging from the object.
- **Grab.** The rope lashes out grabs one Small or smaller object that is not being worn by a creature within a range equal to the length of the rope and pulls that object back to your hand. If that object is being carried by a creature, it must make a Strength saving throw. On success, it retains the object, and on failure the object is pulled from the creature.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target a chain instead of a rope. It has the same available actions, but it has a DC 15, an AC of 15, and resistance to slashing damage when taking the Bind action.

When cast with a spell slot of 3rd level or higher targeting a rope, that rope is magically imbued for 1 minute, gaining an DC of 15, an AC 20, and 20 hit points.

BABA'S WALKING HUT

6th-level transmutation

Classes: Occultist

Casting Time: 10 minutes

Range: Touch

Components: V, S, M (a chicken leg)

Duration: 24 hours

You touch a hut, cabin, or other building no more than 15 feet by 15 feet by 10 feet. On completion of the spell, the building grows legs large enough to support it, as well as the structural integrity needed stand and move, and becomes a gargantuan creature. It has 250 hit points, an AC of 12, and a walking speed of 20 feet. If it drops to 0 hit points, the spell ends.

On your turn, you can direct it to move (no action required) and it will continue to move as directed until you direct it to stop or reaches its destination. It can take no actions, but if it walks over a Large or smaller creature, you can direct it to attempt to step on that creature, and that creature must succeed a Dexterity saving throw, or take 2d10 bludgeoning damage and be knocked prone.

If you cast this spell on the same building every day for a year, the spell lasts until dispelled, or you cast it on another building.

BAD BLOOD

1st-level necromancy

Classes: Druid, Occultist, Warlock, Wizard

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a piece of rotten meat)

Duration: Concentration, up to 1 minute

Targeting a creature you can see within range, you attempt to corrupt its blood. Creatures without blood are immune to this effect. The target must make a Constitution saving throw. On failure, they take 1d12 poison damage and become poisoned

for the duration.

At the end of each of its turns, the target can make another Constitution saving throw. On a success, the spell ends on the target, on failure; they take an additional 1d4 poison as the poison continues to ravage them.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target one additional target for each slot level above 2nd. The targets must be within 30 feet of each other when you target them.

BEAM OF ANNIHILATION

6th-level evocation

Classes: Sorcerer, Wizard

Casting Time: 1 action

Range: Self (60 foot line)

Components: S

Duration: Concentration, up to 3 rounds

You unleash a beam of pure energy, selecting cold, fire, force, or lightning energy when you cast this spell and blasting it outward in a line that is 60 feet long and 10 feet wide that persists until the start of your next turn. Any creature that starts their turn in this beam must make a Dexterity saving throw. On a failed save they take 8d8 damage of the beam's energy type, or taking half as much on a successful save.

While you are concentrating on this spell, your movement speed is zero. At the start of each of your turns, you can use your action to maintain the beam or redirect it, rotating it up to 90 degrees in any direction. Any creature the beam passes through while rotating (if the beam passes completely through them and they will not start their turn inside of it) must make a Dexterity saving throw or, take 4d8 damage of the beam's energy type on a failed save, and taking no damage on a successful save.

If you do not use your action maintain or redirect it, the spell ends early.

BECOME FIRE

2nd-level transmutation

Classes: Druid, Sorcerer, Warlock, Wizard

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: 1 round

You become a burst of elemental flames. Until the start of your next turn, you gain the following benefits:

- You are resistant to fire damage and to bludgeoning, piercing, and slashing damage from nonmagical attacks.
- You can move through the space of other creatures and ignore difficult terrain. The first time you enter the space of another creature on a turn, it takes 1d6 fire damage.
- Once during your turn when you roll fire damage, you can maximize the value of one die of fire damage.

BECOME STONE

2nd-level transmutation

Classes: Druid, Sorcerer, Warlock, Wizard

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: 1 round

You solidify into a stone. Until the start of your next turn, you are petrified. Your AC becomes 20 and you gain 15 temporary hit points. Any remaining temporary hit points fade when the spell ends.

BECOME WATER

2nd-level transmutation

Classes: Druid, Sorcerer, Warlock, Wizard

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: 1 round

You become a burst of elemental water. Until the start of your next turn, you gain the following benefits:

- You are resistant to bludgeoning, piercing, and slashing damage from nonmagical attacks.
- You can move through the space of other creatures and ignore difficult terrain; the first time you move through a Large or smaller creature on a turn, it must pass a Strength saving throw or be knocked prone.

BECOME WIND

2nd-level transmutation

Classes: Druid, Sorcerer, Warlock, Wizard

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: 1 round

You become a burst of elemental wind until the start of the next turn. You gain resistance to lightning damage and bludgeoning, piercing, and slashing damage from nonmagical attacks. Additionally; you gain flying speed of 30 feet, can move through the space of other creatures, and ignore difficult terrain, but will fall at the start of your next turn if not held aloft.

BEFUDDLING CURSE

1st-level enchantment

Classes: Occultist

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (something from the target creature (such as blood, hair, or scales) which the spell consumes)

Duration: Concentration, up to 1 minute

You befuddle a creature's mind, swapping the position of two things it can see that are of the same size and category (for example, two medium creatures or two gargantuan buildings). The target creature must make a Wisdom saving throw. On failure, it is unaware the two things have been swapped.

Each time the creature interacts with, attacks, or is attacked by a swapped targets, it can repeat its saving throw against the effect.

BINDING CURSE

1st-level enchantment

Classes: Occultist

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (something from the target creature (such as blood, hair, or scales) which the spell consumes)

Duration: Concentration, up to 1 minute

You bind a creature to a point within 5 feet of it, causing a glowing chains of light to connect it to that point. For the duration of the spell, if the creature attempts to move away from that point, the must make a Wisdom saving throw, or be unable to move more than 5 feet away from from that point until the start of their next turn.

If a creature starts its turn more than 10 feet from the binding point, they must make a Strength saving throw or be dragged 5 feet toward the binding point.

BLAZING BEACON

2nd-level evocation

Classes: Cleric, Paladin, Warlock

Casting Time: 1 Action

Range: Self

Components: V, S

Duration: Concentration, Up to 1 minute

You are bathed in holy light, shedding bright light up to 30 feet and dim light for additional 30 feet.

Any creature targets you with an attack roll or spell that requires them to see you must make a Constitution saving throw. On failure, they are blinded until the start of their next turn. A creature with darkvision makes this roll with disadvantage. A creature without eyes automatically passes their saving throw.

BOIL BLOOD

2nd-level necromancy

Classes: Occultist

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

Targeting a creature that has taken slashing or piercing damage in the last minute, you make it's blood heat and boil. The target creature must make a Constitution saving throw. On failure, it's blood begins to heat. At the start of it's turn while affected, it takes 3d4 fire damage and is crippled with agony, all terrain is difficult terrain for it.

At the end of each of its turns, the target can make another Constitution saving throw. On a success, the spell ends on the target.

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

BOND ITEM

1st-level conjuration

Classes: Inventor

Casting Time: 1 minute

Range: Touch

Components: V, S

Duration: 8 hours

You touch an item weighing no more than 100 pounds and form a link between you and it. Until the spell ends, you can recall it to your hand as a bonus action.

If another creature is holding or wearing the item when you try to recall it, they make a Charisma saving throw to retain possession of the item, and if they succeed, the spell fails. They make this save with advantage if they have had possession of the item for more than 1 minute.

BRAMBLE BARRIER

3rd-level transmutation

Classes: Druid, Occultist, Ranger

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You create a line of low brambles that erupts from a point you can see within range. This line is 30 feet long and 5 feet wide, made of up of six 5-foot squares of brambles. Each patch much connect to another patch and be placed on the ground. The bramble patches are difficult terrain and a creature that enters a square of brambles takes 4d4 piecing damage and must make a Constitution saving throw. On failure, their speed becomes 0 until the end of their turn.

The brambles wither and die after 1 day if the area isn't suitable for them to grow. Each 5-foot-square portion of brambles requires at least 1 minute to clear by hand, or can be cleared if they take 5 or more fire damage. The brambles

crumble to dust immediately if you cast this spell again.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you can create two additional 5-foot squares of brambles for each slot level above 3rd.

BRAMBLE BINDING

1st-level transmutation

Classes: Druid, Occultist, Ranger

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

Brambles burst from your hand, lashing out at a target within range. The target must make a Dexterity saving throw. On failure, they take 4d4 piercing damage and, if the target is Large or smaller, it becomes entangled by brambles. While entangled by brambles, it can't move, but it can free itself as an action (taking no additional damage) or rip itself free using half of its movement and taking an additional 2d4 piecing damage. On a successful save, they take half as much damage and aren't entangled by brambles.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, both the initial damage and the damage taken ripping free of the brambles increases by 1d4 for each slot level above 1st.

BURN

Transmutation cantrip

Classes: Druid, Occultist, Sorcerer, Warlock

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

You ignite a brilliant flame around your hand that sears anything you touch. Make a melee spell attack against the a creature or object within range. On hit, the target takes 1d12 fire damage.

The spell's damage increases by 1d12 when you reach 5th level (2d12), 11th level (3d12), and 17th level (4d12).

BURNING STRIKE

2nd-level transmutation

Classes: Paladin, Ranger

Casting Time: 1 bonus action

Range: Touch

Components: V, S, M (a piece of ammunition or weapon worth at least 1 cp)

Duration: 1 round

You touch a piece of ammunition or weapon, imbuing it with licking magic flames. The first time you attack with the empowered item, it bursts into brilliant flames. On a hit, the target takes an additional 4d4 fire damage and begins to burn. On a miss, the target takes half as much damage and does not start to burn.

The burning target sheds bright light in a 10-foot radius and

dim light for an additional 10 feet and takes 1d4 fire damage at the end of its turns unless a creature uses their action to put the flames out.

Once an attack has been made with the piece of ammunition or weapon, the spell ends. If you touch a weapon with the Light property, you can immediately make a single weapon attack with it as part of the same action as casting the spell.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, both the initial and ongoing burn damage are increased by 1d4 damage.

CARNIVOROUS GARDEN

4th-level trasmutation

Classes: Druid

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a dried carnivorous plant)

Duration: Concentration, up to 1 minute

Targeting four unoccupied spaces that you can see within range, rooted carnivorous plants erupt from the ground, filling a 5-foot cube each. The ground within 5 feet of them becomes difficult terrain. When the plants appear, they each attack a creature of your choice within 5 feet of them. Each plant makes a melee spell attack, dealing 2d8 piercing damage on hit. Make a separate attack roll for each plant.

If a creature ends their turn within 5 feet of one or more of the carnivorous plants, the plants automatically attack that creature unless you use your reaction to prevent them from doing so. The plants use your spell attack modifier, and deal 2d8 piercing damage on hit.

The plants have AC 14 and 30 hit points, and have vulnerability to fire and slashing damage. Each plant regains all its hit points at the start of your turn if it has at least 1 hit point. A plant dies if it is reduced to zero hit points. When the spell ends, the plants wither and die leaving behind difficult terrain unless they were killed be fire damage.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you can summon 1 additional carnivorous plant for each slot level above 4th.

COLD SNAP

2nd-level evocation

Classes: Sorcerer, Wizard

Casting Time: 1 action

Range: 90 ft (5 ft radius)

Components: S

Duration: Instantaneous

With a snap of your fingers a swirling burst of freezing wind erupts at a point you choose within range. Each creature in a 5-foot-radius sphere centered on that point must make a Constitution saving throw. On a failed save, a creature takes 3d8 cold damage and becomes stuck in the ice, reducing their movement speed by 10 feet until the start of your next turn. On a success, the target takes half as much damage and is not stuck in ice.

The ground in the area is covered with slick ice and snow, making it difficult terrain until the start of your next turn.

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

CRACKLE

2nd-level evocation

Classes: Druid, Occultist, Sorcerer, Warlock, Wizard

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You create three arcs of lightning striking targets in range. You can direct them at one target or several.

Make a ranged spell attack for each arc. On a hit, the target takes 1d12 lightning damage. If three or more arcs hit a single target, they must make a Constitution saving throw or become shocked, stunning them until the start of their next turn.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you create one additional arc for each slot level above 2nd.

CRASHING WAVE

1st-level conjuration

Classes: Druid, Sorcerer, Wizard.

Casting Time: 1 action

Range: Self (20 foot cone)

Components: V, S

Duration: Instantaneous

A wave of water sweeps out from you. Each creature in a 15-foot cone must make a Strength saving throw. On a failed save, a creature takes 2d6 bludgeoning damage and is knocked 10 feet away from you. If a creature is knocked into a wall, another creature, or fails by 5 or more, it is additionally knocked prone. On a successful save, the creature takes half as much damage and is not knocked back. If there is a source of water of at least 5 cubic feet within 5 feet of you when you cast the spell, you can displace that water, increasing the range of the spell to a 25 foot cone.

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

CREATE PIT

1st-level transmutation

Classes: Druid, Sorcerer, Wizard

Casting Time: 1 action

Range: 60 feet (5 ft radius)

Components: V, S

Duration: Instantaneous

You choose a point on the ground in an area of dirt or natural stone you can see. The ground buckles and a 5-foot radius, 10-foot deep pit opens around that point. If the surface is not large enough to contain the pit, the spell fails. Creatures in the area must make a Dexterity saving throw. On success, they can move 5 feet outside the radius of the spell. Creatures that fail their saving throw fall to the bottom of the pit (taking 1d6 bludgeoning damage and falling prone). The sides of the pit are rough, and can be climbed. The pit remains until filled. If a creature saves, but cannot move 5 feet, they fall prone, hanging from the edge of the pit, and cannot stand until they move out of the pit area or fall into it.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the pit is 5-feet deeper for each slot level above 1st (to a maximum of 20 feet deep).

LIMITATIONS

The spell fails if the pit would breach another opening (such as a room or cavern below) as that would be failing to contain the pit. The GM has wide discretion on what surfaces would qualify for this spell.

CRIPPLING AGONY

1st-level necromancy

Classes: Occultist

Casting Time: 1 action.

Range: 60 feet

Components: V, S, M (a joint bone)

Duration: Concentration, up to 1 minute

You can inflict crippling agony on a foe. Choose one creature that you can see within range to make a Constitution saving throw. If the target fails, it becomes crippled with horrific pain. Whenever the creature moves more than half of its movement speed or takes an action, the crippling pain causes it to take 1d6 necrotic damage.

It can repeat the saving throw at the end of each of its turns, the target can make a Constitution saving throw. On a success, the spell ends.

CRUEL PUPPETRY

3rd-level necromancy (ritual)

Classes: Occultist

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a small humanoid doll worth at least 5 gp and something from the target creature (such as blood, hair, or scales) both of which the spell consumes)

Duration: Concentration, up to 1 minute

You attempt to bind a creature's soul to a doll, linking the creature to the doll in a sympathetic link. The target must make a Charisma saving throw. On failure, the creature becomes bound to the doll. On a successful save, the creature is not bound and the spell ends.

As part of casting the spell when the creature fails the save, and on subsequent turns using your action until the spell ends, you can perform one of the following actions:

- Hold the doll still, causing the creature to be Restrained until start of your next turn.
- Force the doll to move, causing the creature to move 15 feet in a direction of your choice that it can move.
- Stab the doll, causing the creature take 4d6 piercing damage.
- Rip the doll in half, ending the spell, destroying the doll, and dealing 4d12 necrotic damage to the creature.
- Each time after the first you use an action to manipulate the doll, after the effect takes place, the creature can repeat the Charisma with disadvantage, ending the effect on a successful save.

Once a creature has been targeted by this spell, they cannot be targeted again for 24 hours.

At Higher Levels. When cast with a 5th level spell slot or above, the range of the spell becomes unlimited, as long as the target is on the same plane as the caster.

CRUSHING SINGULARITY

3rd-level transmutation

Classes: Wizard

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: 1 round

You create an overwhelming gravitational singularity at a point within range that lasts until the start of your next turn. When you cast this spell, any creature within 15 feet of the point must make a Strength saving throw. Creatures that fail their saving throw are moved to the closest available space adjacent to the singularity and take 3d6 bludgeoning damage, and an additional 1d6 bludgeoning damage for each other creature that fails the saving throw, up to a maximum of 6d6 bludgeoning damage.

While within 15 feet of the singularity, moving away from the singularity requires twice as much movement. If a creature ends its turn within 15 feet of the singularity, it must make a Strength saving throw. On failure, they take 2d6 bludgeoning damage and are dragged back to the closest available spot to the center of the singularity.

CURSE OF IMPOTENCE

5th-level enchantment

Classes: Occultist

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (something from the target creature (such as blood, hair, or scales) which the spell consumes)

Duration: Concentration, up to 1 minute

You curse a target creature, causing an overwhelming sense of powerlessness to wash over it. Any time the target creature attempts to attack, cast a spell that deals damage, or use an action that deals damage, it must make a Wisdom saving throw. On success, they take their action as normal. On failure, they complete their action, but their action does no damage to any target.

DANCING OBJECT (ANIMATE OBJECT)

2nd-level transmutation

Classes: Bard, Inventor, Occultist, Sorcerer, Wizard

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

You bring a Tiny object to life. Its Constitution is 10 and its Intelligence and Wisdom are 3, and its Charisma is 1. Its speed is 30 feet; if the object lacks legs or other appendages it can use for locomotion, it instead has a flying speed of 30 feet and can hover. The object has the following stats: HP: 20, AC: 18, Str: 4, Dex: 18. The object has an attack modifier equal to your spell attack modifier. If the object is not a weapon, it deals 1d4 + your Spellcasting modifier damage on hit. Select from bludgeoning, piercing, or slashing damage based on the nature of the item. If the object is a weapon, it deals the weapon's damage dice + your Spellcasting modifier of the weapon's damage type. The spell can only animate one-handed weapons without the special modifier this way.

As a bonus action, you can mentally command the animated object as long as it is within 60 feet of you. You decide what action the creature will take and where it will move during its next turn, or you can issue a general command, such as to guard a particular chamber or corridor. If you issue no commands, the creature only defends itself against hostile creatures. Once given an order, the creature continues to follow it until its task is complete.

If the object is securely attached to a surface or a larger object, such as a chain bolted to a wall, its speed is 0. It has blindsight with a radius of 30 feet and is blind beyond that distance. When the animated object drops to 0 hit points, it reverts to its original object form, and any remaining damage carries over to its original object form.

DANCING WAVE

2nd-level conjuration

Classes: Druid, Occultist, Sorcerer, Wizard

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

You summon a surging mass of water into existence at a point on the ground within range. The mass of water remains cohesive filling a 5 foot radius, though only rises 3 feet from the ground. The area is difficult terrain for any creature without a swimming speed.

For the duration of the spell, as a bonus action you can move the wave of water up to 30 feet along a surface in any direction. The first time the wave enters any creature's space during a your turn, they must make a Strength saving throw or take 1d6 bludgeoning damage and be knocked prone. A creature automatically fails this saving throw if they are prone.

DECAYING TOUCH

Necromancy cantrip

Classes: Druid, Occultist, Sorcerer, Warlock

Casting Time: 1 action

Range: Touch

Components: V, S, M (powdered remains of a dead animal)

Duration: Instantaneous

You wreath your hand in necrotic decay that causes anything you touch to wither and die. Make a melee spell attack against a creature or object within range. On hit, the target takes 1d6 necrotic damage and starts to flake and decay. The first time they take damage from another source before the start of your next turn, they take an additional 1d6 necrotic damage. Targets immune to diseases are immune to this effect.

The both the initial and secondary damage of the spell increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

DEGLOVE CREATURE

5th-level necromancy

Classes: Occultist

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a finger bone)

Duration: Instantaneous

You point at a creature within range, and attempt to make it's skeleton rip free of it's body. The creature must make a Constitution saving throw. The target takes 7d10 + 7 necrotic damage on a failed save, or half as much damage on a successful one.

If this damage kills the target creature, it's flesh sloughs off it's skeleton, collapsing a pile, and the skeleton becomes a Skeleton (Basic Rules, pg. 152), hostile to all living creatures that attacks the closest target.

DEVOURING DARKNESS

5th-level necromancy

Classes: Occultist, Warlock, Wizard

Casting Time: 1 action

Range: Self (20-foot radius)

Components: V, S

Duration: Instantaneous

Dark tendrils burst out from you in all directions. Creatures of your choice within must make a Constitution saving throw. On failure, they take 6d8 necrotic damage, and you can move them in a straight line to within 5 feet of you if there is an empty space they can be pulled to. On success, they take half as much damage and are not moved.

You regain hit points equal to one quarter (rounded down) of the necrotic damage taken by all targets effected by the spell.

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

DIMENSION CUTTER

4th-level conjuration

Classes: Ranger, Wizard

Casting Time: 1 action

Range: Self (15-foot cone)

Components: V, M (a melee weapon you are proficient with worth at least 1 cp)

Duration: Instantaneous

You flourish a weapon you are proficient with used in the casting and sweep through the air, slashing apart the dimensional space. Each creature in a 15-foot cone takes 6d6 force damage. This passes through total cover and strikes creatures in the ethereal plane as well as the material plane.

At Higher Levels. When you cast this spell using a spell slot of 5th Level or higher, it deals an additional 1d6 damage to each target on hit for each slot level above 4th.

DISORIENT

2nd-level illusion

Classes: Bard, Occultist, Wizard

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a mobius strip)

Duration: 1 minute

Targeting a creature with you can see, you flip their perception of reality. The target creature must pass a Wisdom saving throw or become disoriented. A disoriented creature has disadvantage on all attack rolls and at the start of their turn moves 10 feet (up to its speed) in a random direction before their speed becomes zero until the start of their next turn.

At the end of each of its turns, the target can make another Wisdom saving throw. On a success, the spell ends, but if the target fails by 5 or more, it fails prone.

DISPEL CONSTRUCT

3rd-level abjuration

Classes: Inventor

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You can attempt to purge the magic animating a construct within range, rendering it inert. The target takes 4d10 force damage and must succeed on a Constitution saving throw or become stunned for 1 minute. At the end of each of its turns, the target can make another Constitution saving throw. On a success, the spell ends on the target. If the target has less than 50 hit points remaining when it fails, it is reduced to zero hit points.

DIVIDE SELF

5th-level illusion

Classes: Occultist, Sorcerer, Wizard

Casting Time: 1 bonus action

Range: Self

Components: S

Duration: Concentration, 1 minute

You create an exact duplicate of yourself in an empty space you can see within 30 feet of you. When you cast this spell at the start of each of your turns for the duration, you can switch places with your duplicate.

The duplicate has all of your stats, abilities, and equipment (including magic items). It acts on your initiative, and has its own actions, though it shares its concentration on this spell, and if either of you lose concentration, the spell ends.

Your current hit points are divided between you and the duplicate and shares all other resources and abilities with you (including limited use magic items), with any usage by either you or the duplicate depleting the resource for both of you.

Your duplicate can take any action you can take, but it can deal a maximum of 15 damage on its turn (any additional damage dealt deals no further damage, when dealing area of effect damage, damage is split between all targets equally up to the maximum).

If either you or the duplicate is reduced to zero hit points, the spell ends and you become the copy that was not reduced to zero hit points. When the spell ends, if both you and the duplicate are still present, decide which is you, and the other vanishes. Anything that was copied during the spell has the copied version vanish.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the starting hit points of you and the duplicate both increase by 15 (up to a maximum of you and the duplicate starting with your current hit points) and the maximum damage the duplicate can do during its turn increases by 10 for each slot level above 5th.

DUST CYCLONE

2nd-level conjuration

Classes: Druid, Ranger, Sorcerer, Wizard

Casting Time: 1 action

Range: 60 feet (5 foot radius)

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

Duration: Concentration, up to 1 minute

Choose a target point on the ground that you can see within range. A small cyclone whips up at the target point with a radius of 5 feet and a height of 30 feet.

Any creature that starts its turn within the radius of the dust devil or enters its radius for the first time during its turn must make a Strength saving throw. On a failed save, the creature takes 1d12 bludgeoning damage and is pushed 5 feet away from the center. On a successful save, the creature takes half as much damage isn't pushed.

As a bonus action, you can move the dust devil up 30 feet in any direction. The first time you pass the dust devil's radius through a creature, that creature must make the saving throw against the dust devil's damage and are pushed out its way on failure. You can continue to move the dust devil, but its strength is exhausted until the end of your turn and subsequent creatures are unaffected by it passing through them.

If the dust devil moves over sand, dust, loose dirt, or small gravel, it sucks up the material and heavily obscures its radius until the start of your next turn.

EARTH RIPPLE

2nd-level transmutation

Classes: Druid, Occultist, Sorcerer, Wizard

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You cause the earth to deform and ripple, a target creature within 10 feet of the ground must make a Dexterity saving throw or suffer one of the following effects (your choice):

- It is pulled into the earth, taking 1d8 bludgeoning damage and reducing its movement speed to zero until a creature spends an action to dig it free.
- It is slammed 5 feet in a direction of your choice by a wave of earth, taking 2d8 bludgeoning damage and being knocked prone.
- It is impaled by a spike of earth, taking 4d8 piercing damage.

ECHOING LANCE

4th-level evocation

Classes: Bard, Sorcerer, Wizard

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

You emit a targeted burst of intense sonic energy at a creature within range. The target must make a Constitution saving throw. On a failure, they take 3d8 thunder damage and become stunned for the duration by the intense sound. On a successful save, the target takes half as much damage and isn't stunned.

At the end of each of its turns, the target can make another Constitution saving throw. On a success, the spell ends, on failure, they take an additional 1d8 thunder from the echoes within their mind.

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

ELECTRIFY

1st-level evocation

Classes: Occultist, Ranger, Sorcerer, Wizard

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: 1 round

You channel lightning into your hands. The next time you hit a creature with a melee attack (including a melee spell attack) before the start of your next turn, the target takes 1d12 lightning damage and must make a Constitution saving throw. On a failed save, the target becomes stunned until the start of their next turn.

The spell ends after dealing damage, or at the start of your next turn, whichever occurs first.

ELECTROCUTE

3rd-level evocation

Classes: Sorcerer, Wizard

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

A massive arc of lightning leaps from your hand to a target you can see within range. The target must make a Constitution saving throw. On a failed save, the target takes 4d12 lightning damage and is stunned until the start of your next turn. On a successful save, the target takes half as much damage and isn't stunned.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d12 for each slot level above 3rd.

ENTOMB

1st-level transmutation

Classes: Sorcerer, Wizard

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

You attempt to encase a Medium or smaller creature you can see within ice. The creature must make a Strength saving throw or become restrained by ice for the duration. At the end of each of its turns, the target takes 1d8 cold damage and can make another Strength saving throw. On success, the spell ends on the target.

If the creature takes more than 5 fire or bludgeoning damage from a single damage roll while restrained, the ice breaks and the target is freed, ending the spell for the target.

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

ERODE

3rd-level conjuration

Classes: Occultist, Wizard

Casting Time: 1 action

Range: 20 feet

Components: V, S

Duration: Instantaneous

You blast a target with a glob of acid. The target must make a Dexterity saving throw. On failure, the target takes 8d4 acid damage immediately and becomes covered in acid. On a success, the target takes half as much damage and is not covered in acid. While covered in acid, the target takes 2d4 acid damage at the end of each of its turns. The target or a creature within 5 feet of it can end this damage by using its action to clear away the acid.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage (both initial and later) increases by 1d4 for each slot level above 3rd.

FALL

1st-level transmutation

Classes: Inventor, Sorcerer, Wizard

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Instantaneous

You alter gravity for yourself, causing you to reorient which way is down for you until the end of your turn. You can pick any direction to fall as if under the effect of gravity, falling up to 500 feet before the spell ends.

If you collide with something during this time, you take falling damage as normal, but you can control your fall as you could under normal conditions by holding onto objects or move along a surface according to your new orientation as normal until your turn ends and gravity returns to normal.

FIELD OF STARS

5th-level evocation

Classes: Druid, Occultist, Sorcerer, Wizard

Casting Time: 1 action

Range: Self (60 foot radius)

Components: V, S

Duration: Concentration, up to 1 minute

You cause 5 star-like motes of light to spring forth at points you can see within range. Each mote of light sheds bright light in a 10 foot radius and dim light for an additional 10 feet. If a creature moves within a 5-foot radius of a mote of light or ends their turn within 5 feet of one, the mote explodes in a brilliant flash, dealing 4d12 radiant damage to all creatures within 5-feet of that mote before fading away. If multiple motes explode at once, a creature in the area only takes damage once.

For the duration of the spell, while you have any motes of light remaining, as an action you can rearrange the remaining motes, placing them anywhere within range (this movement cannot cause them to detonate).

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the range increases by 10 feet and you create an additional star-like mote of light for each slot level about 5th.

FIRE CYCLONE

3rd-level conjuration

Classes: Druid, Sorcerer, Wizard

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a pinch of ashes from a forest fire)

Duration: Concentration, up to a 1 minute

Targeting a point you can see, you cause a cyclone made of whipping flames with a radius of 5 feet and height of 30 feet to form.

When a creature starts its turn inside the cyclone's radius or enters it for the first time during a turn, it must make a Strength saving throw. On a failed saving throw, it takes 3d6 fire damage and, if it is entirely inside the cyclone's area, it's also flung 15 feet upwards and lands 15 feet in a randomly determined horizontal direction. On a successful save, the creature takes half as much damage and is not flung.

When a creature is not entirely inside the cyclone's radius but within 30 feet of its center at the start of its turn, it still feels the intense draw of the raging cyclone, and must spend 2 feet (or 3 feet if it is flying) of movement for every 1 foot it moves away from the cyclone. If a creature starts its turn outside of the cyclone's radius but within 10 feet of its center, it must make a Strength saving throw or be pulled 5 feet toward the center of it.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 and the height of the cyclone as well as the distance a creature is thrown upward increases by 5 feet for each level above 3rd.

FIREBURST MINE

3rd-level abjuration

Classes: Inventor

Casting Time: 1 minute

Range: Touch

Components: V, S, M (Any tiny nonmagical item, which is destroyed by the activation of the spell)

Duration: 8 hours

You can set a magical trap by infusing explosive magic into an item. You can set this item to detonate when someone comes within 5 feet of it, or by a verbal command using your reaction (one or more mines can be detonated).

When the magic trap detonates, each creature in a 20-foot-radius sphere centered on the item must make a Dexterity saving throw. A creature takes 5d8 fire damage on a failed save, or half as much damage on a successful one. If a creature is in the area of effect of more than one fireburst mine during a turn, they take half damage from any mines beyond the first.

A magical mine must be set 5 feet or more from another mine, and cannot be moved once placed; any attempt to move it results in it detonating unless the caster that set it disarms it with an action.

FISSURE

5th-level transmutation

Classes: Druid, Sorcerer, Wizard

Casting Time: 1 Action

Range: Self (60 foot line)

Components: V, S

Duration: Instantaneous

You rend asunder the earth in a 60-foot-long 5-foot-wide line, targeting an area of dirt, sand, or rock at least 10 feet deep.

Creatures in that line must make a Dexterity saving throw. On a failure, a creature falls into a suddenly opened crevice in the ground, falling into it before it snaps shut, crushing them. Creatures that fail the saving throw take 6d10 bludgeoning damage from the fall and crushing. The creature is buried in 10 feet of rubble, and creatures without a burrowing speed require 25 feet of movement to extract themselves from the loose rubble to return to where they failed the saving throw. If they end their turn while buried, they take an additional 1d10 bludgeoning damage.

FISTS OF FIRE

Transmutation cantrip

Classes: Druid, Occultist, Sorcerer, Warlock

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: 1 minute

You cause your fists to erupt in flames. For the duration, your fists become a set of simple natural weapons that deal 1d6 fire damage. You are proficient in these weapons, and they have the Light property.

For the duration, any flammable object you attempt to hold catches fire. If you end your turn grappling another creature with your hands, it takes 1d4 fire damage. You can end the spell early (no action required).

FLASH FREEZE

3rd-level evocation

Classes: Sorcerer, Wizard

Casting Time: 1 action

Range: Self (30-foot cone)

Components: V, S

Duration: Instantaneous

A freezing wind ripples outward. Each creature in a 30-foot cone must make a Constitution saving throw. On a failed save, a creature takes 4d8 cold damage and is restrained by ice until the start of your next turn. On a successful save, the target takes half as much damage and isn't restrained.

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

FLICKERING STRIKES

5th-level conjuration

Classes: Ranger, Wizard

Casting Time: 1 action

Range: Self (30-foot radius)

Components: V, S, M (a melee weapon you are proficient with worth at least 1 sp).

You flourish a weapon you are proficient with used in the casting and then vanish, instantly teleporting to and striking up to 5 targets within range. Make a weapon attack against each target. On hit, a target takes the weapon damage from the attack + 6d6 force damage.

You can then teleport to an unoccupied space you can see within 5 feet of one of the targets you hit or missed.

FLING

2nd-level transmutation

Classes: Sorcerer, Wizard

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

You manipulate gravity around one large or smaller creature. The target creature makes a Strength saving throw. On failure, you can fling them 40 feet straight up or 20 feet in any direction.

If you fling them straight up they immediately fall, taking 4d6 damage falling damage, and fall prone. If you fling them any other direction, they take 2d6 damage and fall prone. If their movement would be stopped early by a creature or object, both the target and creature or object takes 3d6 bludgeoning damage.

FORCE BLADE

4th level evocation

Classes: Sorcerer, Wizard

Casting Time: 1 bonus action

Range: Self (10 feet)

Components: V, S

Duration: Concentration, up to 1 minute

You create an oversized blade of pure scintillating force energy in your hWand. For the duration of the spell, as an action, you can sweep the blade through up to two creatures are within 5 feet of each other and within reach, dealing 2d12 + your spell casting modifier force damage to each.

At Higher Levels. When you cast it using a 5th- or 6th-level spell slot, the damage increases to 3d12. When you cast it using a spell slot of 7th level or higher, the damage increases to 4d12.

FORCE BOLT

evocation cantrip

Classes: Sorcerer

Casting Time: 1 action

Range: 120 ft.

Components: V, S

Duration: Instantaneous

You hurl a mote of arcane energy at a creature or object within range. Make a ranged spell attack against the target. On a hit, the target takes 2d4 force damage.

This spell's damage increases by 2d4 when you reach 5th level (4d4), 11th level (6d4), and 17th level (8d4).

FORM OF FAMILIAR

2nd-level transmutation

Classes: Occultist, Wizard

Casting Time: 1 minute

Range: Self

Components: V, S, M (a piece of your familiar such as fur, feathers, or scales, which the spell consumes)

Duration: 1 hour

You assume the form of the familiar that provided the material component to the spell. The transformation lasts for the duration, or until you drop to 0 hit points or die. Your game Statistics are replaced by the Statistics of the chosen creature, though you retain your Alignment and Intelligence, Wisdom, and Charisma scores.

You assume the Hit Points and Hit Dice of the new form. When you revert to your normal, you return to the number of Hit Points you had before you transformed. If you revert as a result of Dropping to 0 Hit Points, any excess damage carries over to your normal form. As long as the excess damage doesn't reduce your normal form to 0 Hit Points, you aren't knocked Unconscious. You can use an action to revert to your normal form at any time.

You are limited in the actions you can perform by the nature of your new form, and you can't speak, cast spells, or take any other action that requires hands or speech. Your gear melds into the new form. You cannot activate, use, wield, or otherwise benefit from any of your equipment.

FORM OF FIRE

6th-level transmutation

Classes: Druid, Sorcerer, Warlock, Wizard

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

You become elemental fire, shedding bright light in a 30-foot radius and dim light for an additional 30 feet. Until the spell ends, you gain the following benefits:

- You are immune to fire damage.
- You can move through the space of other creatures and ignore difficult terrain. The first time on your turn you enter the space of another creature, it takes 1d6 fire damage.
- If a creature within 5 feet hits you with a melee attack, it takes 1d6 fire damage.
- You can use your action to create a line of fire 30 feet long and 5 feet wide extending from you in a direction of your choice. Each creature in the line must make a Dexterity saving throw. A creature takes 6d6 fire damage on a failed save, or half as much damage on a successful one.
- During your turn, if you roll fire damage, you can maximize one die of the fire damage dealt.

FORM OF ICE

6th-level transmutation

Classes: Druid, Sorcerer, Warlock, Wizard

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

You freeze over, taking on a form of elemental ice. Until the spell ends, you gain the following benefits:

- You are immune to cold damage.
- You can move across difficult terrain created by ice or snow without spending extra movement.
- The ground in a 10-foot radius around you is icy and is difficult terrain for creatures other than you. The radius moves with you.
- You can use your action to create a 30-foot cone of freezing wind extending from your outstretched hand in a direction

you choose. Each creature in the cone must make a Constitution saving throw. A creature takes 4d8 cold damage on a failed save, or half as much damage on a successful one. A creature that fails its save against this effect has its speed halved until the start of your next turn.

- During your turn, if you roll cold damage, you gain temporary hit points equal to one die rolled (your choice).

FORM OF STONE

6th-level transmutation

Classes: Druid, Sorcerer, Warlock, Wizard

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

You become made of stone. Until the spell ends, you gain the following benefits:

- You have resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks.
- You can move across difficult terrain made of earth or stone without spending extra movement. You can move through solid earth or stone as if it was air and without destabilizing it, but you can't end your movement there. If you do so, you are ejected to the nearest unoccupied space, this spell ends, and you are stunned until the end of your next turn.
- You can use your action to call spikes of stone to raise from the ground. All creatures of your choice within 15 feet of you must make a Dexterity saving throw. A creature takes 4d8 piercing damage on a failed save, or half as much on a successful one. Their space becomes difficult terrain either way.

FORM OF THE ELEMENTS

9th-level transmutation

Classes: Druid, Sorcerer, Warlock, Wizard

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

For the duration of the spell, you gain the benefits of the *form of fire*, *form of ice*, *form of stone*, *form of water*, and *form of wind* spells.

FORM OF WIND

6th-level transmutation

Classes: Druid, Sorcerer, Warlock, Wizard

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

You become a gust of elemental wind. Until the spell ends, you gain the following benefits:

- You have a flying speed of 60 feet.

- You can move through and occupy the space of other creatures, and you ignore difficult terrain.
- You are invisible.
- You can use your action to unleash a powerful blast of wind in a 30 foot cone. Each creature in the cone must make a Strength saving throw. A creature takes 4d8 bludgeoning damage is knocked 15 feet away from you on a failed save, or takes half as much damage and isn't knocked backward on a successful one.

FORM OF WATER

6th-level transmutation

Classes: Druid, Sorcerer, Warlock, Wizard

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

You become a surge of elemental water. Until the spell ends, you gain the following benefits:

You have resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks.

You can move through the space of other creatures and ignore difficult terrain; the first time you move through a Large or smaller creature, it must pass a Strength saving throw or be knocked prone.

You can use your action to unleash a blast of water 15 feet long and 5 feet wide extending from you in a direction your choice. Each creature in the line must make a Strength saving throw. A creature takes 5d6 bludgeoning damage and is knocked prone on a failed save, or half as much and isn't knocked prone on a successful one.

FREEZE

Transmutation cantrip

Classes: Druid, Occultist, Sorcerer, Warlock

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

You instill a deadly chill into your hand. Make a melee spell attack against a creature. On hit, the target takes 1d8 cold damage, and the target's movement speed is reduced by 10 feet until the end of their turn.

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

GALE BOLT

1st-level evocation

Classes: Druid, Occultist, Ranger, Sorcerer, Wizard

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

A blast of concentrated wind streaks toward a creature of your choice within range. Make a ranged spell attack against the target. On a hit, the target takes 2d8 bludgeoning damage and if it is Large or smaller is knocked 10 feet away from you.

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

GEYSER

4th-level conjuration

Classes: Druid, Sorcerer, Wizard

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

You cause a massive eruption of water to blast upwards from the ground at a point within range. Creatures within 10 feet of the point must make a Dexterity saving throw or take 4d6 bludgeoning damage and be knocked 60 feet into the air. On a successful save, creatures take half as much damage, and are instead knocked their choice of 10 feet away from the point or 10 feet upward.

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

GRAVITY SURGE

2nd-level transmutation

Classes: Wizard

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You create a crushing field of gravity in a 15 radius sphere. Any creature within the area must make a Strength saving throw. On failure, creatures take 2d6 bludgeoning damage and falls prone. On success, creatures take half as much damage and are not knocked prone. Creatures that are not on the ground make this save with disadvantage.

GRIP OF THE DEAD

1st-level necromancy

Classes: Occultist

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 minute

You channel unholy strength into you hand, and reach out to grab a creature. The creature must make a Strength saving throw or become restrained by your deathly iron grasp. As an action on its turn, the creature can attempt to escape using a Strength (Athletics) or Dexterity (Acrobatics) check against your Spell Save DC.

At the start of the creatures turn while you maintain the grip and the spell, it takes 1d8 necrotic damage as you drain the life from it, and regain hit points equal to half the damage dealt.

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

GRASPING ROOTS

1st-level transmutation

Classes: Druid, Ranger

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

A twisting burst of roots launch from your hand, reaching to grab a Large or smaller target. The target must make a Strength saving throw. On success, the target is moved 5 feet in a direction of your choice. On a failure, the target is moved 20 feet in a direction of your choice. A creature can choose to fail this save.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you move a creature an additional 5 feet for each slot level above 1st.

HURRICANE SLASH

2nd-level evocation

Classes: Druid, Ranger, Sorcerer, Wizard

Casting Time: 1 action

Range: Self (30-foot line)

Components: V, S

Duration: Instantaneous

You condense wind into a razor sharp blast that shreds a 30-foot-long 5-foot-wide line. Creatures in the area must make a Dexterity saving throw. A creature takes 3d8 slashing damage on a failed save or half as much on a success.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can create an additional line of effect. A creature in the area of more than one slash is affected only once

ICE SPIKE

4th-level evocation

Classes: Sorcerer, Wizard

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You create a lance of ice that shoots up from the ground to impale a creature within range. The target must make a Dexterity saving throw. The target takes 4d8 piercing damage and 4d8 cold damage on a failed save. The target takes only the 4d8 cold damage on a successful save.

At Higher Levels. When you cast this spell using a spell slot of 6th or 7th level, you can create a second spike. When you cast this spell using a spell slot of 8th or 9th level, you can create a third spike. Additional spikes can target the same or different creatures.

ICE WEAPON

Transmutation cantrip

Classes: Druid, Occultist, Warlock, Wizard

Casting Time: 1 bonus action

Range: Self

Components: V, S, M (a drop of water that was once snow)

Duration: 1 minute

You conjure a weapon formed from magical ice in your hand. You have proficiency with this weapon. When you form it and as a bonus action while wielding it, you can morph the weapon into different forms that take on the following properties. If you lose or discard the weapon, you can reform it in your hand as a bonus action.

Weapon	Damage	Properties
Ice Spear	1d6	Thrown (30/90)
Ice Sword	1d6	Versatile (1d8)
Ice Lance	1d8	Two-Handed, Reach
Ice Hammer	1d10	Two-Handed, Heavy
Ice Dagger	1d4	Finesse, Thrown (30/90)

Regardless of its form, the weapon deals cold damage. You can end the spell early, letting the weapon melt to a harmless splash of water (no action required). You can have up to three ice weapons formed from this spell at a time. After forming a fourth, the first created one melts away.

IMBUE LUCK

2nd-level transmutation

Classes: Inventor

Casting Time: 1 action

Range: Touch

Components: V, S, M (a four leaf clover)

Duration: 1 hour

You touch a weapon or worn item and imbue luck into it. If imbued on a weapon, for the duration, on an attack roll, the wielder can roll an additional d20 (they can choose to do this after they roll, but before the outcome is determined). The creature can choose which of the d20s is used for the attack roll.

If imbued into a worn item, they can roll a d20 when attacked, then choose whether the attack uses the attacker's roll or theirs.

With either use, the spell immediately ends upon rolling the extra d20.

IMMUTABILITY

3rd-level transmutation

Classes: Cleric, Wizard

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

You assume an immutable form. You become immune to other transmutation spells or magical effects that would alter your form.

If you don't move during your turn, you gain advantage on Strength or Constitution saving throws made before the start of your next turn, and cannot be moved or knocked down against your will.

While the spell is active, as a reaction to taking bludgeoning, piercing, or slashing damage you can gain resistance to that damage type (Including the triggering damage) until the end of your next turn, but your movement speed becomes zero until the end of your next turn.

IMPACT

transmutation cantrip

Classes: Druid, Occultist, Sorcerer, Warlock

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

You impart great force into a target you touch. Make a melee spell attack against the target. On hit, the target takes 1d10 bludgeoning damage, and is knocked 5 feet directly away from you.

The spell's damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

INDUCE HEADACHE

1st-level evocation

Classes: Bard, Occultist, Wizard

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a bad pun written on a scrap of parchment)

Duration: Concentration, up to 1 minute

Targeting a creature with 6 or more intelligence, you inflict an instantaneous headache on it. The target takes 1 psychic damage at the start of its turn, and has disadvantage on Constitution saving throws to maintain Concentration and Intelligence ability checks.

IRON WIND STRIKE

2nd-level conjuration

Classes: Ranger

Casting Time: 1 action

Range: Self (15-foot radius)

Components: V, S, M (a melee weapon you are proficient with worth at least 1 cp)

Duration: Instantaneous

You flourish a weapon you are proficient with used in the casting and then vanish to strike like the wind. Choose up to three creatures you can see within range. Make a melee weapon attack against each target. On a hit, a target takes 3d8 damage of the weapon's damage type.

You can then teleport to an unoccupied space you can see within 5 feet of one of the targets you hit or missed.

At Higher Levels. When you cast this spell using a spell slot of 3rd Level or higher, it deals an additional 1d8 damage to each target on hit for each slot level above 2nd.

ILLUSIONARY DART

illusion cantrip

Classes: Bard, Occultist, Sorcerer, Wizard

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You create and throw an illusory dart at a creature you can see within range. Make a ranged spell attack. On hit, they take 1d8 psychic damage.

The number of darts you can throw with this spell increases when you reach 5th level (2 darts), 11th (3 darts), and 17th level (4 darts). You can direct the dart at the same target or at different ones. Make a separate attack roll for each dart.

ILLUSIONARY FIREBALL

3rd-level illusion

Classes: Occultist, Sorcerer, Warlock, Wizard

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (something that looks like bat guano)

Duration: Instantaneous

A bright streak flashes from your pointing finger to a point you choose within range and then blossoms with a low roar into an illusionary explosion of flame. Each creature of your choice within a 20-foot radius sphere centered on that point must make a Wisdom saving throw. A target takes 6d6 psychic damage on a failed save. A creature that passes their saves realizes the fire is illusionary and takes no damage.

You can make the illusory effect an explosion of ice, lightning, or pure force energy.

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

TARGETS OF YOUR CHOICE

Unlike a fireball of actual fire, the illusionary version only hits targets of your choice, making it safe to use among allies, though it deals less damage and does no damage on a passed save (as the target realizes its illusory nature).

ILLUSORY PIT

1st-level illusion

Classes: Bard, Occultist, Sorcerer, Warlock, Wizard

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

You create a 5 foot radius illusory pit at a point you can see on the ground. Creatures within the radius when the spell is cast must make a Wisdom saving throw. A creature that fails their saving throw, believes they have fallen into the pit, and falls prone, cannot stand up, and is blinded beyond 5 feet of the illusory pit.

A creature can spend its action to attempt to climb out of the pit, repeating its Wisdom saving throw. On success, it spends all of its movement to stand up, and realizes the pit is an illusion, ending the spell for them. On failure, it cannot get out of the pit and continues to believe it is stuck in a pit. A creature can move within the spaces covered by the pit while under the effect.

Creatures with a flying speed are unaffected. Each time a creature under the effect takes damage, the target can make another Wisdom saving throw.

At Higher Levels. When you cast the spell using a spell slot of 2nd level or higher, the radius of the pit increases by 5 feet for each level above 1st, to a maximum of a 20 foot radius with a 4th level spell slot.

JUMPING JOLT

4th-level evocation

Classes: Sorcerer, Wizard

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You release an arc of lighting at a creature within range. Make a ranged spell attack roll against the target. On hit, the target takes 4d12 lightning damage, and you can cause the spell to jump to another target within 20 feet of the first target making a new attack roll for each target. The spell cannot hit the same target twice, or jump to a target out of the spells range. The spell can jump a maximum of five times.

On a miss, the target takes half as much damage and the spell does not jump to a new target.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the starting damage increases by 1d12 for each slot level above 4th.

KARMIC REFLECTION

1st-level enchantment

Classes: Cleric, Occultist

Casting Time: 1 action

Range: 30 feet.

Components: V, S, M (a broken shard of a mirror)

Duration: 1 round.

You place a binding on a creature you can see within range. Until the start of your next turn, any time that creature deals damage with its action or bonus action, they take radiant damage equal to the damage dealt. The target is aware of the effect of this spell while affected. After reflecting 10 damage, spell ends.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the maximum damage increases by 10 for each spell slot level above 2nd.

KILLING CURSE

5th-level necromancy

Classes: Occultist

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (something from the target creature (such as blood, hair, or scales) which the spell consumes)

Duration: Concentration, up to 1 minute

You curse a target to die. The targets current and maximum hit points are reduced by $3d10 + 10$. If this causes a creatures to have zero hit points, the creature dies.

For the duration of the spell, the target cannot regain hit points unless from a spell cast using a spell slot of higher level than the spell slot this curse was cast with, and any death saving throw they roll is automatically considered a 1.

At the start of a creatures turn while they are under the effect of this spell, they make a Charisma saving throw. On failure, their current and maximum hit points is reduced by $1d10 + 10$. On a successful save, the spell ends. A creature's maximum hit points are restored when it takes a long rest.

LIGHTNING CHARGED

2nd-level evocation

Classes: Inventor

Casting Time: 1 action

Range: Touch

Components: V, S, M (a piece of metal once used in a lightning rod)

Duration: 10 minutes

You channel lightning energy into a creature. The energy is harmless to the creature, but escapes in dangerous bursts to other nearby creatures.

Every time that creature strikes another creature with a melee attack, a spell with a range of touch, is struck by another creature with a melee attack, or ends their turn while grappling or being grappled by another creature, they deal $1d6$ lightning damage to that creature.

Once this spell has discharged 6 times (dealing up to $6d6$ damage), the spell ends.

At Higher Levels. The spell can discharge damage 2 additional times (dealing $2d6$ more total damage) before the spell ends for each slot level above 2nd.

LIGHTNING SHOT

3rd-level transmutation

Classes: Ranger

Casting Time: 1 bonus action

Range: Touch

Components: V, S, M (a piece of ammunition or weapon with the thrown property worth at least 1 cp)

Duration: 1 round

You touch a piece of ammunition or weapon with the thrown property, imbuing it with crackling lightning energy for the duration.

The first time you attack with the empowered item, it

transforms into a bolt of lightning, and when fired blasts out from you in a line 100 feet long and 5 feet wide. Make the weapon's attack roll against each creature in that line, (Using the same roll against each creature) dealing $4d8$ lightning damage on hit, and half as much on a miss. This damage roll does not add any modifiers or bonus associated to weapon attacks. The lightning ignites flammable objects in the area that aren't being worn or carried.

Once an attack has been made with the piece of ammunition or weapon, the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by $1d8$ for each level above 3rd, up to a maximum of $6d8$ at 5th level.

LIGHTNING TENDRIL

1st-level evocation

Classes: Druid, Occultist, Sorcerer, Warlock, Wizard

Casting Time: 1 bonus action

Range: Self (20 feet)

Components: V, S

Duration: Concentration, up to 1 minute

Crackling beams of blue energy leap from your hands. For the duration of the spell, as an action, you can direct them toward a creature within range, dealing $1d12$ lightning damage to that creature.

At Higher Levels. When you cast this spell using a 2nd- or 3rd-level spell slot, the damage increases to $2d12$ and the range increases to 30 feet. When you cast it using a 4th- or 5th-level spell slot, the damage increases to $3d12$ and the range increases to 60 feet. When you cast it using a spell slot of 6th level or higher, the damage increases to $4d12$ and the range increases to 120 feet.

MANIPULATE FATE

9th-level divination

Classes: Occultist, Wizard

Casting Time: 1 action

Range: Self

Components: V, S, M (a spool of silk thread)

Duration: Concentration, up to 1 minute

You reach out and grasp the imperceptible threads of fate, subtly manipulating them. Whenever a creature within 60 feet of you makes an attack roll, saving throw, or ability check, you can use your reaction to tweak their fate, altering the value of the roll. You can choose to manipulate fate after the die is rolled, but before the outcome is determined.

You can alter the roll of the die to an adjacent number to the number rolled (outcomes listed on the table below).

d20	Tweaked Fates
1	7, 13, or 19
2	12, 18, or 20
3	17, 16, or 19
4	11, 14, or 18
5	13, 15, or 18

6	9, 14, or 16
7	1, 15, or 17
8	10, 16, or 20
9	6, 11, or 19
10	8, 12, or 17
11	4, 9, or 13
12	2, 10, or 15
13	1, 5, or 11
14	4, 6, or 20
15	5, 7, 12
16	3, 6, or 8
17	3, 7, or 10
18	2, 4, or 5
19	1, 3, or 9
20	2, 8, or 14

When you alter a roll, you can choose to cast aside subtly and yank the thread of fate, and select any value of the d20 as the outcome of the result, but the backlash causes you to take a number d6 equal to the difference in the value selected from the value rolled in necrotic damage. The spell immediately ends after the result is changed in this more drastic way.

EDITOR'S NOTE

The numbers you can pick are the adjacent sides of a d20 to the number rolled. This represents literally nudging the die of fate.

MARTIAL TRANSFORMATION

6th-level transmutation

Classes: Wizard

Casting Time: 1 action

Range: Self

Components: V, S, M (a few hairs from a bull)

Duration: 10 minutes

You endow yourself with endurance and martial prowess fueled by magic. Until the spell ends, you can't cast spells or concentrate them, and you gain the following benefits:

- You gain 50 temporary hit points. If any of these remain when the spell ends, they are lost.
- You have advantage on attack rolls that you make with simple and martial weapons.
- When you hit a target with a weapon attack, that target takes an extra 2d12 force damage.
- You have proficiency with all armor, shields, simple weapons, and martial weapons.
- You have proficiency in Strength and Constitution saving throws.
- You can attack twice, instead of once, when you take the Attack action on your turn. You ignore this benefit if you already have a feature, like Extra Attack, that gives you extra attacks.
- You can conjure and equip (as part of the action used to cast the spell) and set of heavy or medium armor and any

simple or martial weapon of your choice. These items have no strength requirements and are magical in nature though have the same properties as their nonmagical counterparts, vanishing when the spell ends.

Immediately after the spell ends, you must succeed on a DC 15 Constitution saving throw or suffer one level of exhaustion.

CAIUS' NOTES: THE LOST TRUE VERSION

Another example of a great wizard's spell being tragically incompletely copied from the ancient sources that clearly forgot to include the lines the equip the Wizard with gear to fit their transformation.

MIRROR ARMY

4th-level illusion

Classes: Bard, Occultist, Sorcerer, Warlock, Wizard

Casting Time: 1 action

Range: Self (30 feet)

Components: V, S

Duration: 1 minute

An illusory duplicate of every allied creature of your choice within 30 feet appears. Until the spell ends, the duplicates move with the creature they are a duplicate of and mimic their actions, making it impossible to track which is real.

Each time a creature targets an affected creature with an attack during the spell's duration, roll a d20 to determine whether attack instead targets the duplicate. With a roll of 11 or higher, the duplicate is targeted.

A duplicate AC equals 10 + the affected creature's Dexterity modifier. If an attack hits a duplicate, the duplicate is destroyed. A duplicate can be destroyed only by an attack that hits it. It ignores all other damage and effects. The spell ends when all duplicates are destroyed.

A creature unaffected by this spell if it can't see, if it relies on senses other than sight, such as blindsight, or if it can perceive illusions as false as with truesight.

MULTISHOT

1st-level evocation

Classes: Ranger

Casting Time: 1 bonus action

Range: Touch

Components: V, S, M (a piece of ammunition or weapon with the thrown property worth at least 1 cp)

Duration: 1 round

You touch a piece of ammunition or weapon with the thrown property, giving it a magical duplicate superimposed over it until the end of your next turn. The first time you attack with the empowered item before the end of your next turn, select a second target within range of the weapon for the attack, making a separate ranged weapon attack roll for the magically duplicated projectile. On hit, the target takes 2d8 force damage. This damage roll does not add any modifiers or bonus associated to weapon attacks.

Once an attack has been made with the piece of ammunition or weapon, the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 2nd Level or higher, you can select one additional target for each slot level above 1st.

MUTATE

3rd-level transmutation

Classes: Druid, Occutlist, Sorcerer, Warlock, Wizard

Casting Time: 1 action

Range: Self

Components: V, S, M (something from an extinct animal)

Duration: Concentration, up to 10 minutes

You manipulate the nature of your body with magic temporarily giving it new properties. You can select three of the following properties:

- Your body becomes malleable and amorphous. You have advantage on saves and checks against grapples and the restrained condition, you do not suffer disadvantage from squeezing into smaller spaces, and you can squeeze through openings two sizes smaller than you.
- You grow one additional appendage. This appendage serves as an arm and a hand, though it can take the shape of an arm, tentacle, or similar appendage.
- You extend the length of your limbs, increasing the reach on melee attacks, touch spells, and object interactions by 5 feet.
- Your flesh hardens, your base AC becomes 14 + your dexterity modifier if it is not already higher.
- You grow more resilient, adapting against one external threat. You gain advantage on one type of saving throw of your choice.
- You adapt your body to an aquatic environment, sprouting gills and growing webbing between your fingers. You can breathe underwater and gain a swimming speed equal to your walking speed.
- Your body grows ablative armor. You gain temporary hit points equal to your spellcasting ability modifier at the start of each of your turns.
- You can grow one size larger or smaller.

- You sprout wings. You gain a flying speed of 30 feet.
- You grow a natural weapon; this weapon can have the statistics of any martial melee weapon without the thrown property, and takes on a form vaguely reminiscent of it. You have proficiency with this weapon, and are considered to be holding it. You can use your spellcasting modifier in place of your Strength or Dexterity modifier for attack and damage rolls with this natural weapon. The natural weapon is magic and you have a +1 bonus to the attack and damage rolls you make using it.

For the duration of the spell, you can use an action to change one or all of the properties, losing the benefits of your previously selected properties and gaining the benefits of the new selected properties.

At Higher Levels. When you cast this spell using a spell slot of 4th or higher, you can select one additional property from the list of options, with one additional property per spell level above 3rd.

NAUSEATING POISON

1st-level necromancy

Classes: Druid, Occultist, Warlock

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: 1 round

You shroud your hand, a weapon you are holding, or a natural weapon in dark ichorous miasma. The next time you hit a creature with a melee attack (including a melee spell attack) before the start of your next turn, the attack deals an extra 1d12 poison damage and the target must succeed on a Constitution saving throw or be poisoned until the end of your next turn.

The spell ends after dealing damage, or at the start of your next turn, whichever occurs first.

ORBITAL STONES

4th-level transmutation

Classes: Druid, Sorcerer, Wizard

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

You lift three inanimate Small or Medium sized rocks or similar objects from within 10 feet of you, causing them to defy gravity and slowly circle you. With all three stones orbiting, you have three quarters cover. With at least one stone remaining, you have half cover.

As a bonus action while at least one stone remains in orbit, you can magically fling a stone at target within 60 feet. Make a ranged spell attack roll. On hit, the target takes 3d10 bludgeoning damage and is knocked backward 5 feet.

POISON DART

2nd-level transmutation

Classes: Occultist, Sorcerer, Warlock, Wizard

Casting Time: 1 action

Range: 60 ft

Components: V, S

Duration: Instantaneous

You conjure a dart of pure poison and hurl it at a creature you can see within range. Make a ranged spell attack. On a hit, the target takes 3d12 poison damage and must succeed a Constitution saving throw or become poisoned until the start of your next turn.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d12 for each slot level above 2nd.

POISON PUFF

4th-level transmutation

Classes: Druid, Occultist, Warlock, Wizard

Casting Time: 1 action

Range: Self (30-foot cone)

Components: V, S

Duration: 1 round

You exhale a cloud of poison that magically expands to fill a 30 foot cone. Creatures in that area must make a Constitution saving throw. On a failure, they take 4d12 poison damage and become poisoned until the start of their next turn. On a success, the target takes half as much damage and is not poisoned.

The area is lightly obscured until the start of your turn, and any creature that ends their turn within the area takes 2d4 poison damage.

PRESSURE CUTTER

5th-level conjuration

Classes: Sorcerer, Wizard

Casting Time: 1 action

Range: Self (60 foot line)

Components: V, S

Duration: Instantaneous

You unleash a blast of highly pressurized water in a 60-foot-long 15-foot-wide line, slashing through everything in its path. Each creature in the line must make a Dexterity saving throw, taking 10d6 slashing damage on a failure. On a successful save, a creature takes half as much damage.

At Higher Levels. When you cast this spell using a spell lot of 6th level or higher, the damage increases by 1d6 for each level above 5th.

QUICK SAND

3rd-level transmutation

Classes: Druid, Occultist, Sorcerer, Wizard

Casting Time: 1 action

Range: 60 feet

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

Duration: Concentration, up to 1 minute

You cause the ground in a 20-foot radius centered on a point you can see to turn to quicksand for the duration of the spell. A creature moving through or out of the area must spend 4 feet of movement for every 1 foot it moves. A creature that ends their turn must make a Strength saving throw. On failure, they fall prone.

RAIN OF SPIDERS

3rd-level conjuration

Classes: Druid, Occultist, Sorcerer, Warlock, Wizard

Casting Time: 1 bonus action

Range: 60 feet

Components: V, S, M (a spider leg)

Duration: Concentration, up to 1 minute

A vertical column of spiders begins to rain down in 20 foot radius, 40 foot high cylinder, centered on a location you specify. A Swarm of Spiders (Basic Rules , pg. 391) descends onto each creature within the cylinder when the spell is cast.

This swarm is considered to be climbing on the target creature and moves with it, even if they leave the affected area, and takes its turn immediately after that creature's turn. A creature can make use its action to attempt to remove the spiders, making a Strength (Athletics) or Dexterity (Acrobatics) check against the spell save DC of the caster.

The swarm uses the caster's spell attack modifier when attacking (if it is higher than their attack modifier). A swarm will attack the creature it fell on if it can, or move to chase the creature if it has been knocked off of them. Any spiders that remain when the spell ends disappear.

REPAIR

4th-level transmutation

Classes: Inventor

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

You touch a construct or inanimate object, causing it to regain 10d6 hit points. This causes any parts or material that has broken away from the construct or object to reattach, repairing it to the condition it was in before losing those hit points.

If the construct or object's damaged state is the result of age, you can instead repair to the condition it was in 10d6 years ago, if it was previously in a better condition during that time (the condition can only improve or not change).

At Higher Levels. The hit points restored increases by 2d6 (or the years restored) for each slot above 4th.

RETURNING WEAPON

1st-level transmutation

Classes: Inventor

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 24 hours

You touch a weapon granting it the throwing 20/60 property. If it already has the thrown property, its range increases by 20/60. It also gains the "returning" property. After being thrown it automatically reappears in the throwers hand.

ROTTING CURSE

1st-level necromancy

Classes: Occultist

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (something from the target creature (such as blood, hair, or scales) which the spell consumes)

Duration: Concentration, up to 1 minute

You inflict a rotting decay on a creature, causing it to begin to rot. For the duration of the spell, every time the creature takes damage, it takes an additional 1d4 necrotic damage, and the effect of all healing on the creature is reduced by half.

The target creature has disadvantage on any Charisma checks for social interaction during the effect of the spell.

SEEKING ORB

2nd-level evocation

Classes: Sorcerer, Wizard

Casting Time: 1 action

Range: 5 feet

Components: V, S

Duration: Concentration, up to 1 minute

You create a Tiny orb of pure arcane energy that hovers within range, and designate a target creature within 120 feet. For the duration of the spell, at the end of each of your turns, the orb grows larger and moves 30 feet directly toward the creature. If the orb reaches the target, it will detonate dealing 6d4 force damage and an additional 1d4 damage for each round since you cast the spell to the target. The spell ends after it deals damage. If the orb does not reach the target before the spell ends, it fades away without dealing damage.

SEEKING PROJECTILE

1st-level transmutation

Classes: Inventor, Ranger

Casting Time: 1 action

Range: Touch

Components: V, S, M (a piece of ammunition or weapon with the thrown property worth at least 1 cp)

Duration: Concentration, up to 10 minutes

You touch a piece of ammunition or weapon with the thrown property imbuing it with the property of seeking its target. When a ranged attack roll is made with that weapon, the attack roll can add your spell casting modifier to the value on the dice. If that makes the value on the die a 20 or more, the attack is a critical hit as if a 20 was rolled. After making the attack roll, the spell ends.

SKY BURST

5th-level evocation

Classes: Druid, Sorcerer, Wizard

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

Five bolts of lightning strike five points of your choice that you can see within range. Each creature within 5 feet of the chosen points must make a Dexterity saving throw. A creature takes 4d12 lightning damage on a failed save, or half as much on a successful one. A creature in the area of more than one lightning burst is affected only once.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, you can call down an additional bolt of lightning targeting another point within range for each slot level above 5th.

SONIC SHRIEK

5th-level evocation

Classes: Bard, Occultist, Sorcerer, Wizard

Casting Time: 1 action

Range: Self (120-foot cone)

Components: V, S

Duration: Instantaneous

You emit a sonic blast covering a huge area. Each creature in a 120-foot cone must make a Constitution saving throw. On a failed save, a creature takes 6d8 thunder damage. On a successful save, a creature takes half as much damage. A creature automatically succeeds on its saving throw if it is more than 60 feet from you.

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

SPELLTRAP

2nd-level abjuration

Classes: Bard, Sorcerer, Warlock, Wizard

Casting Time: 1 minute

Range: Self

Components: V, S

Duration: 8 hours

You create a spelltrap, marking it on yourself, typically as a small glowing mark on your skin. The first time you have to make a saving throw against a spell of 1st level or lower, the spell is absorbed by the spell trap and none of the effects of

the spell take place.

On your next turn, you can cast the spell absorbed the spell trap without expending a spell slot. If you do not cast the spell during your next turn, the spell trap fades and trapped spell is lost.

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

NOTE:

Spelltrap absorbs the first spell you have to save against that qualifies it for the criteria.

SPIDER BITE

3rd-level transmutation

Classes: Druid, Occultist, Warlock, Wizard

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

You prick a target with a tiny magical fang of venom. Make a melee spell attack against a creature within reach. On a hit, the target takes 4d12 poison damage and must succeed on a Constitution saving throw or becoming poisoned for 1 minute. At the end of each of its turns, the target can make another Constitution saving throw. On a success, the target is no longer poisoned.

If you miss your melee attack roll, you can concentrate (as if concentrating on a spell) to maintain the attack for another attempt until the end of your next turn. (You may make subsequent attempts until you hit or lose concentration)

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d12 for each slot level above 3rd.

SPIRITUAL CONSULTATION

1st-level necromancy

Classes: Occultist

Casting Time: 1 minute

Range: Self

Components: V, S, M (1 gp worth of incense, which the spell consumes)

Duration: 10 minutes

You call forth a spirit that is proficient in a skill from Arcana, Animal Handling, History, Investigation, Medicine, Nature, Perception, Religion, or Survival. The spirit is ethereal and ephemeral and cannot interact with physical objects, but can provide guidance on matters relating to the skill selected when you summon it.

You can treat any check you make in the skill as if you have proficiency with it so long as the spirit can communicate with you. Alternatively, if the ability check is an Intelligence or Wisdom check you can have the spirit make the check, and it has a +5 for the skill was summoned for.

The spirit will follow you and cannot stray more than 5 feet from you. You can choose to release it early, dismissing it back from whence it came.

At Higher Levels. When you cast this spell using a spell slot

of 2nd level or higher, the spirit's bonus making ability checks itself increases by 1 for each slot level above 1st, up to a maximum of +9.

SPROUT TREE

2nd-level transmutation

Classes: Druid

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

Targeting a 5-foot square on the ground that you can see within range, you cause a tree to sprout from the ground, growing rapidly to 20 feet tall with a 2-foot-radius trunk. This spell can only target a surface through which a tree could grow (for example, you can't target solid rock). At the DM's discretion, it can burst through up to 6 inches of most material.

A Large or smaller creature in this space must make a Dexterity saving throw. On a failure, they are lifted 20 feet into the air in the branches of the tree. On a success, they move 5 feet to an occupied space of their choice (if there is no space they can move, they automatically fail). A Large or smaller creature can choose to fail their saving throw. A Huge or larger creature automatically succeeds on their save. The tree stops growing if it would hit a ceiling or other object when growing.

The tree provides as half cover to any creature within its branches, and three-quarters cover from effects originating on the other side of its trunk. The tree has an AC 13 and 50 hit points.

The tree remains there, but may die rapidly if sprouted in an unsuitable location or environment. Its wood is flammable only when dried, and serves no useful purpose other than firewood.

STAR DUST

2nd-level evocation

Classes: Sorcerer, Wizard

Casting Time: 1 action

Range: Self (30-foot cone)

Components: V, S

Duration: Instantaneous

You evoke a burst of brilliant particles of force energy sweeping out in a 30-foot cone originating from you. Creatures in the radius take 3d4 force damage and the next attack roll made against them before the start of your next turn has advantage.

STINGING SWARM

4th-level conjuration

Classes: Druid, Occultist, Warlock, Wizard

Casting Time: 1 action

Range: 60 ft

Components: V, S

Duration: Concentration, up to 1 minute

You conjure a magical swarm of flying insects that fill a 5 foot cube within range. For the duration of the spell, the swarm is magically replenished and cannot be destroyed. As a bonus action, you can direct the swarm to move up to 30 feet. If the swarm enters another creature's space, it stops and swarms them, stinging repeatedly, and cannot be moved until the start of your next turn. The creature takes 2d4 piercing damage and must make a Constitution saving throw, taking 2d12 poison damage on failure.

STONE COFFIN

4th-level transmutation

Classes: Druid, Occultist, Sorcerer, Wizard

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

You cause a surge of stone to attempt to engulf a Large or smaller creature in stone. The target must make a Dexterity saving throw. On a failure, they become restrained and blinded in the stone coffin. A creature can choose to fail their save. While trapped within the coffin, they have total cover against all sources. The coffin has an AC of 15 and 50 hit points, and resistance to all damage beside bludgeoning and thunder damage. When the spell ends or the coffin is reduced to 0 hit points, it crumbles to fragments and the creature within is no longer restrained and blinded.

For the duration of the spell you can use your bonus action to attempt to crush a creature encased in the coffin, dealing 1d10 bludgeoning damage.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the stone coffin gains 10 additional hit points for each level above 5th.

STONE FIST

1st-level transmutation

Classes: Druid, Occultist, Sorcerer, Warlock, Wizard

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 1 round

You turn your hand and forearm (or similar appendage) to stone until the start of your next turn. As part of casting the spell, you can make a melee spell attack against one creature you can reach. On a hit, the target takes 2d10 bludgeoning damage.

Until the start of your next turn, you can use your reaction

when you take slashing or piercing damage from an attack to gain resistance to damage from that attack.

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

STONE FORMING

transmutation cantrip

Classes: Druid, Occultist, Sorcerer, Warlock

Casting Time: 1 bonus action

Range: Touch

Components: V, S

Duration: Instantaneous

You touch a stone surface or the ground, and call forth stone that shapes itself to your command. You can make any roughly shaped Small or Tiny item from the stone, including functional simple or martial melee weapons (for Medium or smaller creatures), possess magical durability to resist shattering or breaking.

Alternatively you can encase your limbs in stone, causing your unarmed strikes to deal 1d8 bludgeoning damage for the duration of the spell.

Items made this way lose any magical durability after one hour, and become easily broken if they would not normally be functional in that shape. You can have three items or effects created by this cantrip at a time, and upon creating a fourth the oldest one loses its magical durability and becomes easily broken.

STONE PILLAR

2nd-level transmutation

Classes: Druid, Sorcerer, Wizard

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You cause a pillar of stone to rise from the ground in a space you can see. The pillar of stone has a diameter of 5 feet and raises up to 30 feet into the air. The ground where a pillar appears must be wide enough for its diameter, and you can target the ground under a creature if that creature is Medium or smaller.

If a pillar is created under a creature, that creature must succeed on a Dexterity saving throw or be lifted by the pillar. A creature can choose to fail their save. If a pillar is prevented from reaching its full height because of a ceiling or other obstacle, a creature on the pillar takes 3d8 bludgeoning damage and is restrained, pinched between the pillar and the obstacle. The restrained creature can use an action to make a Strength or Dexterity check (the creature's choice) against the spell save DC. On a success, the creature is no longer restrained and must either move off the pillar or fall off it.

The pillar has AC 5 and 30 hit points. When reduced to 0 hit points, a pillar crumbles into rubble, which creates an area of difficult terrain with a 10-foot radius that lasts until the rubble is cleared. Each 5-foot-diameter portion of the area requires at least 1 minute to clear by hand.

STORM SHOT

4th-level transmutation

Classes: Ranger

Casting Time: 1 bonus action

Range: Touch

Components: V, S, M (a piece of ammunition or weapon with the thrown property worth at least 1 cp)

Duration: 1 round

You touch a piece of ammunition or weapon with the thrown property, imbuing it with the power of a hurricane for the duration. The first time you attack with the empowered item, it unleashes a blasting galeforce, greatly empowering the shot. On a hit, the target takes an additional 4d8 damage from the attack, and is knocked backwards 30 feet. Any creature the target is knocked into by this movement takes 2d8 bludgeoning damage. On a miss, the target takes half as much damage and is not knocked back.

Once an attack has been made with the piece of ammunition or weapon, the spell ends.

At Higher Levels: When you cast this spell using a spell slot of 5th level, the shot deals an additional 1d8 damage and the target is knocked backwards an additional 10 feet.

SUFFOCATE

4th-level transmutation

Classes: Occultist, Sorcerer, Wizard

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

You create a whirling sphere of air around a creature that causes them to struggle to breathe. The target must make a Constitution saving throw. On a failure, the target loses 5d8 hit points due to lack of air, has disadvantage on all ability checks, and cannot speak. On a success, the target takes half as much damage and suffers no other effects. For the duration, as an action, you can force the creature to make a saving throw against the ability again.

If a target fails their saving throw against this spell 3 times in a row, they become incapacitated until they succeed on a save or the spell ends. If you don't use your action to force the target to make a save, it counts as a success.

A creature that does not need to breathe is unaffected by this spell.

SUDDEN HAZARDS

5th-level illusion

Classes: Bard, Occultist, Sorcerer, Wizard

Casting Time: 1 action

Range: Self (60-foot cube)

Components: V, S

Duration: Concentration, up to 1 minute

You cause illusions of deadly traps or sudden hazards spring up filling a 60 foot cube originating from you. Blades swing on chains, spikes erupt from the ground, darts shoot unseen

spots, lava spouting from the ground, vicious man eating plants, and other phantom hazards fill the mind of each creature of your choice within the area. An affected creature can move at half speed to evade the dangers, or move at their normal speed taking 1d8 psychic damage for each 5 feet they move within the area. Any affected creature that ends their turn in the area makes a Dexterity saving throw. On a failed save, they take 5d8 psychic damage, or half as much on a successful save.

Each time a creature takes damage from ending their turn in the effect, they can make a Wisdom saving throw. On a success, they realize the traps are fake, and the area ceases to deal damage to them or impede their movement, as all the traps become faint transparent images. Creatures that are not chosen to be affected by the caster see traps as faint transparent images.

ARCHON SPIRIT

Medium (Small for Lantern) celestial, unaligned

Armor Class 11 + the level of the spell (natural armor)

Hit Points 20 (Lantern or Trumpet only) or 30 (Hound Only) + 5 for each spell level above 2nd

Speed 30 ft., fly 30 ft. (Trumpet and Lantern only)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (0)	14 (+2)	10 (+0)	13 (+1)	14 (+2)

Damage Resistances radiant

Senses darkvision 60 ft., passive Perception 11

Languages Celestial, understands the languages you speak

Challenge —

Keen Hearing and Smell (Hound only). The archon has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Lantern's Light (Lantern only). The archon sheds bright light in a 30-foot radius and dim light for an additional 30 feet.

Rallying Call (Trumpet only). Once per turn when the archon deals damage, it grants one creature of its choice within 60 feet temporary hit points equal to half the damage dealt.

ACTIONS

Multiattack. The celestial makes a number of attacks (or Trumpet uses) equal to half this spell's level (rounded down).

Greatsword (Hound only). Melee weapon attack: your spell attack modifier to hit, reach 5 ft., one target. *Hit:* 2d6 + 2 + the spell's level slashing damage.

Radiant Bolt (Lantern only). Ranged spell attack: your spell attack modifier to hit, 60 ft., one target. *Hit:* 1d8 + 2 + the spell's level radiant damage.

Trumpet (Trumpet only). One creature of the archon's choice within 60 feet must succeed on a Constitution saving throw (DC equal to your spell save) or take 1d6 + 2 + the spell's level thunder damage.

SUMMON ARCHON

2nd-level conjuration

Classes: Cleric, Paladin, Warlock

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (an ornate relic worth at least 200 gp)

Duration: Concentration, up to 1 hour

You call forth a minor celestial archon. It manifests in an unoccupied space that you can see within range. It takes the form of the archon spirit stat block. When you cast the spell, choose Hound, Lantern, or Trumpet. The creature resembles the Archon of your choice, which determines certain traits in its stat block. The creature disappears when it drops to 0 hit points or when the spell ends.

The creature is allied to you and your companions. In combat, the creature shares your initiative count, but it takes its turn immediately after yours. It obeys your verbal commands (no action required by you). if you don't issue any, it takes the Dodge action and uses its move to avoid danger.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, use the higher level whenever the spell's level appears in the stat block.

SUMMON DRAGON

5th-level conjuration

Classes: Wizard, Sorcerer

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (a dragon statuette worth at least 500 gp)

Duration: Concentration, up to 1 hour

You call forth a magical dragon spirit. It manifests in an unoccupied space that you can see within range. It takes the form of the dragon spirit stat block. When you cast the spell choose a color from the table below. The creature resembles a dragon of that color, which determines certain traits in its stat block based on its color as per the Dragon Table below where listed in traits in its stat block. The creature disappears when it drops to 0 hit points or when the spell ends.

The creature is an ally to you and your companions. In combat, the creature shares your initiative count, but it takes its turn immediately after yours. If obeys your verbal commands (no action required by you). If you don't issue any, it takes the Dodge action and uses its move to avoid danger.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, use the higher level whenever the spell's level appears in the stat block.

DRAGON TABLE

Dragon	Elemental Damage	Breath Weapon Area
Black	Acid	5 by 60 ft. line (Dex. save)
Blue	Lightning	5 by 60 ft. line (Dex. save)
Brass	Fire	5 by 60 ft. line (Dex. save)
Bronze	Lightning	5 by 60 ft. line (Dex. save)
Copper	Acid	5 by 60 ft. line (Dex. save)
Gold	Fire	30 ft. cone (Dex. save)
Green	Poison	30 ft. cone (Con. save)
Red	Fire	30 ft. cone (Dex. save)
Silver	Cold	30 ft. cone (Con. save)
White	Cold	30 ft. cone (Con. save)

DRAGON SPIRIT

Large dragon, unaligned

Armor Class 12 + the level of the spell (natural armor)
Hit Points 50 + 10 for each spell level above 5th
Speed 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	18 (+4)	14 (+2)	16 (+3)	18 (+4)

Damage Immunities The dragon's elemental type.
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 13
Languages Draconic, understands the languages you speak
Challenge —

ACTIONS

Multiattack. The dragon makes a number of attacks equal to half this spell's level (rounded down). It can only attack with its bite or tail once per turn.

Bite. Melee weapon attack: your spell attack modifier, reach 10 ft., one target. *Hit:* 1d6 + 4 + the spell's level piercing damage + 1d6 of the dragon's elemental damage.

Claw. Melee weapon attack: your spell attack modifier, reach 5 ft., one target. *Hit:* 1d4 + 4 + the spell's level slashing damage.

Tail. Melee weapon attack: your spell attack modifier, reach 15 ft., one target. *Hit:* 1d8 + 4 + the spell's level bludgeoning damage.

Breath Weapon (1/Day). The dragon exhales elemental power in its breath weapon area from the dragon table. Each creature in that area must make a Dexterity saving throw with a DC equal to your spell save DC, taking 8d6 + the spell's level elemental damage on a failed save, or half as much damage on a successful one.

MONSTROSITY SPIRIT

Medium monstrosity, unaligned

Armor Class 11 + the level of the spell (natural armor)
Hit Points 35 + 15 for each spell level above 3rd
Speed 40 ft., burrow 40 ft. (burrower only).

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	4 (-3)	16 (+3)	5 (-3)

Senses darkvision 60 ft., tremorsense 30 ft. (burrower only), passive Perception 13
Languages —
Challenge —

Blink (Blinker only). As a bonus action, the monstrosity can magically teleport up to 30 feet to an unoccupied space it can see.

Displace (Displacer only). Attack rolls against the monstrosity have disadvantage. If the monster is hit by an attack this trait ceases to work until the start of the monster's next turn.

Evasion (Displacer and Blinker only). If the monstrosity is subjected to an effect that allows it to make a saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

ACTIONS

Multiattack. The monstrosity makes a number of attacks equal to half this spell's level (rounded down).

Chomp. Melee weapon attack: your spell attack modifier, reach 5 ft., one target. *Hit:* 1d10 + 3 + the spell's level piercing damage.

Lash (Displacer only). Melee weapon attack: your spell attack modifier, reach 10 ft., one target. *Hit:* 1d4 + 3 + the spell's level slashing damage.

SUMMON MONSTROSITY

3rd-level conjuration

Classes: Sorcerer, Wizard

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (a statuette carved from a monster bone or fang worth at least 300 gp)

Duration: Concentration, up to 1 hour

You call forth a magical monstrosity spirit. It manifests in an occupied space that you can see within range. The corporeal form uses the Monstrosity Spirit stat block. When you cast the spell, choose Blinker, Burrower, or Displacer. The creature resembles the creature of your choice, which determines certain traits in its stat block. The creature disappears when it drops to 0 hit points or when the spell ends.

The creature is an ally to you and your companions. In combat, the creature shares your initiative count, but it takes its turn immediately after yours. It obeys your verbal comments (no action required by you). If you don't issue any, it takes the Dodge action and uses its move to avoid danger.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, use the higher level whenever the spell's level appears in the stat block.

SUMMON OOZE

1st-level conjuration

Classes: Wizard

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a gold vial worth at least 100 gp)

Duration: Concentration, up to 1 hour

You call forth a magical ooze. It manifests in an unoccupied space that you can see within range. This corporeal form uses the Ooze Spirit stat block. When you cast the spell, choose from Green, Red, or Yellow. The creature resembles the creature of your choice, which determines certain traits in its stat block. The creature disappears when it drops to 0 hit points or when the spell ends.

The creature is an ally to you and your companions. In combat, the creature shares your initiative count, but it takes its turn immediately after yours. It obeys your verbal commands (no action required by you). If you don't issue any, it takes the Dodge action and uses its move to avoid danger.

At Higher Levels. When you cast this spell using a spell of 2nd level or higher, use the higher level whenever the spell's level appears in the stat block.

OOZE SPIRIT						
Small ooze, unaligned						
Armor Class 6 + the level of the spell (natural armor)						
Hit Points 5 + 10 for each spell level above 1st						
Speed 10 ft.						
STR	DEX	CON	INT	WIS	CHA	
12 (+3)	6 (-2)	12 (+1)	1 (-5)	1 (-5)	1 (-5)	
Damage Immunities acid, fire (Red only), lightning (Yellow only), Poison (Green only)						
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks						
Senses blindsight 10 ft. (blind beyond this radius), passive Perception 5						
Languages understands the languages you speak						
Challenge —						
ACTIONS						
Multiattack. The ooze makes a number of attacks equal to half this spell's level (rounded down).						
Pseudopod. Melee weapon attack: your spell attack modifier, reach 5 ft., one target. <i>Hit:</i> 1d4 + 3 + the spell's level acid damage.						

SUMMON PLANT

3rd-level conjuration

Classes: Druid, Ranger

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (a carved wooden figurine worth at least 300 gp)

Duration: Concentration, up to 1 hour

You call forth a magical plant. It manifests in an unoccupied space that you can see within range. This corporeal form uses the Plant Spirit stat block. When you cast the spell, choose Dryad, Shambling Mound, or Treant. The creature resembles the creature of your choice, which determines certain traits in its stat block. The creature disappears when it drops to 0 hit points or when the spell ends.

The creature is an ally to you and your companions. In combat, the creature shares your initiative count, but it takes its turn immediately after yours. It obeys your verbal commands (no action required by you). If you don't issue any, it takes the Dodge action and uses its move to avoid danger.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, use the higher level wherever the spell's level appears in the stat block.

SUMMON SWARM

2nd-level conjuration

Classes: Druid, Occultist, Wizard

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (a golden insect worth at least 200 gp)

Duration: Concentration, up to 1 hour

You call forth a magical swarm. It manifests in an unoccupied space that you can see within range. This corporeal form uses the Swarm Spirit stat block. When you cast the spell, choose from Quippers, Spiders, or Wasps. The swarm resembles the creatures of your choice, which determines certain traits in its stat block. The creature disappears when it drops to 0 hit points or when the spell ends.

The creature is an ally to you and your companions. In combat, the creature shares your initiative count, but takes its turn immediately after yours. It obeys your verbal commands (no action required by you). If you don't issue any, it takes the Dodge action and uses its move to avoid damage.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, use the higher level whenever the spell's level appears in the stat block.

PLANT SPIRIT

Large (Medium for Dryad) plant, unaligned

Armor Class 12 + the level of the spell (natural armor)

Hit Points 35 + 10 for each spell level above 3rd

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	14 (+2)	10 (+0)	16 (+3)	10 (+0)

Damage Vulnerabilities fire

Damage Resistances bludgeoning

Senses darkvision 60 ft., blindsight 60 ft. (Shambling Mound only), passive Perception 10

Languages Sylvan, understand the languages you speak

Challenge —

Engulf (Shambling Mound Only). If the plant hits a target that is grappling, that target becomes restrained until the grapple ends.

Tree Stride (Dryad Only). Once on its turn, the plant can use 10 feet of its movement to step magically into one living tree within its reach and emerge from a second living tree within 60 feet of the first tree, appearing in an unoccupied space within 5 feet of the second tree. Both trees must be large or larger.

ACTIONS

Multiattack. The plant makes a number of attacks equal to half this spell's level (rounded down).

Entangling Slam (Treant or Shambling Mound Only). *Melee Weapon Attack:* your spell attack modifier to hit, reach 5 ft., one target. *Hit:* 1d10 + 3 + the spell's level bludgeoning damage and the target is grappled (escape DC is your spell save DC). Until this grapple ends, plant can't use this attack on another target

Vine Lash (Treant or Dryad Only). *Melee Weapon Attack:* your spell attack modifier to hit, reach 15 ft., one target. *Hit:* 1d8 + 3 + the spell's level slashing damage and the target is grappled (escape DC is your spell save DC). Until this grapple ends, plant can't use this attack on another target

NOTE: VULNERABLE LIMBS!

As per Sage Jeremy, a creature you are grappling can attack you regardless if you are in its normal attack range by attacking the limb grappling you.

SWARM SPIRIT

Medium swarm of Tiny beasts, unaligned

Armor Class 10 + the level of the spell (natural armor)

Hit Points 10 + 5 for each spell level above 1st

Speed 30 ft. (Spiders only), 5 ft. (Quippers, or Wasps only) fly 30 ft (Wasps only), swim 30 ft. (Quippers only)

STR	DEX	CON	INT	WIS	CHA
3 (-4)	13 (+1)	10 (+0)	1 (-5)	7 (-2)	1 (-5)

Damage Resistances bludgeoning, piercing, slashing

Senses blindsight 10 ft., passive Perception 8

Languages understands the languages you speak

Challenge —

Spider Climb (Spider only). The swarm can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny creature. The swarm can't regain hit points or gain temporary hit points.

Web Walker (Spider only). The swarm ignores movement restrictions caused by webbing.

ACTIONS

Multiattack. The swarm makes a number of attacks equal to half this spell's level (rounded down).

Bite (Spider and Wasp only). *Melee weapon attack:* your spell attack modifier, reach 0 ft., one target. *Hit:* 2d4 + the spell's level piercing damage + 1d4 poison damage.

Bite (Quipper only). *Melee weapon attack:* your spell attack modifier, reach 0 ft., one target. *Hit:* 3d4 + the spell's level piercing damage.

SWAPPING CURSE

5th-level enchantment

Classes: Occultist

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (something from each creature (such blood, hair, or scales) the spell is targeting, which the spell consumes.)

Duration: Concentration, up to 1 minute

You cast a curse targeting two individuals. Both targets must make a Charisma saving throw (which they can choose to fail). If both targets fail their saving throws, for the duration of the spell their souls are swapped. A soul controls the body it inhabits. It gains all ability scores and actions the body had (besides legendary actions or legendary resistance), but retains its own spellcasting (if it has the spellcasting, innate or otherwise), and has disadvantage on all attack rolls and strength, dexterity, and constitution saving throws for 1d4 turns after swapping bodies.

At the end of a swapped creatures turn, it can choose to repeat the saving throw, ending the effect on a successful save. If its CR (or character level if it has no CR) is higher than the body of the creature it is in, it has advantage on the save.

If a creature dies while its soul is swapped, the souls return to their original bodies. If a soul was in a dying creature that returns to a living body, that creature takes 5d10 necrotic damage.

THUNDERBURST MINE

2nd-level abjuration

Classes: Inventor

Casting Time: 1 minute

Range: Touch

Components: V, S, M (Any tiny nonmagical item, which is destroyed by the activation of the spell)

Duration: 8 hours

You can set a magical trap by infusing explosive magic into an item. You can set this item to detonate when someone comes within 5 feet of it, or by a verbal command using your reaction (one or more mines can be detonated).

When the magic trap detonates, each creature in a 10-foot-radius sphere centered on the item must make a Constitution saving throw. A creature takes 3d8 thunder damage on a failed save, or half as much damage on a successful one. If a creature is in the area of effect of more than one thunderburst mine during a turn, they take half damage from any mines beyond the first.

A magical mine must be set 5 feet or more from another mine, and cannot be moved once placed; any attempt to move it results in it detonating unless the caster that set it disarms it with an action.

THUNDER PULSE

3rd-level evocation

Classes: Bard, Sorcerer, Wizard

Casting Time: 1 action

Range: Self (15-foot cone)

Components: V, S

Duration: Concentration, up to 1 minute

You gather sonic energy and can expel as a shockwave in a 15 foot cone. Each creature in that area must make a Constitution saving throw. On a failed save, a creature takes 3d8 thunder damage is knocked 10 feet away. On a successful save, the creature takes half as much damage and not being knocked away.

You can create a new shockwave as your action on subsequent turn until the spell ends.

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

THUNDER PUNCH

1st-level evocation

Classes: Bard, Sorcerer, Wizard

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

You charge your hand (or similar appendage) with thunder power. Make a melee spell attack against a creature. On a hit, there is a thunderous crash audible from up to 300 feet of you and the target takes 3d8 thunder damage, and is knocked 10 feet away from you.

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

THUNDER NOTE

Evocation cantrip

Classes: Bard

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You emit a crashing bang with a localized point of intensity targeting a creature within range. The target must succeed on a Constitution saving throw or take 1d8 thunder damage and become deafened until the start of their next turn. Constitution saving throws to maintain concentration on spells triggered by this damage are made with disadvantage.

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

TORNADO

5th-level transmutation

Classes: Druid, Sorcerer, Wizard

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 1 minute

A whirling tornado erupts, filling a 20-foot-radius, 40-foot-high cylinder centered on a point within range.

Any creature that starts its turn within the tornado must make a Strength saving throw. On a failed save, the creature takes 4d8 bludgeoning damage and is pushed 10 feet away and 40 feet up. On a successful save, the creature takes half as much damage and isn't pushed.

As a bonus action, you can move the tornado up to 30 feet in any direction. Any ranged weapon attack against a target within 20 feet of the tornado has disadvantage, and any ranged attack that passes through it automatically misses.

TWISTING ERUPTION

7th-level conjuration

Classes: Occultist

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a handful of dead plants)

Duration: Concentration, up to 1 minute

You target a point and call forth tendrils, twisted vines, and gnarled roots of dark energy that erupt from the ground in a 60 foot radius. All creatures of your choice in the area must make a Dexterity saving throw or be restrained as the shadowy plant tendrils grasp and drain the life from it.

At the start of a creature's turn, if it is restrained by the spell, it takes 2d10 bludgeoning damage, and 2d10 necrotic damage. Each time a creature takes necrotic damage from this spell, the caster regains 1d4 hit points.

A creature restrained by the tendrils can use its action to make a Strength or Dexterity check (its choice) against your spell save DC. On a success, it frees itself. A tendril can be destroyed, freeing a creature from its grasp. They have an AC of 10, 20 hit point, and are immune to all damage besides radiant and fire. Spells that deal radiant or fire damage to creatures in an area of effect also affect tendrils in that area.

Creatures that end their turn within the radius while not restrained must make a Dexterity saving throw or become restrained by the tendrils.

UNBURDEN

1st-level transmutation

Classes: Inventor

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 hour

A creature you touch no longer suffers the penalties to movement speed or to their Dexterity (Stealth) checks from

wearing medium or heavy armor, and is no longer encumbered from carry weight unless they are carrying more than twice the weight that would encumber them.

VACUUM PULL

2nd-level evocation

Classes: Druid, Ranger, Sorcerer, Wizard

Casting Time: 1 bonus action

Range: 30 feet

Components: V, S

Duration: Instantaneous

You cause a sudden savage burst of wind to howl toward you, attempting to pull a Huge or smaller creature within range that you can see toward you. The target must succeed a Strength saving throw or be yanked off their feet and flung toward you, landing within 5 feet of you and falling prone. Flying creatures make the Strength save with disadvantage.

At Higher Levels. When you cast this spell using a spell lot of 3rd level or higher, the range of the spell increases by 10 feet.

VICIOUS HOUND

2nd-level illusion

Classes: Bard, Occultist, Sorcerer, Warlock, Wizard

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a spiked collar)

Duration: Concentration, up to 1 minute

You summon a particularly vicious looking illusory hound that ferociously chases a target within range. Only the target can see the hound that chases them. The target creature can attempt to flee from the hound, moving at least 30 feet in any direction from where they start their turn. If the target does not flee or is unable to move at least 30 feet from where they started by the end of their turn, they take 3d8 psychic damage from being mauled by the hound at the end of the turn. The spell ends early if the target gets more than 120 feet from you.

At the end of each of their turns, the target can make a Wisdom saving throw. On success, they realize the hound is an illusion, and the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the speed of the hound increases by 10 feet for each slot level above 2nd (meaning that the target must flee 10 additional feet to avoid taking the damage).

VICIOUS VAPORS

2nd-level transmutation

Classes: Druid, Occultist, Warlock, Wizard

Casting Time: 1 action

Range: 60 ft

Components: V, S

Duration: Concentration, up to 1 minute

You fill the air with poisonous vapors in a cube 5 feet on each side. A creature must make a Constitution saving throw when it enters the spell's area for the first time on their turn or

starts its turn there. On a failed save, they take 1d12 poison damage and become poisoned until the end of their next turn. On a successful save, they take half as much damage and do not become poisoned.

You can move the cloud of vapors up to 20 feet as a bonus action during your turn.

VORPAL SHOT

5th-level transmutation

Classes: Inventor, Ranger

Casting Time: 1 bonus action

Range: Touch

Components: V, S, M (a piece of ammunition or weapon with the thrown property worth at least 1 cp)

Duration: 1 round

You touch a piece of ammunition or weapon with the thrown property, imbuing it with the ultimate edge. The first time a creature attacks with the empowered item, it adds +3 to attack and damage rolls, and ignores all resistances and immunities to the weapons damage type. On a hit, the creature takes 6d8 additional damage. If this damage reduces the target to zero hit points, it is killed by a mortal wound.

Once an attack has been made with the piece of ammunition or weapon, the spell ends.

VORPAL WEAPON

5th-level transmutation

Classes: Inventor

Casting Time: 1 action

Range: Touch

Components: V, S, M (a weapon worth at least 1 cp)

Duration: Concentration, up to 1 hour

You touch a weapon and imbue it with power. Until the spell ends, the weapon becomes indescribably sharp, ignoring resistance to slashing damage, and gains the Siege property, dealing double damage to inanimate objects such as structures. If a weapon has a modifier of less than +3 to attack and damage rolls, its modifier becomes +3 to attack and damage rolls for the duration of the spell.

Additionally, if a critical strike of this weapon would leave a creature with less than 50 hit points, the target creature is decapitated, killing it.

VORTEX BLAST

3rd-level evocation

Classes: Druid, Occultist, Sorcerer, Wizard

Casting Time: 1 Action

Range: Self (30-foot cone)

Components: V, S

Duration: Instantaneous

You create a sudden violent vortex that blasts outwards in a 30-foot cone, tossing characters and objects within the area. Creatures in the area take 4d6 bludgeoning damage and must succeed a Strength saving throw or be knocked 30 feet backward and 30 feet upward.

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

WATER BLAST

1st-level conjuration

Classes: Druid, Occultist, Sorcerer, Warlock, Wizard

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

You conjure a ball of water before hurling it at a target. Make a ranged spell attack against the target. On a hit, the target takes 3d6 bludgeoning damage and if it is Large or smaller must make a Strength saving throw or be knocked prone.

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

WATER CANNON

3rd-level evocation

Classes: Druid, Sorcerer, Wizard

Casting Time: 1 action

Range: Self (60-foot line)

Components: V, S

Duration: Instantaneous

You unleash a spout of water that blasts out in a line 60-foot-long and 5 foot-wide-line. Creatures in the area must make a Strength saving throw, or take 6d6 bludgeoning damage and be pushed to an open space at the end of the line away from you. If there is no open space to move to (for example they would move into a wall or another creature), they are pushed to the closest space and take an additional 2d6 bludgeoning damage and are knocked prone. On a successful save, they take half as much damage and are not pushed.

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

WIND CUTTER

2nd-level transmutation

Classes: Druid, Inventor Occultist, Ranger, Wizard

Casting Time: 1 Bonus Action

Range: Self (30-feet)

Components: V, S, M (a melee weapon that deals damage worth at least 1 cp)

Duration: Concentration, up to 1 minute

You infuse the weapon used in the spell's casting with tempestuous power. For the duration, when you make an attack during your turn with the weapon, the weapon used in the spell's casting gains a reach of 30 feet, releasing slashes of razor sharp wind against foes beyond your normal reach; the weapon deals slashing damage when damaging targets beyond your normal reach.

For the duration, when you deal damage to a creature with

the weapon used in the spell's casting, you can deal 1d4 slashing damage to up to two other creatures within 5 feet of the target as they are cut by the razor winds released by your attack.

WHIRLING CONFLAGRATION

3rd-level transmutation

Classes: Ranger

Casting Time: 1 action

Range: Self (15-foot radius)

Components: V, M (a melee weapon you are proficient with worth at least 1 cp)

Duration: Instantaneous

You flourish the weapon used in the casting and then whirl it around, igniting it in whirling conflagration. Make a melee weapon attack against each creature within 15 feet. (Using the same roll against each creature) Each target takes 6d6 fire damage on hit, or half as much on a miss

At Higher Levels: When you cast this spell using a spell slot of 4th Level or higher, it deals an additional 1d6 damage to each target on hit for each slot level above 3rd.

WINDBORNE WEAPON

transmutation cantrip

Classes: Druid, Sorcerer, Wizard

Casting Time: 1 action

Range: 150 feet

Components: V, S, M (a piece of ammunition or weapon with the thrown property worth at least 1 cp)

Duration: Instantaneous

Make an attack using this spell's material component as part of the action used to cast this spell, turning it into a ranged spell attack. This attack ignores cover. On hit, it deals 1d8 damage of the weapon's damage type.

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

WINDSENSE

2nd-level transmutation

Classes: Druid, Ranger

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: 1 round

You cast your sense into the wind. Until the start of your next turn, you gain a blindsight of 60 feet, and you gain advantage on Wisdom (Perception) checks.

For the duration, when you make a ranged weapon attack, you do not require line of sight as long as it is in the range of your blindsight, and the target creature does not benefit from cover, as you can send your shots in twisting impossible lines riding the flow of the winds that only you can sense.

WITHER

3rd-level necromancy

Classes: Occultist, Warlock

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a pinch of powdered bone and sand)

Duration: 1 round

Dark energy tears the moisture from a body, sapping it of life and vitality. The target must make a Constitution saving throw. The target takes 4d10 + 4 necrotic damage on a failed save and becomes withered until the start of your next turn, or half as much on a successful one and does not become withered. A withered creature gains vulnerability to fire damage if they are not resistant to fire damage, or loses their resistance to fire if they are resistant to fire.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d10 for each slot level above 5th.

PSIONICS

The following are a special branch of ability: Psionics. While much of Psionics is comparable to magic in effect, these are a list of unique abilities to people with Psionic abilities. These are part of the Psion class, but can be opened to any character capable of Psionics at the discretion of the DM.

COMPELLED QUERY

1st-level psionic

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

You focus your telepathic powers on a creature and ask it a simple question. It must make an Intelligence saving throw, or it conjures a short mental thought or image that answers your question to the best of its ability that you can perceive telepathically. A creature gains a +5 to the saving throw against this spell for each time it has been used on them in the past 24 hours.

DELVE MIND

3rd-level psionic

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

You delve into a creature's mind, forcing it to make an Intelligence saving throw. On a failure, for the duration or until you end the spell you gain access to its memories from the past 12 hours, and are able to recall things it remembers as if they are your own memories, but these memories contain only things the target creature remembers.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you can delve an additional 12 hours further back in the creature's memories for each slot level above 3rd.

FLICKER

1st-level psionic

Casting Time: 1 reaction, when you would take damage
Range: Self
Components: S
Duration: 1 round

You flicker between the material and ethereal planes. Until the start of your next turn, each time you would take damage, including the triggering attack, roll a d4. On a 2, you gain resistance to that instance of damage. On a 4, you don't take any damage.

MIND BLAST

6th-level psionic

Casting Time: 1 action
Range: Self (60-foot cone)
Components: S
Duration: Instantaneous

You emit a blast of psychic energy. Each creature in a 60-foot cone must make an Intelligence saving throw. A creature takes 6d8 Psychic damage and is stunned until the end of their next turn on a failed save. A creature takes half as much damage and is not stunned on a successful save.

PSYCHIC DRAIN

2nd-level psionic

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

You draw on the psychic energy of another creature you can see to sustain yourself. The target must make a Charisma saving throw. On failure it takes 3d8 psychic damage and you gain temporary hit points equal to half the amount of psychic damage dealt and regain one expended psi point.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, the spell deals an additional 1d8 psychic damage.

FLICKER

1st-level psionic

Casting Time: 1 reaction, when you would take damage
Range: Self
Components: S
Duration: 1 round

You flicker between the material and ethereal plane. Until the start of your next turn, each time you would take damage, including the triggering attack, roll a d4. On a 2, you gain resistance to that instance of damage. On a 4, you don't take any damage.

FUTURE INSIGHT

1st-level psionic

Casting Time: 1 action
Range: Self (60-foot radius)
Components: S
Duration: 10 minutes

Your roll 3d4 or 1d12 (your choice) and record the results. During the duration, you can expend one of these dice to add or subtract them from any attack roll, saving throw, or ability check made by a creature within 60 feet of you until the dice are exhausted or the spell ends. You must expend the die after the roll is made, but before you know the outcome of the roll.

GLIMPSE THE FUTURE

2nd-level psionic

Casting Time: 1 action

Range: 60 feet

Components: S

Duration: 10 minutes

You give a creature within range a glimpse of their future. Roll a d4 to determine outcome:

Result	Effect
1	The target foresees an action to come. Roll a d20 and record the value. Until the duration of the spell ends, they can replace one of their d20 rolls with the value rolled.
2	The target sees their own death. If they are reduced to zero hit points by an attack or failing a save throw during the duration, they instead evade the attack or pass the saving throw if they are not otherwise incapacitated prior to being reduced to zero.
3	They see a future victory, growing confident. They gain 10 temporary hit points and are immune to the frightened condition for the duration of the spell.
4	The target sees an ambush or surprise, the first time they would be surprised they are not, or the first time an attack would be made against them with advantage, it is instead made with disadvantage.

Once any of the events foreseen occur, the spell ends.

At Higher Levels. When cast using 3 or more psi points, you can select the effect instead of rolling a d4.

THE UNAVOIDABLE DEATH

In the case of number 2, passing the save will not always be enough to make them not be reduced to zero hit points. Sometimes they are reduced to zero by something like falling damage that has no save or attack. Sometimes life's a bummer that way.

NULLIFY EFFECT

2nd-level psionic

Casting Time: 1 reaction, which you take when you are forced

to make an Intelligence, Wisdom, or Charisma saving throw

Range: Self

Components: S

Duration: 1 round

You gain advantage on Intelligence, Wisdom, and Charisma saving throws (including the triggering save) until the start of your next turn. You also gain resistance to Psychic and Force damage until the start of your next turn.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you can roll an additional d20 as part of your advantage roll. If you cast this at the 5th level or higher, it grants immunity to Psychic and Force damage for the duration.

SHOCKWAVE

5th-level psionic

Casting Time: 1 action

Range: Self (30-foot radius)

Components: S

Duration: Instantaneous

You unleash a burst of telekinetic force in all directions. Each creature of your choice within 30 feet of you is knocked 5 feet back and must succeed on a Strength saving throw or take 8d6 damage bludgeoning damage and be knocked prone. A creature that succeeds on its saving throw takes half as much damage and isn't knocked prone.

SPATIAL MANIPULATION

5th-level psionic

Casting Time: 1 action

Range: Self (120-foot radius)

Components: V, S

Duration: Instantaneous

You can swap the position two creatures you can see within range. An unwilling creature can make a Charisma saving throw, preventing the swap on success.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, you can swap an additional set of creatures of each level about 5th.

UNLOCKED POTENTIAL

1st-level psionic

Casting Time: 1 action

Range: 60 feet

Components: S

Duration: Concentration, up to 1 minute

You unlock the potential of a creature's mind, allowing it to fully reach its limits. For the duration, once per turn the creature can add 1d4 to any attack roll, damage roll, or saving throw it makes. Each time it adds the additional 1d4, it takes 1 psychic damage as it pushes beyond its natural limitations.

INNER WORLD

8th-level psionic

Casting Time: 1 action

Range: Self

Components: S

Duration: Concentration, up to 1 minute

As an action, you create and enter an imaginary world. All other creatures within 120 feet are pulled this world with you. This world is centered on you, and extends in 120 feet in all directions.

A creature that reaches the edge of this world can make a Charisma saving throw to attempt to exit, spending 5 feet of movement to return where they were before being pulled into the world on success, and being unable to move out the world

until the start of their next turn on failure. A creature outside the world can attempt to enter it by moving to where you cast the spell (which is marked by a glowing psionic rift) and making a Charisma saving throw to enter the world. You can allow a creature to automatically pass their save to enter or exit the world.

When you create this world, you can create obstacles and terrain of your choice, creating walls, pillars, and other obstacles that take up to twenty 5 by 5 square foot areas (stylistically, these can appear however you choose). These can be placed consecutively or spread out in any method of your choosing, but any area with a creature must contain a path that creature can fit through to both you and the edge of the world.

You can additionally create up to five hazardous spaces on the ground that are 5 foot squares. These can be fires, spikes, biting mouthes, or whatever you choose, but regardless of its form if a creature takes $4d4 + 4$ psychic damage when it enters the effect's area for the first time on a turn or starts its turn there. Each of these hazards must be at least 20 feet from another hazard.

While in this inner world, if you fail saving throw, you choose to succeed instead. You can do up to 3 times during the duration of the spell. All spells and powers have their psi point cost reduced by one.

During the spell, as an action, you can attempt to destroy a creature within the world. The target must make an Intelligence saving throw. On failure, it takes $8d8 + 8$ psychic damage and is removed from the imaginary world, returning to where they were before being pulled into it.

The world can be brightly or dimly lit, and you control the weather within it.

When the spell ends, you and any creature that remains in the world exit the world returning to space you entered the world from.

QUICKLY CONSTRUCTED WORLDS

The casting time of this spell is 1 action, which is 6 seconds in game. While this should not be taken literally, it is also an indication that this is a quickly constructed world. It is recommended that that you come up with a general layout and any resources needed for this spell in collaboration with your GM when you select the spell, and make at most minor changes to the world when casting it. It is reasonable for a GM to limit world planning time to one minute.

CREDITS:

PATREON SUPPORTERS

The creation and maintainance of this class was made possible by [patreon](#) supporters.

- !Alice_Demencia
- 5health
- Abeezy
- Adam Crouch
- Andrew Etsell
- Andrew Keenan Richardson
- Andrew Valenti
- AndrewRP8023
- Angel Gomez
- Anthony Cardinale
- Anthony Currier-Reagor
- Aren Harper
- Austin Fox
- Austin Widdershoven
- Azrael Sinclair
- Benjamin Brightman
- Brandon
- Brayden Brower
- Brendan
- Bryan Patterson
- Bucket
- C. Dobb
- Caden Supple
- Cecil Maye
- Chandler Miller
- Chase Hanscom
- Chelsea Ash
- Chreng
- Chris B
- Chris Skidmore
- CleanupIL5
- Cole Smith
- Colin Reilly
- Colton Weakley
- Connor Meislahn
- Conor McLaughlin
- CovertMuffin
- Curtis Geddes
- cyburd
- dabenny17
- Daklor
- Dallas blanch
- Dan Berk
- Dan Schmidt
- Daniel Miller
- Darrell
- David Andrews
- Dejan Maramu
- Drarielpo
- DrakenKraken
- Drowrin
- dutifulpoo
- Eddie
- Eli Frank
- Elijah McGowan
- Elric Edge
- Em
- Emaj
- Embey
- Erin Wolsleben
- Flandre Komeiji
- FOE Kelly
- FS-1414
- Garion Pankievich
- Glacirus

- Glenn Stark
- Glider Onair
- GM Binder
- Gwynblaedd
- Harper Zappone
- Herdsheep
- Ihileath
- Issac Dyne
- Jack Inacker
- Jackson Hall
- Jacob Herrera
- james sherman
- James Troy
- Jenna
- Jessalyn
- Joey Rener
- Jon Tinney
- Joseph Holloway
- Joseph Paternoster
- Josh Sitton
- Kelselaia
- Kenneth Bellamy
- Kit Ivimey
- Krumru
- Landon
- Larry Eger
- Larry Price
- Lennox0122
- Litchalope
- Logan McConaughy
- Louis.
- Luke Hardman
- Magne Rolf Gunnarson
- Mahtaran
- MangoPudding
- Mason
- masterofastra
- Matt Jones
- Matthew Reed
- Matthew Terilli
- Mechana
- Michael Molik
- Michael Ramage
- Mitchell
- Mitchell Baltosser
- Mitchell Stevenson
- Mr. PR
- Nannette Groft
- Nathan Clarke
- Nathan Perkins
- Nathaniel Schnebly
- Nicholas Berra
- Nicholas Comeaux
- Nicholas Gerrity
- Nick
- Nomatron
- omegasuspekt
- orionSquared
- Oscar Flores
- Palvo
- PastUtopia
- Patrick
- Patrick Hart
- Patrick Moore
- PrussiAntique (Antiqua)
- PurblyDurbly
- Raymond McDonnell
- Red Mammoth
- RedemptionOmega
- Rezu -
- Richard
- Ronick Dizon
- Rory Collier
- RSilver

- Ryan
- Ryan Rupper
- Sam B. Spivey
- Sean Perry
- Seffykun
- Simon Arr
- Sinjin Blackwell
- SonOfSofaman
- Spectre Creations
- Stark Devereaux
- StarKnight 75
- Steven Nixon
- Storm Melon
- Suliman Adel
- Sutekh
- SwampPie
- Tambel
- The Hat
- TheNavalRadar
- Thomakaze
- Thomassen Honnor
- Thortron
- TJ
- Todd Weber
- Trace
- Trumpet Skeleton
- Tucker Broxson
- Tuquane Stevens
- Twksoccer
- Tyler
- Tyler Davis
- Tyler Stribley
- varunasi
- Verixa Okblek
- WADDLE
- Wagner Wagon
- Wes Robinson
- Witasnott
- WolfyKun
- Wraithkin
- WWMustachelord5
- Xenny
- Zach Knox
- Zachary Carlisle
- Zeromanex
- zldress
- Zou Zou

...and many more! Thank you all, you make the fun people have playing this class possible.

CHANGELOG

v1.6.1

- Added Illusionary Dart
- Added Illusory Pit
- Added Illusionary Fireball

v1.6.2

- **Animate Object** renamed **Dancing Object** to reduce confusion with the 5th level Animate Objects spell.
- **Crashing Wave** increased to a 20 foot cone, to make it more comparable in effective area to Thunderwave's 15 foot cube, with a better defined pro and con (rather than all con).
- **Dimension Cutter** now deals 1d6 more force damage when up cast.
- **Geyser** now deals 1d6 more damage when upcast with higher level slots. This will rarely be relevant but improves consistency.
- **Entomb** added to the Sorcerer list
- **Illusionary Fireball** added to the Warlock spell list.
- **Illusionary Pit** now grants a new save any time a creature suffering the effect takes damage.
- **Vortex Blast** damage increased from 2d6 to 4d6. Knock up reduced from 40 feet to 30 feet. This makes the spell do more against targets that pass their save, and slightly buffs it overall.
- **Water Cannon** line increased from 30 feet to 40 feet, making it easier to hit enemies with.
- **Wither** now deals 4d10 + 4 damage, raising it's damage a bit, making it's 3rd level single target somewhat more justified.

LICENSE

OPEN GAME License Version 1.0a The following text is the property of Wizards of the Coast, LLC. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, License, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, Spells, enchantments, personalities, teams, personas, likenesses and Special abilities; places, locations, environments, creatures, Equipment, magical or supernatural Abilities or Effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the OPEN Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to Identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.
 2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or Conditions may be applied to any Open Game Content distributed using this License.
 3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.
 4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, nonexclusive License with the exact terms of this License to Use, the Open Game Content.
 5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original Creation and/or You have sufficient rights to grant the rights conveyed by this License.
 6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.
 7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a Challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.
 8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.
 9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.
 10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.
 11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.
 12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.
 13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.
 14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.
 15. COPYRIGHT NOTICE
- Open Game License v 1.0a Copyright 2000, Wizards of the Coast, LLC.
- System Reference Document 5.1 Copyright 2016, Wizards of the Coast, LLC.; Authors Mike Mearls, Jeremy Crawford, Chris Perkins, Rodney Thompson, Peter Lee, James Wyatt, Robert J. Schwab, Bruce R. Cordell, Chris Sims, and Steve Townshend, based on original material by E. Gary Gygax and Dave Arneson.
- Kibbles' Casting Compendium Copyright 2021, KibblesTasty.
- END OF LICENSE