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5E SRD CONTENT

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SPELLS BY CLASS

BARD

CANTRIPS (0 LEVEL)

- Illusionary Dart

1ST LEVEL

- Awaken Rope
- Blade Mirage
- Illusory Pit
- Induce Headache
- Mind Ray
- Thunder Punch

2ND LEVEL

- Alacrity
- Crescent Wind Slash
- Dancing Object
- Disorient
- Instant Counter
- Spelltrap
- Vicious Hound

3RD LEVEL

- Thunder Pulse

4TH LEVEL

- Echoing Lance
- Quicksilver Steps

5TH LEVEL

- Sonic Shriek

7TH LEVEL

- Arcanist's Sword

CLERIC

1ST LEVEL

- Karmic Reflection

2ND LEVEL

- Blazing Beacon
- Divine Judgment
- Sanctified Charge
- Summon Archon
- Unholy Wave

3RD LEVEL

- Angelic Slash
- Brilliant Blade
- Immutability

4TH LEVEL

- Commandment
- Heavenly Ray
- Vital Surge

5TH LEVEL

- Sudden Hazards

6TH LEVEL

- Final Flame
- Platinum Lances

8TH LEVEL

- Divine Descent

DRUID

CANTRIPS (0 LEVEL)

- Burn
- Decaying Touch
- Fists of Fire
- Freeze
- Ice Weapon
- Impact
- Rock Slam
- Stone Forming
- Water Bullet
- Windborne Weapon

1ST LEVEL

- Acid Bubble
- Aldricor's Elemental Rebuke
- Arctic Breath
- Bad Blood
- Bramble Binding
- Crashing Wave
- Create Pit
- Eyes of Immolation
- Grasping Roots
- Heavy Blow
- Ice Arrow
- Lightning Tendril
- Nauseating Poison

- Stone Fist
- Water Blast

2ND LEVEL

- Become Fire
- Become Stone
- Become Water
- Become Wind
- Clay Touch
- Crackle
- Dancing Wave
- Dust Cyclone
- Earth Ripple
- Hurricane Slash
- Pseudopod Slam
- Sprout Tree
- Shattering Shield
- Summon Swarm
- Vacuum Pull
- Wind Cutter
- Windsense
- Vicious Vapors

3RD LEVEL

- Acidic Pit
- Arctic Aura
- Bramble Barrier
- Dig
- Fire Cyclone
- Instant Bulwark
- Mutate
- Rain of Spiders
- Seismic Wave
- Spider Bite
- Summon Plant
- Vortex Blast
- Wasp Barrage
- Water Cannon
- Waterspout

4TH LEVEL

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

5TH LEVEL

- Acid Rain
- Burial Barrage
- Field of Stars

- Fissure
- Sky Burst
- Tornado

6TH LEVEL

- Avalanche
- Blizzard
- Form of Fire
- Form of Ice
- Form of Wind
- Form of Water
- Form of Stone
- Volcanic Burst

7TH LEVEL

- Glacial Crash

9TH LEVEL

- Form of the Elements

INVENTOR

1ST LEVEL

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

2ND LEVEL

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

3RD LEVEL

- Dispel Construct
- Fireburst Mine
- Static Field

4TH LEVEL

- Repair

5TH LEVEL

- Vorpall Shot
- Vorpall Weapon

OCCULTIST

CANTRIPS (0 LEVEL)

- Burn
- Decaying Touch
- Electric Arc
- Fists of Fire
- Freeze
- Ice Weapon
- Illusionary Dart
- Impact
- Preservation
- Rock Slam
- Stone Forming
- Water Bullet

1ST LEVEL

- Acid Bubble
- Awaken Rope
- Bad Blood
- Blade Mirage
- Bramble Binding
- Crippling Agony
- Electrify
- Eyes of Immolation
- Gale Bolt
- Grip of the Dead
- Heavy Blow
- Karmic Reflection
- Lightning Tendril
- Induce Headache
- Illusory Pit
- Nauseating Poison
- Prismatic Flash
- Spiritual Consultation
- Stone Fist
- Tranquil Moment
- Water Blast

2ND LEVEL

- Alacrity
- Become Fire
- Become Stone
- Become Water
- Become Wind
- Boil Blood
- Bramble Barrier
- Chromatic Breath
- Clay Touch
- Crackle
- Dancing Object (Animate Object)
- Dancing Wave

- Disorient
- Earth Ripple
- Ethereal Immolation
- Elemental Exhalation
- Form of Familiar
- Hurricane Slash
- Imbue Luck
- Poison Dart
- Pseudopod Slam
- Shattering Shield
- Summon Swarm
- Time Skip
- Time Trap
- Wind Cutter
- Vacuum Pull
- Vicious Hound
- Vicious Vapors

3RD LEVEL

- Acidic Pit
- Animate Shadow
- Cruel Puppetry
- Erode
- Ghost Step
- Hungering Void
- Instant Bulwark
- Illusionary Fireball
- Mounting Paranoia
- Mutate
- Rain of Spiders
- Spider Bite
- Static Field
- Summon Monstrosity
- Vortex Blast
- Wasp Barrage
- Waterspout
- Wither

4TH LEVEL

- Devour Shadow
- Echoing Lance
- Poison Puff
- Spatial Swap
- Split Timeline
- Stinging Swarm
- Suffocate
- Time Loop
- Vital Surge

5TH LEVEL

- Acid Rain
- Deglove Creature
- Field of Stars

- Sonic Shriek
- Sudden Hazards

6TH LEVEL

- Baba's Walking Hut
- Chrono Conjunction

7TH LEVEL

- Twisting Eruption

8TH LEVEL

- Time Anchor
- Time Bubble

9TH LEVEL

- Manipulate Fate

PALADIN

2ND LEVEL

- Blazing Beacon
- Burning Strike
- Divine Judgment
- Sanctified Charge
- Summon Archon
- Unholy Wave

3RD LEVEL

- Angelic Slash
- Brilliant Blade

4TH LEVEL

- Commandment

RANGER

1ST LEVEL

- Aldricor's Elemental Rebuke
- Awaken Rope
- Blade Mirage
- Bramble Binding
- Electrify
- Gale Bolt
- Grasping Roots
- Infinite Edge
- Multishot

2ND LEVEL

- Alacrity
- Burning Strike
- Dust Cyclone

- Clay Touch
- Elemental Barrage
- Hurricane Slash
- Iron Wind Strike
- Instant Counter
- Seeking Projectile
- Vacuum Pull
- Wind Cutter
- Windsense

3RD LEVEL

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

4TH LEVEL

- Dimension Cutter
- Quicksilver Steps
- Storm Shot

5TH LEVEL

- Flickering Strikes
- Vorpal Shot

SORCERER

CANTRIPS (0 LEVEL)

- Burn
- Decaying Touch
- Electric Arc
- Fists of Fire
- Force Bolt
- Freeze
- Impact
- Preservation
- Rock Slam
- Stone Forming
- Windborne Weapon
- Water Bullet

1ST LEVEL

- Acid Bubble
- Aldricor's Elemental Rebuke
- Arctic Breath
- Blade Mirage
- Crashing Wave
- Create Pit
- Electrify

- Elemental Orb
- Explosive Deflection
- Eyes of Immolation
- Fall
- Gale Bolt
- Heavy Blow
- Ice Arrow
- Illusory Pit
- Lightning Tendril
- Melting Glob
- Mind Ray
- Prismatic Flash
- Stone Fist
- Thunder Punch
- Tranquil Moment
- Water Blast

2ND LEVEL

- Alacrity
- Arcane Conduit
- Become Fire
- Become Stone
- Become Water
- Become Wind
- Chromatic Breath
- Clay Touch
- Cold Snap
- Crackle
- Crescent Wind Slash
- Dancing Wave
- Dancing Object
- Dragon Surge
- Dust Cyclone
- Earth Ripple
- Ethereal Immolation
- Fling
- Hurricane Slash
- Instant Counter
- Poison Dart
- Pseudopod Slam
- Seeking Orb
- Shattering Shield
- Spelltrap
- Star Dust
- Time Skip
- Time Slip
- Time Trap
- Vacuum Pull
- Vicious Hound

3RD LEVEL

- Aether Lance
- Acidic Pit
- Arctic Aura

- Blade Vortex
- Electrocute
- Fire Cyclone
- Flamethrower
- Flash Freeze
- Ghost Step
- Hungering Void
- Illusionary Fireball
- Instant Bulwark
- Meteor Jump
- Mutate
- Rain of Spiders
- Seismic Wave
- Static Field
- Summon Monstrosity
- Thunder Pulse
- Vortex Blast
- Wasp Barrage
- Water Cannon
- Waterspout

4TH LEVEL

- Aero Barrage
- Bile Beam
- Echoing Lance
- Force Blade
- Geyser
- Ice Spike
- Jumping Jolt
- Orbital Stones
- Pillar of Fire
- Quicksilver Steps
- Spatial Swap
- Split Timeline
- Suffocate
- Time Loop
- Violent Crush

5TH LEVEL

- Aether Storm
- Burial Barrage
- Field of Stars
- Fissure
- Melt
- Pressure Cutter
- Pyroclastic Lance
- Sky Burst
- Sonic Shriek
- Summon Dragon
- Tornado

6TH LEVEL

- Avalanche
- Beam of Annihilation

- Blizzard
- Chrono Conjunction
- Form of Fire
- Form of Ice
- Form of Wind
- Form of Water
- Form of Stone
- Power Torrent

7TH LEVEL

- Glacial Crash
- Rain of Swords

8TH LEVEL

- Time Anchor
- Time Bubble

9TH LEVEL

- Blackhole
- Form of the Elements
- Supernova

SPELLBLADE

CANTRIPS (0 LEVEL)

- Decaying Touch
- Electric Arc
- Freeze
- Force Bolt
- Illusionary Dart
- Preservation
- Water Bullet

1ST LEVEL

- Acid Bubble
- Aldricor's Elemental Rebuke
- Arcane Ablation
- Arcane Weapon
- Arctic Breath
- Bad Blood
- Blade Mirage
- Crashing Wave
- Crippling Agony
- Electrify
- Elemental Orb
- Entomb
- Eyes of Immolation
- Gale Bolt
- Grip of the Dead
- Ice Arrow
- Lightning Tendril
- Melting Glob

- Prismatic Flash
- Shadow Bind
- Thunder Punch
- Violent Updraft
- Tranquil Moment
- Water Blast

2ND

- Alacrity
- Become Fire
- Become Stone
- Become Water
- Become Wind
- Blood Boil
- Burning Strike
- Chromatic Breath
- Clay Touch
- Cold Snap
- Crackle
- Crescent Wind Slash
- Disorient
- Dragon Surge
- Earth Ripple
- Elemental Barrage
- Elemental Exhalation
- Ethereal Immolation
- Fling
- Gravity Surge
- Hurricane Slash
- Infernal Shackles
- Instant Counter
- Iron Wind Strike
- Poison Dart
- Pseudopod Slam
- Shattering Shield
- Star Dust
- Time Skip
- Time Trap
- Vacuum Pull
- Wind Cutter

3RD

- Acidic Pit
- Aether Lance
- Arctic Aura
- Crushing Singularity
- Electrocute
- Erode
- Fire Cyclone
- Flash Freeze
- Ghost Step
- Hungering Void
- Meteor Jump
- Seismic Wave

- Spider Bite
- Static Field
- Vortex Blast
- Water Cannon
- Wither

4TH

- Aero Barrage
- Bile Beam
- Devour Shadow
- Dimension Cutter
- Echoing Lance
- Force Blade
- Geyser
- Ice Spike
- Iron Garden
- Jumping Jolt
- Orbital Stones
- Pillar of Fire
- Poison Puff
- Quicksilver Steps
- Suffocate

5TH

- Acid Rain
- Aether Storm
- Anvil Drop
- Blastwave
- Burial Barrage
- Deglove Creature
- Devouring Darkness
- Fissure
- Flickering Strikes
- Pressure Cutter
- Pyroclastic Lance
- Sky Burst
- Sonic Shriek
- Tornado

WARLOCK

CANTRIPS (0 LEVEL)

- Burn
- Decaying Touch
- Fists of Fire
- Freeze
- Ice Weapon
- Impact
- Preservation
- Shadow Lash
- Stone Forming
- Water Bullet

1ST LEVEL

- Acid Bubble
- Bad Blood
- Elemental Orb
- Eyes of Immolation
- Illusory Pit
- Lightning Tendril
- Melting Glob
- Mind Ray
- Nauseating Poison
- Shadow Bind
- Stone Fist
- Violent Updraft
- Water Blast

2ND LEVEL

- Become Fire
- Become Stone
- Become Water
- Become Wind
- Blazing Beacon
- Chromatic Breath
- Crackle
- Dragon Surge
- Elemental Exhalation
- Infernal Shackles
- Instant Counter
- Poison Dart
- Pseudopod Slam
- Shattering Shield
- Spelltrap
- Summon Archon
- Time Skip
- Time Trap
- Vicious Hound
- Vicious Vapors

3RD LEVEL

- Arctic Aura
- Acidic Pit
- Blade Vortex
- Flamethrower
- Hungering Void
- Illusionary Fireball
- Rain of Spiders
- Mounting Paranoia
- Mutate
- Spider Bite
- Static Field
- Wither
- Wasp Barrage
- Waterspout

4TH LEVEL

- Devour Shadow
- Iron Garden
- Pillar of Fire
- Poison Puff
- Split Timeline
- Stinging Swarm

5TH LEVEL

- Burial Barrage

6TH LEVEL

- Avalanche
- Blizzard
- Chrono Conjunction
- Form of Fire
- Form of Ice
- Form of Wind
- Form of Water
- Form of Stone
- Volcanic Burst

7TH LEVEL

- Hellfire Pit

9TH LEVEL

- Form of the Elements

WIZARD

CANTRIPS (0 LEVEL)

- Electric Arc
- Ice Weapon
- Windborne Weapon
- Preservation
- Rock Slam
- Shadow Lash
- Water Bullet

1ST LEVEL

- Acid Bubble
- Aldricor's Elemental Rebuke
- Arctic Breath
- Awaken Rope
- Bad Blood
- Blade Mirage
- Crashing Wave
- Create Pit
- Electrify
- Elemental Orb
- Entomb
- Explosive Deflection

- Eyes of Immolation
- Fall
- Gale Bolt
- Heavy Blow
- Induce Headache
- Infinite Edge
- Illusory Pit
- Lightning Tendril
- Melting Glob
- Mind Ray
- Prismatic Flash
- Shadow Bind
- Stone Fist
- Summon Ooze
- Thunder Punch
- Tranquil Moment
- Violent Updraft
- Water Blast

2ND LEVEL

- Alacrity
- Become Fire
- Become Stone
- Become Water
- Become Wind
- Blade Vortex
- Chromatic Breath
- Clay Touch
- Cold Snap
- Crackle
- Crescent Wind Slash
- Dancing Object
- Dancing Wave
- Disorient
- Dragon Surge
- Dust Cyclone
- Earth Ripple
- Elemental Exhalation
- Fling
- Form of Familiar
- Gravity Surge
- Hurricane Slash
- Infernal Shackles
- Instant Counter
- Poison Dart
- Pseudopod Slam
- Seeking Orb
- Spelltrap
- Star Dust
- Stone Pillar
- Summon Swarm
- Time Skip
- Time Slip
- Time Trap

- Wind Cutter
- Vacuum Pull
- Vicious Hound
- Vicious Vapors

3RD LEVEL

- Aether Lance
- Acidic Pit
- Arctic Aura
- Crushing Singularity
- Dig
- Electrocute
- Erode
- Fire Cyclone
- Flamethrower
- Flash Freeze
- Hungering Void
- Illusionary Fireball
- Immutability
- Instant Bulwark
- Meteor Jump
- Mounting Paranoia
- Mutate
- Rain of Spiders
- Seismic Wave
- Spider Bite
- Summon Monstrosity
- Static Field
- Thunder Pulse
- Vortex Blast
- Wasp Barrage
- Water Cannon
- Waterspout

4TH LEVEL

- Aero Barrage
- Bile Beam
- Devour Shadow
- Dimension Cutter
- Echoing Lance
- Force Blade
- Geyser
- Ice Spike
- Iron Garden
- Jumping Jolt
- Orbital Stones
- Pillar of Fire
- Poison Puff
- Quicksilver Steps
- Spatial Swap
- Split Timeline
- Stinging Swarm
- Suffocate
- Time Loop

- Violent Crush

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

- Avalanche
- Beam of Annihilation
- Blizzard
- Chrono Conjunction
- Form of Fire
- Form of Ice
- Form of Wind
- Form of Water
- Form of Stone
- Martial Transformation
- Melt
- Volcanic Burst

7TH LEVEL

- Arcanist's Sword
- Glacial Crash
- Hellfire Pit
- Rain of Swords

8TH LEVEL

- Time Anchor
- Time Bubble

9TH LEVEL

- Blackhole
- Form of the Elements
- Manipulate Fate
- Supernova

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 DM for availability.

ACID BUBBLE

1st-level conjuration (arcane, primal)

Classes: Druid, Occultist, Sorcerer, Spellblade, Warlock, Wizard

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You create a bubble of acid that floats to the target point before bursting in a shower of acid. Each creature and object within 5 feet must make a Dexterity saving throw. On a failure, it takes 3d4 acid damage, or half as much on a success.

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

ACID RAIN

5th-level conjuration (arcane, primal)

Classes: Druid, Occultist, Spellblade, 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, it must make a Dexterity saving throw. On a failure, it takes 6d4 acid damage and is covered in acid. On a success, 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 in acid. The target or a creature within 5 feet of it can end this damage by using its action to clear away the acid.

ACIDIC PIT

3rd-level transmutation (arcane, primal)

Classes: Druid, Occultist, Sorcerer, Spellblade, Warlock, Wizard

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

You open a pit filled with acid at a point within range. Each creature within 10 feet of the point must make a Dexterity saving throw. On a failure, it falls 5 feet into a pit of acid below, taking 6d4 + 6 acid damage. On a success, a creature takes half as much damage from the flooding acid and can use its reaction to move up to its movement speed to the closest point outside of the area. If it cannot take a reaction or reach a safe space, it automatically fails its saving throw.

When a creature ends its turn in the pit, it takes 2d4 acid damage. The acid in the pit remains potent for 1 minute, after which it turns to vile sludge that deals no further damage. The pit remains filled with sludge until filled or cleared.

AERO BARRAGE

4th-level transmutation (arcane, primal)

Classes: Sorcerer, Spellblade, 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 direct the lances at one target or different ones.

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 (arcane)***Classes:** Sorcerer, Spellblade, 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 feet long and 5 feet wide. Each creature in the 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 (arcane)***Classes:** Sorcerer, Spellblade, 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. When a creature enters the storm or moves within it, it takes 2d4 force damage for every 5 feet it travels, and whenever a creature ends its turn in the storm it takes an additional 8d4 force damage.

As a bonus action on your subsequent turns, you can move the storm up to 15 feet in any direction and cause it to fling forth a hail of force bolts that seek out up to 3 targets of your choice within 15 feet of the storm. Each target takes 3d4 + 3 force damage from the bolts.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the damage dealt when the storm is cast, when a creature ends its turn in the storm, or when a creature is struck by a force bolt increases by 1d4 for each slot level above 5th.

ALACRITY*2nd-level transmutation (arcane)***Classes:** Bard, Occultist, Ranger, Sorcerer, Spellblade, 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.

ALDRICOR'S ELEMENTAL REBUKE*1st-level evocation (arcane)***Classes:** Druid, Ranger, Sorcerer, Spellblade, Wizard**Casting Time:** 1 reaction, which you take when you take acid, cold, fire, lightning, or thunder damage**Range:** Self**Components:** S**Duration:** Instantaneous

You manipulate some of the incoming elemental energy, harnessing its power in your hand. The damage you take from the triggering attack or effect is cut in half. You can then hurl the energy back at the creature that damaged you if it is within 60 feet of you. The creature must make a Dexterity saving throw, taking 1d8 damage of the triggering type on a failed save, or half as much damage on a successful one.

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

TAG CREDIT

Aldricor's Elemental Rebuke is drawn from TheArenaGuy's (Spectre Creations) Caliya's Chronicle of Runes.

ANGELIC SLASH*3rd-level evocation (divine)***Classes:** Cleric, Paladin**Casting Time:** 1 action**Range:** Self (30-foot line)**Components:** V, S**Duration:** Instantaneous

You summon a giant spectral angel that appears around you before crashing its greatsword down in a line. All creatures in a line 30 feet long and 5 feet wide in a direction of your choice must make a Dexterity saving throw. A target takes 5d8 radiant damage on a failed save, or half as much damage on a successful one. A creature takes an additional 1d8 damage if it is undead or a fiend.

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.

ANIMATE SHADOW*3rd-level illusion (arcane)***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 challenge rating above 3 or has no shadow (either due to its nature or from the lack of a light source to cast one) the spell fails. Creatures without a challenge rating are immune to this spell.

Otherwise, a copy of the creature is created using its game statistics in a space adjacent to the creature (on the opposite side as the nearest bright light). 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 it looks like a 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 target's turn, and without further direction it attempts to follow and takes the Attack action against the target.

As a reaction to the shadow starting its turn, you can exert control over it and cause it to move and take its action as you direct.

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

ANVIL DROP*5th-level conjuration (arcane)***Classes:** Spellblade, 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 ties) on the next round, the anvil hits the ground. Each creature within 5 feet of the target point must make a Dexterity saving throw. On a success, it moves to the closest unoccupied space outside of the radius. If no space is available or a creature cannot move, it automatically fails. On a failure, a creature takes 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 (arcane)***Classes:** Inventor, Spellblade**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. For the duration, the wearer gains 4 temporary hit points. If these temporary hit points are exhausted, the creature gains 1 fewer temporary hit points at the start of its next turn. When the temporary hit points would reach 0, the spell ends. Temporary hit points gained from this spell are lost when the spell ends.

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

ARCANE CONDUIT*2nd-level transmutation (arcane)***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 within 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 (arcane)***Classes:** Inventor, Spellblade**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 all damage dealt by it becomes force damage. When you cast this on a weapon with the ammunition property, the weapon doesn't consume 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.

ARCANIST'S SWORD*7th-level conjuration (arcane)***Classes:** Bard, Wizard**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 for the duration. When the sword appears and as a bonus action on subsequent turns, you can give the sword one of the following commands.

- **Attack:** The sword moves up to 20 feet toward a creature and makes a melee spell attack against it. On a hit, the target takes force damage equal to 3d10 + your spellcasting ability modifier.
- **Guard:** The sword moves up to 20 feet into a creature's space and grants the creature half cover as it attempts to deflect incoming attacks. The first time a hostile creature comes within 5 feet of the sword, the sword makes a melee spell attack against that creature. On a hit, the target takes force damage equal to 3d10 + your spellcasting ability modifier. The sword cannot attack again until you command it again.
- **Whirl:** The sword moves up to 20 feet toward a point and then begins to spin in a deadly whirl. A creature that starts in the sword's space or passes within 5 feet of the sword on its turn must succeed on a Dexterity saving throw or take 3d10 force damage.

CAIUS' NOTES: THE LOST TRUE VERSION

The true version of an infamous wizard's knock-off floating magic sword. Tragically, most sources of the spell list an incomplete version—presumably copied by an apprentice unable to fully understand the spell. Lesser versions of the spell require concentration and lack some key functions.

ARCTIC AURA*3rd-level transmutation (arcane, primal)***Classes:** Druid, Sorcerer, Spellblade, Warlock, Wizard**Casting Time:** 1 action**Range:** Self (20-foot radius)**Components:** V, S**Duration:** Concentration, up to 1 minute

For the duration you unleash a freezing aura. Any creature starting its turn within 20 feet of you must make a Constitution saving throw. On a failure, it takes 2d8 cold damage and its speed is reduced to 0 until the start of its next turn. On a success, a creature takes half as much damage and its speed halved.

As a bonus action on each of your turns for the duration, you can actively control the aura, excluding a number of creatures in the area up to your spellcasting modifier from the effects until the end of your next turn.

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.

ARCTIC BREATH*1st-level conjuration (arcane, primal)***Classes:** Druid, Sorcerer, Spellblade, 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 of your choice. Each creature in the line must make a Dexterity saving throw. On a failure, a creature takes 2d8 cold damage and its speed is reduced by 10 feet until the end of its next turn. On a success, 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.

AVALANCHE*6th-level transmutation (arcane, primal)***Classes:** Druid, Sorcerer, Warlock, Wizard**Casting Time:** 1 action**Range:** Self (60 foot line)**Components:** V, S**Duration:** Instantaneous

You cause the earth to ripple, triggering an avalanche of rock and stone to surge forward in a line 60 feet long and 15 feet wide. The length of the line is doubled if cast on a steeply sloped surface. Each creature caught in the surging tumble of rocks must make a Dexterity saving throw. On a failure, a creature takes 6d10 bludgeoning damage and is knocked prone. On a failure by 5 or more, it is stunned until the end of its next turn, and on a failure by 10 or more it is moved to the closest free space at the end of the line created by the spell. On a successful save, a creature takes half as much damage and suffers none of the spell's other effects.

The spell creates a 15 by 15 foot area of difficult terrain at the end of the line created by the spell.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the damage increases by 1d10 for each slot level above 6th.

AWAKEN ROPE*1st-level transmutation (arcane)***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 of 10 to 60 feet in length and issue it a single command, 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 of itself 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 at an object within its length and grabs one Small or smaller object that is not being worn by a creature, pulling it back to your hand. If the object is being carried by a creature, the creature can make a Strength saving throw. On a success, the object is not pulled.

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 (primal)

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 (arcane, primal)

Classes: Druid, Occultist, Spellblade, Warlock, Wizard

Casting Time: 1 action

Range: 60 feet

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

Duration: Concentration, up to 1 minute

You attempt to corrupt the blood of a creature you can see within range. Creatures without blood are immune to this effect. The target must make a Constitution saving throw. On a failure, it takes 1d12 poison damage and becomes 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 a failure, it takes an additional 1d4 poison damage.

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

BEAM OF ANNIHILATION

6th-level evocation (arcane)

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, creating a line of power 60 feet long and 10 feet wide, which persists until the start of your next turn. When you cast the spell, choose between cold, fire, force, or lightning damage for the beam. Any creature starting its turn in the beam must make a Dexterity saving throw. It takes 8d8 damage of the beam's type on a failure or half as much on a success.

While you are concentrating on this spell, your speed is 0. At the start of each of your turns, you can use your action to maintain the beam in place or redirect it, rotating it up to 90 degrees in any direction. Any creature the beam passes through completely in this rotation must succeed on a Dexterity saving throw or take 4d8 damage of the beam's type.

If you do not use your action to maintain or redirect the beam, the spell ends.

BECOME FIRE*2nd-level transmutation (arcane, primal)***Classes:** Druid, Sorcerer, Spellblade, 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 gain resistance 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 another creature's space on a turn, it takes 1d6 fire damage.
- Any time you are hit by a melee attack, the attacker takes 1d6 fire damage.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, it lasts for 1 additional round for each level above 2nd.

BECOME STONE*2nd-level transmutation (arcane, primal)***Classes:** Druid, Sorcerer, Spellblade, Warlock, Wizard**Casting Time:** 1 bonus action**Range:** Self**Components:** V, S**Duration:** 1 round

You solidify into stone. Until the start of your next turn, you gain the following benefits.

- You are petrified (granting you resistance to all damage).
- Your AC becomes 20.
- You gain 15 temporary hit points. Any remaining temporary hit points fade when the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you gain an additional 5 temporary hit points for each level above 2nd.

BECOME WATER*2nd-level transmutation (arcane, primal)***Classes:** Druid, Sorcerer, Spellblade, 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 gain 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 on a turn, it must succeed on a Strength saving throw or be knocked prone.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, it lasts for 1 additional round for each level above 2nd.

BECOME WIND*2nd-level transmutation (arcane, primal)***Classes:** Druid, Sorcerer, Spellblade, 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 the following benefits.

- You gain resistance to lightning damage and bludgeoning, piercing, and slashing damage from nonmagical attacks.
- You gain a flying speed of 30 feet, can move through the space of other creatures, and ignore difficult terrain, but will fall if you are in the air when the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, it lasts for 1 additional round for each level above 2nd.

BEFUDDLING CURSE*1st-level enchantment (arcane)***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, causing it to believe two similarly-sized objects or creatures it can see have been swapped. The target creature must make a Wisdom saving throw. On a failure, it believes the two things have been swapped.

Each time the creature interacts with, attacks, or is attacked by a swapped target, it can repeat the saving throw, ending the spell on a success.

BILE BEAM*4th-level evocation (arcane)***Classes:** Spellblade, Sorcerer, Wizard**Casting Time:** 1 action**Range:** Self (100-foot line)**Components:** V, S, M**Duration:** Instantaneous

You unleash a beam of acid in a line 5 feet wide and 100 feet long, which stops early if it impacts a creature, Large or larger object, or solid surface. If the beam hits a creature, the creature must make a Dexterity saving throw. On a failure, it takes 12d4 acid damage and an additional 4d4 acid damage at the end of its next turn. On a success, it takes half as much initial acid damage and no additional damage.

If a creature or object is killed or destroyed by the beam, the beam continues until it impacts another creature or object.

At Higher Levels. When you cast the spell using a spell slot of 5th level or higher, the initial damage increases by 1d4 for each level above 4th.

BINDING CURSE*1st-level enchantment (arcane)***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 glowing chains of light to connect it to that point. For the duration of the spell, if the creature attempts to move away from the point, it must succeed on a Wisdom saving throw or be unable to move more than 5 feet away from the point until the start of its next turn.

If the target starts its turn more than 10 feet from the binding point, it must succeed on a Strength saving throw or be dragged 5 feet toward the binding point.

BLACKHOLE*9th-level transmutation (arcane)***Classes:** Sorcerer, Wizard**Casting Time:** 1 action**Range:** 300 feet**Components:** V, S**Duration:** Concentration, up to 1 minute

You create a miniature black hole at a point within range. An event horizon forms in a 15-foot radius around the point, engulfing anything (including light, sound, and magical effects) in the area.

When the black hole appears, each creature within 15 feet of the point must make a Dexterity saving throw to avoid being engulfed. On a success, it can move up to its movement speed out of the event horizon of the black hole. If it cannot move to a safe space outside of the event horizon, it automatically fails the save and is engulfed.

An engulfed creature is compressed into the point at the center of the spell, taking 12d12 bludgeoning damage at the start of each of its turns while engulfed. Its speed is 0, and it is blinded, deafened, and restrained while engulfed. As an action, an engulfed creature can attempt to forcibly exit the black hole by making a Strength ability check against your spell save DC. On a success, the creature appears in an empty space at the edge of the event horizon.

Any spells, effects, terrain, or items that are not

being worn or carried that are engulfed within the event horizon vanish and are destroyed. Magical items of Legendary or Artifact rarity are not destroyed, instead reappearing on the ground where the sphere was when the spell ends.

While the spell persists, all movement away from it while within 120 feet of it is considered difficult terrain. All ranged attacks that pass within 120 feet of it have disadvantage. When a creature starts its turn within 120 feet of the black hole, it is pulled 5 feet toward the black hole. At the start of the caster's turn, all objects within 120 feet of the black hole that weigh less than 1000 pounds, are not being worn or carried, and are not attached to the ground are pulled 20 feet toward the black hole.

BLADE MIRAGE

1st-level illusion (arcane)

Classes: Bard, Occultist, Ranger, Spellblade, Sorcerer, Wizard

Casting Time: 1 bonus action

Range: Self

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

Duration: Concentration, up to 1 minute.

You twist illusions around a melee weapon you are holding. When you cast the spell, and as a bonus action on your subsequent turns for the duration, you can feint with the illusory blades, distracting a creature within 5 feet of you and giving you advantage on the next weapon attack against it before the end of the turn. The spell ends early if you let go of the weapon.

As an action, a creature that can see you can make an Intelligence (Investigation) check against your spell save DC. On a success, it becomes immune to the spell's effects.

BLADE VORTEX

3rd-level conjuration (arcane)

Classes: Sorcerer, Spellblade, Warlock, Wizard

Casting Time: 1 action

Range: Self

Components: V, S, M (a spinning top)

Duration: 1 round

You fill the air in a 10-foot radius around you with spinning blades until the start of your next turn. When the creature enters the area for the first time on a turn or starts its turn there, it takes 4d4 slashing damage. Until the spell ends, you have half cover against all ranged attacks.

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

BLASTWAVE

5th-level evocation (arcane)

Classes: Spellblade, Sorcerer, Wizard

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Instantaneous

You unleash a fiery blast of power outward in all directions. Each creature of your choice within 30 feet of you must make a Dexterity saving throw. On a failure, a creature takes 4d8 thunder damage and 4d8 fire damage and is knocked back 10 feet. On a success, it takes half as much and is not knocked back.

BLAZING BEACON

2nd-level evocation (divine)

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 that targets you with an attack roll or spell that requires them to see you must make a Constitution saving throw. On a 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.

BLIZZARD*6th-level evocation (primal)***Classes:** Druid, Sorcerer, Warlock, Wizard**Casting Time:** 1 action**Range:** 120 feet**Components:** V, S**Duration:** Concentration, up to 1 minute

You conjure a howling blizzard of swirling clouds of ice and snow which fills a 30-foot-radius, 40-foot-high cylinder centered at a point you can see within range. The area becomes heavily obscured and difficult terrain. Any creature that starts its turn within the area or enters it for the first time on its turn must make a Constitution saving throw. A creature takes 6d8 cold damage on a failed saving throw, or half as much on a successful one.

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

BOIL BLOOD*2nd-level necromancy (arcane)***Classes:** Occultist, Spellblade**Casting Time:** 1 action**Range:** 60 feet**Components:** V, S**Duration:** Concentration, up to 1 minute

You point at a creature that has taken slashing or piercing damage within the last minute and make its blood heat to boiling. The target must succeed on a Constitution saving throw or its blood overheats. At the start of each of its turns, it takes 3d4 fire damage and is crippled with agony, turning all terrain into 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 (arcane)***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 with 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, it can attempt a Charisma saving throw to retain possession of the item. On a success, the spell ends. The creature makes this save with advantage if it has possessed the item for more than 1 minute.

BRAMBLE BARRIER*3rd-level transmutation (primal)***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 space on the ground you can see within range. This line is 30 feet long and 5 feet wide, made up of six 5-foot squares of brambles. Each patch must connect to another patch and be placed on the ground. The bramble patches are difficult terrain and any creature entering a square of brambles takes 4d4 piercing damage and must make a Constitution saving throw. On a failure, its speed becomes 0 until the end of its turn.

The brambles wither and die after 1 day if the area isn't suitable for them to grow. A creature can clear a 5-foot square with 1 minute of labor, or instantly by inflicting at least 5 points of 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 (primal)***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 a failure, it takes 4d4 piercing damage and, if it is Large or smaller, 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 piercing damage. On a success, it takes half as much damage and isn'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.

BRILLIANT BLADE*3rd-level evocation (divine)***Classes:** Cleric, Paladin**Casting Time:** 1 bonus action**Range:** Self (20 foot radius)**Components:** V, S, M (a melee weapon worth at least 1 sp)**Duration:** Instantaneous

You brandish the weapon used in this spell's casting, holding it aloft as it flashes with brilliant light. Each creature within 20 feet of you must make a Constitution saving throw. On a failure, a creature is blinded until the end of your next turn. On a success, it is blinded until the end of your current turn.

BURIAL BARRAGE*5th-level transmutation (arcane, primal)***Classes:** Druid, Sorcerer, Spellblade, Warlock, Wizard**Casting Time:** 1 action**Range:** 60 feet**Components:** V, S**Duration:** Instantaneous

You unearth five heavy chunks of earth or stone and hurl them at targets within range. You can hurl them at one target or several. Make a ranged spell attack for each hurled object. On a hit, a target takes 1d12 + 1 bludgeoning damage, and if it is Large or smaller, falls prone. Attacks made as part of this spell have advantage against prone targets, and ignore disadvantage for making a ranged attack against a prone target farther than 5 feet away.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, you can hurl one additional object for each slot level above 5th.

BURN*Transmutation cantrip (arcane, primal)***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 a creature or object within range. On a 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 (primal)***Classes:** Paladin, Ranger, Spellblade**Casting Time:** 1 bonus action**Range:** Touch**Components:** V, S, M (a piece of ammunition or a weapon worth at least 1 cp)**Duration:** 1 round

You touch a weapon or a piece of ammunition, imbuing it with licking flames. The next time you attack with the empowered item, it bursts into brilliant fire. 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. A 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 each of its turns. The target or another creature within 5 feet can use an action to extinguish the flames.

If you target 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. Once you make one attack with the targeted item, the spell ends.

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 transmutation (primal)

Classes: Druid

Casting Time: 1 action

Range: 60 feet

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

Duration: Concentration, up to 1 minute

You summon clinging plant growth in four 15-foot squares you can see within range, and a snarling carnivorous plant in the central space of each area. Each 15-foot square is difficult terrain. When you cast the spell, each plant makes one attack against a creature of your choice within 5 feet of it. The plants make melee spell attacks with your spell attack modifier, dealing 2d8 piercing damage on hit.

If a creature ends its 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 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, and dies if it is reduced to zero hit points. When the spell ends, the difficult terrain disappears, except where the plants themselves were. This difficult terrain also disappears if the plant was killed with 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.

CHROMATIC BREATH

2nd-level transmutation (arcane)

Classes: Occultist, Sorcerer, Spellblade, Warlock, Wizard

Casting Time: 1 bonus action

Range: Touch

Components: V, S, M (a fragment of a dragon's scale)

Duration: Concentration, up to 1 minute

You touch a willing creature that has a mouth and can breathe, imbuing it with the power to expel elemental energy. When you cast the spell, select one of the following damage types: acid, cold, fire, lightning, or poison. Until the spell ends, the target can use its action to exhale a powerful elemental gust in a 15-foot cone. Each creature in that cone must make a Dexterity saving throw. On a failure, a creature takes 3d6 damage of the selected type. On a success, it takes half as much damage.

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

CHRONO CONJUNCTION

6th-level transmutation (arcane)

Classes: Occultist, Sorcerer, Warlock, Wizard

Casting Time: 1 reaction, which you take when a creature you can see within 60 feet rolls a save, ability check, or attack roll.

Range: 60 feet

Components: V, S, M (something from the past or future)

Duration: Instantaneous

As a reaction to a creature rolling a save, ability check, or attack roll, you search all possible timelines and merge the outcome you desire with reality. Select a value from 1 to 20 as the outcome of the roll. An unwilling creature can attempt to resist by making a Charisma saving throw; on a success, the spell has no effect.

Once you cast this spell, you cannot cast it again until 24 hours have passed.

CLAY TOUCH*2nd-level transmutation (arcane, primal)***Classes:** Druid, Inventor, Occultist, Ranger, Sorcerer, Spellblade, Wizard**Casting Time:** 1 action**Range:** Touch**Components:** V, S, M (a small clump of clay)**Duration:** Concentration, up to 1 minute

You reach to a creature within range and attempt to turn its armor to soft clay. The target must make a Dexterity saving throw. On a failure, the target's armor (including natural or magical defenses) becomes soft and malleable, though retaining its form, and provides no protection against attacks, reducing the target's AC to 10 + its Dexterity modifier for the duration.

Alternatively, you can touch a nonmagical object that isn't being worn or carried and is no larger than 2 feet in any dimension, reducing its AC and the DCs of any Strength checks to damage it to 5 for the duration of the spell.

COLD SNAP*2nd-level evocation (arcane, primal)***Classes:** Sorcerer, Spellblade, Wizard**Casting Time:** 1 action**Range:** 90 ft (5-foot 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 must make a Constitution saving throw. On a failure, a creature takes 3d8 cold damage and becomes coated in ice, reducing its speed by 10 feet until the start of your next turn. On a success, it takes half as much damage and is not slowed.

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.

COMMANDMENT*4th-level enchantment (divine)***Classes:** Cleric, Paladin**Casting Time:** 1 action**Range:** 60 feet**Components:** V, S**Duration:** Concentration, up to 1 minute

You issue a divine order to another creature you can see within range that can hear and understand you, invoking divine authority to compel them. If the target intentionally violates the issued order, it takes 4d6 radiant damage. Once a creature takes damage this way, they cannot take damage again from it until the start of your next turn.

Some examples of orders you can issue would include ordering the target not to attack, not to move, or not to breathe. If you issue an impossible order, the spell ends immediately.

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

CRACKLE*2nd-level evocation (arcane, primal)***Classes:** Druid, Occultist, Sorcerer, Spellblade, 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, a target takes 1d12 lightning damage. If three or more arcs hit a single target, it must make a Constitution saving throw or become shocked, stunning it until the start of its 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 (arcane, primal)***Classes:** Druid, Sorcerer, Spellblade, Wizard**Casting Time:** 1 action**Range:** Self (15-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 30 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 (arcane, primal)***Classes:** Druid, Sorcerer, Wizard**Casting Time:** 1 action**Range:** 60 feet (10-foot square)**Components:** V, S**Duration:** Instantaneous

You choose a 10-foot square area on the ground in an area of dirt or natural stone you can see. The ground buckles and opens into a 10-foot deep pit. If the surface is not large enough to contain the pit, the spell fails. Each creature in the area must make a Dexterity saving throw. On a success, a creature jumps to a space 5 feet outside the spell's radius. On a failure, a creature falls to the bottom of the pit (taking normal falling damage). The sides of the pit are rough, and can be climbed. A creature that saves but cannot locate an empty space to move to falls prone, hanging from the edge of the pit, and cannot stand until it moves out of the pit area or drops into it. The pit remains until filled.

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 may fail 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 are valid targets for this spell.

CRESCENT WIND SLASH*2nd-level evocation (arcane, primal)***Classes:** Bard, Ranger, Spellblade, Sorcerer, Wizard**Casting Time:** 1 action**Range:** 60 feet**Components:** S, M (a melee weapon worth at least 1 sp)**Duration:** Instantaneous

You make a series of three slashes, each one magically releasing a razor-sharp blast of wind at a target within range. You can launch them at one target or several.

Make a weapon attack with the weapon used in the casting of this spell for each slash. On hit, the target takes slashing damage equal to 1d6 + the ability modifier used for the attack.

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

CRIPPLING AGONY*1st-level necromancy (arcane)***Classes:** Occultist, Spellblade**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 one creature you can see within range. The target must succeed on a Constitution saving throw or become crippled with horrific pain. Whenever the target moves more than half of its speed or takes any action, it takes 1d6 necrotic damage.

The target can repeat the saving throw, ending the spell on a success.

CRUEL PUPPETRY*3rd-level necromancy (arcane)***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, forging a sympathetic link between the two. The target must make a Charisma saving throw. On a failure, the creature becomes bound to the doll. On a success, the creature is not bound and the spell ends.

When a target first fails its save and as an action on subsequent turns for the duration, you can perform one of the following actions:

- **Restrain.** Hold the doll still, causing the creature to be restrained until start of your next turn.
- **Move.** Force the doll to move, causing the creature to move 15 feet in a direction of your choice it is able to move.
- **Attack.** Force the doll to swing its arm, causing the creature to make a melee weapon attack against a creature of your choice within its reach.
- **Stab!** Stab the doll, dealing 4d6 piercing damage to the target.
- **Rip!** Rip the doll in half, dealing 4d12 necrotic damage to the target, destroying the doll, and ending the spell.

Each time you use your action to manipulate the doll, the target can repeat its saving throw afterward at disadvantage. On a success, the spell ends. Once a creature has been targeted by this spell, it cannot be targeted again for 24 hours.

At Higher Levels. When cast with a spell slot of 5th level or higher, 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 (arcane)***Classes:** Spellblade, 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, lasting until the start of your next turn. When you cast this spell, each creature within 15 feet of the point must make a Strength saving throw. On a failure, a creature is pulled to the closest available space adjacent to the singularity and takes 6d6 bludgeoning damage. On a success, it takes half damage and is not pulled.

While within 15 feet of the singularity, any attempt to move away costs twice as much movement. If a creature ends its turn within 15 feet of the singularity, it must make a Strength saving throw. On a failure, it takes 2d6 bludgeoning damage and is dragged back to the closest available spot adjacent to the singularity.

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 above 3rd.

CURSE OF IMPOTENCE*5th-level enchantment (arcane)***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 it attempts any action which would deal damage, it must make a Wisdom saving throw. On a success, it takes action as normal. On a failure, it completes the action, but the action deals no damage to any targets.

DANCING OBJECT

2nd-level transmutation (arcane)

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 nonmagical object that is not being worn or carried to life. The object uses the following stats:

DANCING OBJECT						
<i>Tiny Construct</i>						
Armor Class 18						
Hit Points 20						
Speed 30 ft., fly 30 ft. (hover)						
STR	DEX	CON	INT	WIS	CHA	
4 (-3)	18 (+4)	10 (+0)	3 (-4)	3 (-4)	1 (-5)	
ACTIONS						
Slam. <i>Melee Weapon Attack:</i> your spellcasting attack modifier to hit, reach 5 ft., one target. <i>Hit:</i> 1d4 + your spellcasting modifier damage.						

If the object is a weapon, it deals the weapon's damage dice + your Spellcasting modifier of the weapon's damage type instead. The spell can only animate one-handed weapons without the special property 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 (arcane, primal)

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 or in water within range. The mass of water remains cohesive and fills a 5-foot radius, though it is only 3 feet deep. The area is difficult terrain for any creature without a swimming speed.

As a bonus action for the duration, you can move the wave up to 30 feet along the surface in any direction. If it enters a creature's space, that creature must make a Strength saving throw or take 2d6 bludgeoning damage and be knocked prone. A creature automatically fails this saving throw if it is already prone. The wave can only slam into one creature on a turn.

DECAYING TOUCH

Necromancy cantrip (arcane)

Classes: Druid, Occultist, Sorcerer, Spellblade, 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, causing anything you touch to wither and die. Make a melee spell attack against a creature or object within range. On a hit, the target takes 1d6 necrotic damage and starts to flake and decay. The first time it takes damage from another source before the start of your next turn, it takes 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 (arcane)***Classes:** Occultist, Spellblade**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 its skeleton rip free of its 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, its flesh sloughs off its skeleton, collapsing into a pile. Its skeleton emerges and becomes a Skeleton (Basic Rules, pg. 152), hostile to all living creatures, and attacks the closest target.

DEVOURING DARKNESS*5th-level necromancy (arcane)***Classes:** Occultist, Spellblade, 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. Each creature of your choice within 20 feet must make a Constitution saving throw. On a failure, a creature takes 6d8 necrotic damage, and you can pull them in a straight line to an empty space within 5 feet of you. On a success, it takes half as much damage and is not pulled.

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

DEVOUR SHADOW*4th-level necromancy (arcane)***Classes:** Occultist, Spellblade, Warlock, Wizard**Casting Time:** 1 action**Range:** 60 feet**Components:** V, S**Duration:** Concentration, up to a minute.

Your shadow elongates into a horrifying abomination

and attempts to consume the shadow of a creature you choose in range. The target must make a Charisma saving throw. On a failure, the target's shadow is devoured. It takes 6d6 necrotic damage and is magically weakened, subtracting 1d4 from its attack rolls, saving throws, and ability checks for the duration, and adding 1d4 to your attack rolls, saving throws, and ability checks for the duration. On a success, the target takes half as much damage and suffers no other effects.

If either you or the target has no shadow, the spell fails. If the target's shadow is consumed, they have no shadow until the spell ends.

At Higher Levels. When you cast this spell with a 5th-level spell slot or higher, you can target an additional creature for each spell slot level above 4th. The bonus you gain from consuming shadows does not increase beyond 1d4, even if you consume multiple shadows.

DIG*3rd-level transmutation (arcane, primal)***Classes:** Druid, Wizard**Casting Time:** 1 action**Range:** Self**Components:** V, S, M (a mole's claw)**Duration:** 1 round

Until the end of your turn, you gain a burrowing speed of 30 feet. You can move through dirt, sand, or clay with this movement, and leave behind a tunnel equal to your size that remains stable for 1 minute (after which it may remain or collapse based on the properties of the ground moved through). You cannot move through stone (natural or constructed) with this movement.

DIMENSION CUTTER*4th-level conjuration***Classes:** Ranger, Spellblade, Wizard**Casting Time:** 1 action**Range:** Self (15-foot cone)**Components:** V, S, M (a melee weapon with which you are proficient worth at least 1 sp)**Duration:** Instantaneous

You flourish the weapon used in the casting and sweep it through the air, slicing a rift through dimensions. Each creature in a 15-foot cone takes 6d6 force damage. This ignores 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 for each slot level above 4th.

DIVINE DESCENT

8th-level evocation (divine)

Classes: Cleric

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 3 rounds

You call down a spectral angelic avatar which slowly descends from the sky toward a target point within range. The avatar fills a 30-foot-radius, 60-foot high cylinder with bright light. When you cast the spell and at the start of your next turn, you can choose to either heal all creatures within the light, restoring 4d8 hit points to creatures of your choice that are not undead or fiends within it, or burn all creatures within the light, forcing each one to make a Constitution saving throw, taking 4d8 radiant damage on a failed save or half as much on a success.

At the start of your turn on the third and final turn of the spell, the spell's effects are doubled, either restoring 8d8 hit points or dealing 8d8 radiant damage.

DIVINE JUDGMENT

2nd-level evocation (divine)

Classes: Cleric, Paladin

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

A brilliant sword of radiant energy forms above the target point and slams down in an explosion of divine power. Each creature in a 10-foot-radius, 30-foot high cylinder centered on the target point must make a Dexterity saving throw. On a failure, a creature takes 2d8 radiant damage, and 2d8 additional radiant damage if it is an undead or fiend. On a success, it takes half as much damage.

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

ALIGNMENT POWERS

If your DM uses alignment for creatures, they can optionally rule that the bonus damage applies all creature types as long as the creature is of the opposite moral alignment of the caster (evil to good or good to evil). As not all settings use strict alignment, this is a variant rule at the GM's discretion.

DISORIENT

2nd-level illusion (arcane)

Classes: Bard, Occultist, Spellblade, Wizard

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a Möbius strip)

Duration: 1 minute

You point at a creature you can see and flip its perception of reality. The target must pass a Wisdom saving throw or become disoriented. A disoriented creature has disadvantage on all attack rolls, and at the start of each of its turns, it moves 10 feet (up to its speed) in a random direction. Its speed then becomes zero until the start of its 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 falls prone.

DISPEL CONSTRUCT

3rd-level abjuration (arcane)

Classes: Inventor

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: 1 minute

You attempt to purge the magic animating a construct within range, rendering it inert. The target takes 4d10 force damage and must make a Constitution saving throw. On a failure, it becomes stunned for the duration, and if it has less than 50 hit points remaining, it is reduced to 0 hit points.

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.

DIVIDE SELF*5th-level illusion (arcane, psionic)***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. 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 takes its own actions. You and the duplicate share 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 you share all other resources and abilities (including limited-use items). Usage by either you or the duplicate depletes a 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 is reduced to 0, and damage applied to multiple targets is split between them equally until the maximum is reached.

If either you or the duplicate is reduced to 0 hit points, the spell ends and you become the surviving copy. If you and the duplicate are both present when the spell ends, you decide which copy you become, and the other vanishes. Any items duplicated by the spell vanish.

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

DRAGON SURGE*2nd-level transmutation (arcane, primal)***Classes:** Sorcerer, Spellblade, Warlock, Wizard**Casting Time:** 1 action**Range:** Self**Components:** V, S**Duration:** Instantaneous

You channel elemental power to form draconic wings, selecting one of the following damage types: acid, cold, fire, lightning, or poison. Each creature within 10 feet of you must make a Dexterity saving throw as

the wings manifest, taking 2d8 damage of that chosen type on a failure, or half as much on a success. You gain a flying speed of 30 feet until the end of your turn, after which the wings fade away.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 and the flying speed increases by 10 feet for each slot level above 2nd.

DUST CYCLONE*2nd-level conjuration (arcane, primal)***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

A small cyclone whips up at a point you can see on the ground within range. The cyclone is a 5-foot-radius, 30-foot-high cylinder centered on that point.

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

If the dust cyclone 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 (arcane, primal)***Classes:** Druid, Occultist, Sorcerer, Spellblade, Wizard**Casting Time:** 1 action**Range:** 60 feet**Components:** V, S**Duration:** Instantaneous

You cause the earth to deform at a point you can see within range. Every creature within 10 feet must make a Dexterity saving throw. Choose one of the effects below, affecting each creature which fails its save.

- **Sink.** A creature is pulled into the earth, taking 1d8 bludgeoning damage and reducing its movement speed to zero until it or another creature within 5 feet spends an action to dig it free.
- **Slam.** A creature is pushed 5 feet in a direction of your choice by a wave of earth, taking 2d8 bludgeoning damage and falling prone.
- **Impale.** A creature takes 4d8 piercing damage.

ECHOING LANCE*4th-level evocation (arcane)***Classes:** Bard, Sorcerer, Spellblade, 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, it takes 3d8 thunder damage and is stunned for the duration. On a success, it 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 a failure, it takes an additional 1d8 thunder from the ongoing echoes of the sound.

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

ELECTRIC ARC*Evocation cantrip (arcane)***Classes:** Occultist, Sorcerer, Spellblade, Wizard**Casting Time:** 1 action**Range:** 60 feet**Components:** V, S**Duration:** Instantaneous

You shoot a jolt of lightning at a creature you can see within range. Make a ranged spell attack against the target. On hit, the target takes 1d8 primary lightning damage and an arc of lightning jumps from the target to another creature within 15 feet, using the same attack roll, dealing 1d4 secondary lightning damage on hit.

This spell's damage increases by 1d8 primary and 1d4 secondary damage when you reach 5th level (2d8 and 2d4), 11th level (3d8 and 3d4), and 17th level (4d8 and 4d4).

ELECTRIFY*1st-level evocation (arcane, primal)***Classes:** Occultist, Ranger, Sorcerer, Spellblade, 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 (arcane, primal)***Classes:** Sorcerer, Spellblade, 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.

ELEMENTAL BARRAGE*2nd-level transmutation (arcane, primal)***Classes:** Ranger, Spellblade**Casting Time:** 1 bonus action**Range:** Touch**Components:** V, M (a piece of ammunition)**Duration:** 1 round

You touch a piece of ammunition and infuse it with chaotic elemental power. If that piece of ammunition is fired before the start of your next turn, it transforms into three elemental bolts, one each dealing fire, cold, and lightning damage.

Make a weapon attack roll for each elemental bolt. You can fire all three at the same target or at different targets within the weapon's range. On a hit, each bolt deals elemental damage equal to the attack's normal damage, but of its elemental damage type.

ELEMENTAL EXHALATION*2nd-level evocation (arcane, primal)***Classes:** Occultist, Sorcerer, Spellblade, Warlock, Wizard**Casting Time:** 1 action**Range:** 20 foot cone**Components:** V, S, M (a fragment of a dragon's scale)**Duration:** Instantaneous

You gather elemental power in your lungs, selecting one damage type out of acid, cold, fire, lightning, or poison, and then exhale it in a mighty gust of energy.

Each creature in a 20-foot cone must make a Dexterity saving throw. On a failed save, a creature takes 3d8 damage of the chosen type, or half as much damage on a successful save.

If you cannot breathe, have no mouth, or your mouth is currently covered, the spell fails.

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

ELEMENTAL ORB*1st-level evocation (arcane)***Classes:** Sorcerer, Spellblade, Warlock, Wizard**Casting Time:** 1 action**Range:** 90 feet**Components:** V, S**Duration:** Instantaneous

You form an orb of power, molding it into an element of your choice. Select one damage type from acid, cold, fire, lightning, or poison. Make a ranged spell attack against a target you can see within range. On hit, the target takes 3d8 damage of the selected damage type.

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.

ENTOMB*1st-level transmutation (arcane)***Classes:** Sorcerer, Spellblade, 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 target must succeed on a Strength saving throw or become restrained in ice for the duration. At the end of each of its turns, it takes 1d8 cold damage and can make another Strength saving throw. On success, the spell ends.

If the creature suffers an instance of at least 5 fire or bludgeoning damage while restrained, the ice breaks and the target is freed, ending the spell.

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.

ETHEREAL IMMOLATION*2nd-level evocation (arcane)***Classes:** Occultist, Sorcerer, Spellblade**Casting Time:** 1 action**Range:** 120 feet**Components:** V, S**Duration:** Concentration, up to 1 minute

You shroud a target in a luminous ethereal shroud which reacts violently to the presence of magic. For the duration, if the target casts a spell, it takes 2d4 force damage. This damage increases by 1d4 for each spell level of the spell cast (no additional damage for cantrips).

Additionally, if the target ends its turn while concentrating on a spell, it takes 1d4 force damage.

ERODE*3rd-level conjuration (arcane)***Classes:** Occultist, Spellblade, Wizard**Casting Time:** 1 action**Range:** 20 feet**Components:** V, S**Duration:** Instantaneous

You blast a creature or object within range with a glob of acid. The target must make a Dexterity saving throw. On a failure, it takes 8d4 acid damage immediately and is 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.

EYES OF IMMOLATION*1st-level evocation (arcane, primal)***Classes:** Druid, Occultist, Sorcerer, Spellblade, Warlock, Wizard**Casting Time:** 1 action**Range:** 30 feet**Components:** S**Duration:** Instantaneous

Your eyes glow with fiery light before focusing on a creature you can see within range, causing a beam of fire to shoot from your eyes. The target creature must

make a Dexterity saving throw. On a failed save, it takes 3d6 fire damage and is set ablaze, taking 1d6 damage at the end of each of its turns until it or another creature within 5 feet of it spends an action to douse the flames. On a successful save, the creature takes half as much damage and is not set ablaze.

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

EXPLOSIVE DEFLECTION*1st-level evocation (arcane)***Classes:** Sorcerer, Wizard**Casting Time:** 1 reaction, which you take when you are hit by an attack**Range:** Self**Components:** V, S, M (a pinch of black powder)**Duration:** Instantaneous

You release an explosive blast of energy to deflect an attack. Roll 2d6 and reduce the attack's damage by the result. If the attack's damage was reduced to 0, and it was a melee attack, the attacker takes the remainder of your dice roll as thunder damage.

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

FALL*1st-level transmutation (arcane)***Classes:** Inventor, Sorcerer, Wizard**Casting Time:** 1 action**Range:** Self**Components:** V, S**Duration:** Instantaneous

You alter gravity for yourself, reorienting 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. You can control your fall as you would normally by holding onto objects, or move along a surface according to your new orientation until your turn ends and gravity returns to normal.

FIELD OF STARS*5th-level evocation (arcane)***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 5 feet of a mote on a turn or ends its turn within 5 feet of one, the mote explodes in a brilliant flash, dealing 4d12 radiant damage to all creatures within 5 feet of it before fading away. If multiple motes explode at once, a creature hit by more than one only takes damage once.

For the duration of the spell, while you have any motes of light remaining, you can use your action to 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 one additional mote of light for each slot level about 5th.

FINAL FLAME*6th-level evocation (divine)***Classes:** Cleric**Casting Time:** 1 action**Range:** Touch**Components:** V, S, M (a phoenix's feather)**Duration:** 8 hours

You place an ember of divine flame within a creature, which lies dormant until it is triggered. It activates if its carrier is reduced to 0 hit points or uses its bonus action to activate it.

When the ember is activated, it explodes, causing all creatures within 20 feet except the carrier to make a Dexterity saving throw. On a failure, a creature takes 8d6 radiant damage. On a success, it takes half as much damage. The ember's carrier regains 8d6 hit points.

FIRE CYCLONE*3rd-level conjuration (arcane, primal)***Classes:** Druid, Sorcerer, Spellblade, Wizard**Casting Time:** 1 action**Range:** 60 feet**Components:** V, S, M (a pinch of ashes from a forest fire)**Duration:** Concentration, up to 1 minute

You whip up a cyclone of roaring flame at a point on the ground you can see, occupying a 10-foot-radius, 30-foot-high cylinder. Any creature inside the spell when you cast it or entering its area for first time on a turn must make a Strength saving throw. On a failure, it takes 3d6 fire damage and is flung up to half the cyclone's height, landing 15 feet outside the cyclone in a randomly determined horizontal direction. On a successful save, a creature takes half as much damage and is not flung.

When a creature starts its turn outside the cyclone but within 30 feet of its center, it feels the cyclone's pull and must spend 2 feet (or 3 feet if it is flying) of movement for every 1 foot it moves away from the cyclone.

For the duration of the spell, you can use your action to move the cyclone up to 30 feet in any direction along the ground.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the cyclone's damage increases by 1d6 and its height increases by 5 feet for each level above 3rd.

FIREBURST MINE*3rd-level abjuration (arcane)***Classes:** Inventor**Casting Time:** 1 minute**Range:** Touch**Components:** V, S, M (a tiny nonmagical item, which is destroyed when the spell ends)**Duration:** 8 hours

You set a magical trap, infusing explosive magic into an object. You can set the item to detonate when someone comes within 5 feet of it, or at a verbal command by you. You can issue this command as an action or as a reaction when you see a creature move within 20 feet of a mine, detonating every mine keyed to the verbal command simultaneously.

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 failure, or half as much damage on a

success. If a creature is in the area of effect of more than one fireburst mine during a turn, it takes half damage from any mines beyond the first.

A magical mine must be set at least 5 feet away from every other mine, and cannot be moved once placed; any attempt to move it results in it detonating. The caster can permanently disarm a mine as an action.

FISSURE

5th-level transmutation (primal)

Classes: Druid, Sorcerer, Spellblade, Wizard

Casting Time: 1 action

Range: Self (60-foot line)

Components: V, S

Duration: Instantaneous

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

Each creature within that line must make a Dexterity saving throw. On a failure, a creature falls into the crevice, which snaps shut and begins to crush it. The creature takes 6d10 bludgeoning damage and is buried in 10 feet of rubble. A creature without a burrowing speed can spend 25 feet of movement to dig itself out, reappearing at the location it stood before the spell. A creature that ends its turn buried takes an additional 1d10 bludgeoning damage.

FISTS OF FIRE

Transmutation cantrip (arcane, primal)

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).

The damage this spell does to grappled targets increases by 1d4 at 5th level (2d4), 11th level (3d4), and 17th level (4d4).

FLAMETHROWER

3rd-level evocation (arcane)

Classes: Sorcerer, Warlock, Wizard

Casting Time: 1 action

Range: Self (30-foot line)

Components: V, S

Duration: Concentration, up to 1 minute

You release a stream of fire from your hands, filling a 30-foot long, 10-foot wide line with a continual gout of flame. Any creature in the area when you cast the spell or entering the area before the start of your next turn must make a Dexterity saving throw, taking 4d6 fire damage on a failure or half as much on a success.

As an action on your subsequent turns for the duration, you can release a new line of fire with the same effect.

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.

FLASH FREEZE

3rd-level evocation (arcane)

Classes: Sorcerer, Spellblade, 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 failure, a creature takes 4d8 cold damage and is restrained by ice until the start of your next turn. On a success, it 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 (arcane, psionic)***Classes:** Ranger, Spellblade, 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)**Duration:** Instantaneous

You brandish the weapon used in the casting before disappearing, instantly teleporting to and striking up to 5 targets within range. Make a melee weapon attack against each target. On a hit, a target takes the normal weapon damage from the attack, plus an additional 6d6 force damage.

You can then teleport to an unoccupied space you can see within 5 feet of any target of the spell.

FLING*2nd-level transmutation (arcane)***Classes:** Sorcerer, Spellblade, Wizard**Casting Time:** 1 action**Range:** 30 feet**Components:** V, S**Duration:** Instantaneous

You manipulate gravity around one Large or smaller creature. The target must make a Strength saving throw. On a failure, you can fling it 40 feet straight up or 20 feet in any other direction.

If you fling the target upward, it immediately falls, taking 4d6 falling damage and landing prone. If you fling it in any other direction, it takes 2d6 damage and lands prone. If this movement would be stopped early by a creature or object, both the target and whatever it collides with takes 3d6 bludgeoning damage.

FORCE BLADE*4th-level evocation (arcane)***Classes:** Sorcerer, Spellblade, 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 scintillating energy in your hand. For the duration, you can sweep the blade as an action through one or two adjacent creatures within range, automatically dealing force damage equal to 2d12 + your spellcasting modifier.

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 (arcane)***Classes:** Sorcerer, Spellblade**Casting Time:** 1 action**Range:** 120 feet**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 (arcane)***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. This 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 form, 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 (arcane, primal)***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 a turn you enter the space of another creature, it takes 2d6 fire damage.
- If a creature within 5 feet hits you with a melee attack, it takes 2d6 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 (arcane, primal)***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 15-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 (arcane, primal)***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. Its space becomes difficult terrain either way.

FORM OF THE ELEMENTS*9th-level transmutation (arcane, primal)***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*^K, *form of ice*^K, *form of stone*^K, *form of water*^K, and *form of wind*^K spells.

FORM OF WATER*6th-level transmutation (arcane, primal)***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 of 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.

FORM OF WIND*6th-level transmutation (arcane, primal)***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 and 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.

FREEZE*Transmutation cantrip (arcane, primal)***Classes:** Druid, Occultist, Sorcerer, Spellblade 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 you can reach. On a hit, the target takes 1d8 cold damage, and its speed is reduced by 10 feet until the end of its next 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 (arcane, primal)***Classes:** Druid, Occultist, Ranger, Sorcerer, Spellblade, 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, it takes 2d8 bludgeoning damage, and if it is Large or smaller, it 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.

GALE SHOT*4th-level transmutation (primal)***Classes:** Rangers**Casting Time:** 1 bonus action**Range:** Touch**Components:** V, S, M (a piece of ammunition or a weapon 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 is propelled with hurricane force. On a hit, the target takes an additional 4d8 damage from the attack and is knocked backwards 30

feet. Any creature the target collides with 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.

GEYSER

4th-level conjuration (arcane, primal)

Classes: Druid, Sorcerer, Spellblade, 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. Each creature within 10 feet must make a Dexterity saving throw. On a failure, it takes 4d6 bludgeoning damage and is knocked 60 feet up into the air. On a successful save, a creature takes half as much damage, and is instead knocked either 10 feet away from the point or 10 feet upward (its choice).

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.

GHOST STEP

3rd-level transmutation (arcane)

Classes: Occultist, Spellblade, Sorcerer, Warlock, Wizard

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 1 round

You become briefly ethereal and intangible. For the duration, you can move in any direction and do not fall. You can move through creatures, objects, walls, terrain, and effects as if they were not there. You can only pass through magical objects if they do not block ethereal transit. While you are intangible, you are immune to all damage except force damage.

At the start of your next turn, you become tangible again in your current space. If the space is occupied, you are shunted to the nearest unoccupied space and take force damage equal to twice the number of feet you are forced to move. If you are in the air and cannot fly, you fall to the ground.

GLACIAL CRASH

7th-level evocation (primal, arcane)

Classes: Druid, Sorcerer, Wizard

Casting Time: 1 action

Range: 300 feet

Components: V, S

Duration: Instantaneous

A huge chunk of ice appears in the sky before crashing down at a point within range before shattering into an explosion of ice. Creatures within 30 feet of the point must make a Dexterity saving throw. On failure, a creature takes 6d6 cold damage, and if it was within 10 feet of the target point, it takes an additional 6d8 bludgeoning damage. On success, a creature takes half as much cold damage, and half as much bludgeoning damage (if applicable).

The spell's area of effect becomes difficult terrain until the end of your next turn.

GRAVITY SURGE

2nd-level transmutation (arcane)

Classes: Spellblade, 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. Each creature within the area must make a Strength saving throw. On a failure, a creature takes 2d6 bludgeoning damage and falls prone. On a success, it takes half as much damage and is not knocked prone. Creatures that are not on the ground make this save with disadvantage.

GRIP OF THE DEAD*1st-level necromancy (arcane)***Classes:** Occultist, Spellblade**Casting Time:** 1 action**Range:** Touch**Components:** V, S**Duration:** Concentration, up to 1 minute

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

At the start of the creature's turn while you maintain the grip and the spell, it takes 1d8 necrotic damage. You 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 (primal)***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 a failure, it is pulled 20 feet in a direction of your choice. On a success, the target is only pulled 5 feet. 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.

HEAVENLY RAY*4th-level evocation (divine)***Classes:** Cleric**Casting Time:** 1 action**Range:** 60 feet**Components:** V, S**Duration:** Concentration, up to 1 minute

A golden pillar of celestial radiance shines down in a 10-foot radius, 60-foot-high cylinder centered on a point you can see within range. Until the spell ends, the cylinder is filled with bright light and sheds dim light for 10 feet in all directions from it.

When a creature enters the spell's area for the first time on a turn or starts its turn there, the celestial radiance infuses its body with positive energy. If the creature is not an undead or construct, it regains 2d8 hit points and gains 2d8 temporary hit points. If it is a construct, the light has no effect. If it is undead, it instead takes 2d8 radiant damage.

The first time a creature is healed by this spell, it is healed without restriction; every subsequent time a creature is healed by this spell, it can't be healed above half its maximum hit points.

As a bonus action, you can move the pillar up to 60 feet in any direction.

HOSTILE HEALING

This spell does not allow you to pick who gains the healing effect of it. Place it wisely or you can risk enemies taking advantage of your generosity.

HEAVY BLOW*1st-level transmutation (primal)***Classes:** Druid, Occultist, Sorcerer, Wizard**Casting Time:** 1 bonus action**Range:** Self**Components:** V, M (a weapon or unarmed strike that does bludgeoning damage)**Duration:** 1 round

You impart great heft to an unarmed strike or weapon you are holding. The first time you hit with a melee weapon attack using that weapon before the start of your next turn, your blow strikes with great force, and the attack deals an extra 1d10 bludgeoning damage to the target and must succeed a Constitution saving throw, or becomes dazed until the start of its next turn. While dazed this way, it cannot take reactions, and attacks against it have advantage.

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

HELLFIRE PIT*7th-level transmutation (arcane)***Classes:** Warlock, Wizard**Casting Time:** 1 action**Range:** 60 feet**Components:** V, S**Duration:** Concentration, up to 1 minute

You open a pit to hell beneath the feet of your foes. A supernatural void opens in a 10-foot radius, 10-foot deep pit opens around a point you can see within range.

Creatures in the area must make a Dexterity saving throw. On success, they can move 5 feet outside the radius of the spell. If they cannot move 5 feet out of the radius of the spell (such as having no path or insufficient movement speed), they automatically fail the saving throw. Creatures that fail their saving throw fall to the bottom of the pit (taking 1d6 bludgeoning damage and falling prone). The floor of the pit is a blazing inferno of hell. Creatures that start their turn in the pit take 4d6 fire damage and 4d6 necrotic damage.

The pit is difficult to escape, voraciously drawing creatures caught in to the depths of hell with strong winds, roaring fires, and infernal chains. A creature can spend 20 feet of movement (or 10 if they a flying or climbing speed) to attempt to escape the pit, making a Strength saving throw against your spell save DC. On success, they escape. On failure, fall back to the floor of the pit and their movement speed becomes 0 until the start of their next turn.

When the spell ends, the supernatural void to hell closes, and all creatures in the pit are deposited on the ground where the pit opened prone.

HUNGERING VOID*3rd-level conjuration (arcane)***Classes:** Occultist, Warlock, Spellblade Sorcerer, Wizard**Casting Time:** 1 action**Range:** 120 feet**Components:** V, S**Duration:** Concentration, up to 1 minute.

You gesture at a point you can see within range and summon a 20-foot radius sphere of blackness, a void of magical darkness which attempts to devour whatever enters. Darkvision cannot penetrate it, and no light can illuminate the darkness unless caused by a spell of a higher level.

A creature that starts its turn within the void must make a Constitution saving throw. On a failure, it takes 2d6 cold damage and 2d6 necrotic damage, and its speed is reduced by 5 feet to a minimum of 5 feet. This speed reduction stacks with successive failures, and ends once the creature starts its turn outside the void. On a success, the creature takes half as much damage and its speed is not reduced.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the necrotic and cold damage both increase by 1d6, and the speed reduction increases to 10 feet for each failed save.

HURRICANE SLASH*2nd-level evocation (arcane, primal)***Classes:** Druid, Ranger, Sorcerer, Spellblade, 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 ARROW*1st-level evocation (arcane, primal)***Classes:** Druid, Sorcerer, Spellblade, Wizard**Casting Time:** 1 action**Range:** 120 feet.**Components:** V, S**Duration:** Instantaneous

You conjure a shard of ice before hurling it at a target you can see within range. Make a ranged spell attack. On hit, the target takes 2d8 + your spellcasting ability modifier cold damage.

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.

ICE SPIKE*4th-level evocation (arcane)***Classes:** Sorcerer, Spellblade, Wizard**Casting Time:** 1 action**Range:** 60 feet**Components:** V, S**Duration:** Instantaneous

You create a lance of ice which shoots up from the ground to impale a creature you can see within range. The target must make a Dexterity saving throw. On a failure, it takes 4d8 piercing damage and 4d8 cold damage. On a success, it only takes the cold damage.

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 (arcane, primal)***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 of magical ice in your hand, which takes the form of one of the weapons listed below. You are proficient with it, and while wielding it, you can change its form as a bonus action. 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. If you form a fourth, the first melts away.

ILLUSIONARY DART*Illusion cantrip (arcane)***Classes:** Bard, Occultist, Sorcerer, Spellblade, Wizard**Casting Time:** 1 action**Range:** 60 feet**Components:** V, S**Duration:** Instantaneous

You create and throw an illusionary 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 (arcane)***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 fingertip to a point you can see within range before blossoming into a 20-foot radius illusionary explosion. Each creature of your choice in the area must make a Wisdom saving throw. On a failure, a creature takes 6d6 psychic damage. On a success, a creature realizes the fire is illusionary and takes no damage.

You can choose to make illusion 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 (arcane)***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. Each creature within the area when the spell is cast must succeed on a Wisdom saving throw or believe it has fallen into the pit. It falls prone, cannot stand up, and cannot see beyond the radius of the pit.

A creature can spend its action to attempt to climb out of the pit, repeating its saving throw. On a success, it spends all of its movement to stand up and then realizes the pit is an illusion, ending the spell for it. On a failure, it continues to believe it is stuck in the pit. An affected creature can move within the spaces covered by the pit.

A creature with a flying speed automatically succeeds on its saving throw. Each time a creature under the effect takes damage, it can repeat its 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 feet with a 4th-level spell slot.

IMBUE LUCK*2nd-level transmutation (arcane)***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 for the duration. If you target a weapon, its wielder can roll an additional d20 when making an attack (deciding after the roll, but before the outcome is determined). The creature chooses which of the d20s to use.

If you target a worn item, the wearer can roll a d20 when attacked, choosing whether the attack uses the original d20 result or this one.

After the extra die is rolled, the spell ends.

IMMUTABILITY*3rd-level transmutation (arcane)***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 (arcane)***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 (arcane)***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

You inflict a splitting headache on one creature you can see within range. The target takes 1 psychic damage at the start each of its turns and has disadvantage on Constitution saving throws to maintain Concentration and Intelligence ability checks. Creatures with Intelligence 5 or less suffer no effects from this spell.

INFERNAL SHACKLES*2nd-level conjuration (arcane)***Classes:** Spellblade, Warlock, Wizard**Casting Time:** 1 action**Range:** 60 feet**Components:** V, S, M (a link from a chain burned in a fire that killed at least one creature)**Duration:** Concentration, up to 1 minute

Chains of burning black iron spring from the ground and attempt to bind a creature you can see within range. The target must make a Strength saving throw. On a failure, it takes 3d6 fire damage and its speed is reduced to 0 for the duration. On a success, it takes half as much damage and is not bound.

The target must repeat its saving throw at the end of each of its turns. On a success, the chains break and the spell ends for that target. On a failure, it remains bound and takes an additional 2d6 fire damage as it is seared by the chains.

At Higher Levels. When you cast this spell with a spell slot of 3rd level or higher, you can target an additional creature for each spell slot level above 2nd.

INFINITE EDGE*1st-level transmutation (arcane)***Classes:** Ranger, Wizard**Casting Time:** 1 bonus action**Range:** Self**Components:** V, M (a weapon or natural weapon that deals piercing or slashing damage)**Duration:** 1 round

You instill a magical sharpness to a weapon you're

holding or a natural weapon you possess, which must deal piercing or slashing damage. You have advantage on the next attack roll you make with it before the start of your next turn, and if the attack hits it deals an additional 1d10 damage of the weapon's type.

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

INSTANT BULWARK*3rd-level transmutation (primal)***Classes:** Druid, Occultist, Sorcerer, Wizard**Casting Time:** 1 reaction, which you can take when a creature within range takes damage from a ranged attack or area effect**Range:** 60 feet**Components:** V, S**Duration:** Instantaneous

You cause a 15-foot-long, 10-foot-tall, 6-inch thick wall of earth to erupt from the ground in an empty space you can see within range. The wall grants total cover and blocks any damage originating from the far side of the wall. It blocks ranged attacks and any area-of-effect spells or magical effects with areas intersecting the wall.

The wall has hit points equal to 4d10 + your spellcasting modifier. It takes all damage it blocks, even if that damage normally only affects creatures, but it only suffers the blocked damage one time even if it protects multiple creatures. If it is reduced to 0 hit points, it crumbles to dust and any excess damage is dealt as normal. If the wall is not destroyed, it crumbles at the start of your next turn.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the wall has 1d10 additional hit points and is 5 feet longer for each level above 3rd.

INSTANT COUNTER*2nd-level conjuration (arcane)***Classes:** Bard, Ranger, Sorcerer, Spellblade, Warlock, Wizard**Casting Time:** 1 reaction, which you take in response to being damaged by a creature within 30 feet of you that you can see**Range:** 30 feet**Components:** V, S, M (a melee weapon worth at least 1 sp)**Duration:** Instantaneous

You vanish, teleporting to an empty space within 5

feet of the creature that damaged you, and immediately make a weapon attack against them with the weapon used in the spell's casting.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, if your attack hits, it deals 1d8 additional force damage for each slot level above 2nd.

INVEST LIFE

3rd-level transmutation (arcane, primal, psionic)

Classes: Cleric, Occultist, Wizard

Casting Time: 1 action

Range: Touch

Components: S

Duration: Instantaneous

You draw on your life force to invest some of your vital essence into another creature you can see within range. You take 4d8 necrotic damage, which can't be reduced in any way, and one creature of your choice that you can see within range regains a number of hit points equal to twice the necrotic damage you take.

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.

IRON GARDEN

4nd-level transmutation (arcane)

Classes: Spellblade, Warlock, Wizard

Casting Time: 1 action

Range: Self (20-foot radius)

Components: V, S

Duration: Instantaneous

Iron spikes lance up from the ground, impaling every creature within 20 feet of you. Each creature in the area must make a Dexterity saving throw. On a failure, it takes 6d8 piercing damage and its speed drops to 0 until the end of its next turn. On a success, it takes half as much damage and its speed is not reduced.

Until the start of your next turn, when a creature moves into or within the area, it takes 1d8 piercing damage for every 5 feet it travels. At the start of your next turn, the spikes rust away to dust.

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

IRON WIND STRIKE

2nd-level conjuration (arcane)

Classes: Ranger, Spellblade

Casting Time: 1 action

Range: Self (15-foot radius)

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

Duration: Instantaneous

You flourish the weapon 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 any of the targets.

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.

JUMPING JOLT

4th-level evocation (arcane)

Classes: Sorcerer, Spellblade, 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 a hit, it takes 4d12 lightning damage, and you can cause the spell to jump to another target within 20 feet of the first, making a new attack roll for the new target. The spell cannot hit the same target twice, or jump to a target outside the spell's range. The spell can jump a maximum of five times.

On a miss, a 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 (divine)***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 magical binding on a creature you can see within range. Until the start of your next turn, anytime that creature deals damage with its action, bonus action, or reaction, it takes radiant damage equal to the damage dealt, up to a maximum of 10 damage. The target is aware of spell's effects. 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 (arcane)***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. Its current and maximum hit points are reduced by $3d10 + 10$. If this causes the creature to have 0 hit points, it dies.

For the duration, the target cannot regain hit points except from a spell of a higher level than this one, and any death saving throw it rolls is automatically considered a 1.

At the start of each of the target's turns, it makes a Charisma saving throw. On a failure, its current and maximum hit points are reduced by $1d10 + 10$. On a success, the spell ends. A creature's maximum hit points are restored when it finishes a long rest.

LIGHTNING CHARGED*2nd-level evocation (arcane)***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 charge a creature you touch with sparking electricity, causing it no damage but making its touch dangerous for others. Every time the target hits another creature with a melee attack or a spell with a range of touch, is hit with a melee attack by another creature, or ends its turn while grappling or being grappled by another creature, the other creature takes 1d6 lightning damage.

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

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the spell can discharge 2 additional times (dealing 2d6 more total damage) before the spell ends for each slot level above 2nd.

LIGHTNING SHOT*3rd-level transmutation (primal)***Classes:** Ranger**Casting Time:** 1 bonus action**Range:** Touch**Components:** V, S, M (a piece of ammunition or a weapon worth at least 1 cp)**Duration:** 1 round

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

The first time you attack with the empowered item, it transforms into a bolt of lightning, blasting out from you in a line 100 feet long and 5 feet wide. Make one weapon attack, applying the result against every creature in the line. This attack deals 4d8 lightning damage on a hit, and half as much damage on a miss. This damage roll doesn't add any modifiers or bonuses associated with 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 (arcane, primal)***Classes:** Druid, Occultist, Sorcerer, Spellblade, 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 EARTH*Transmutation cantrip (arcane, primal)***Classes:** Druid, Sorcerer, Spellblade, Warlock, Wizard**Casting Time:** 1 action**Range:** 30 feet**Components:** V, S**Duration:** Varies

You mold earth you can see within range, causing it to twist and buckle to your command. Select one of the following effects:

- You can excavate a 5-foot cube of loose dirt or soil and move it along the ground to another unoccupied space within 5 feet.
- You can make minor alterations to dirt or stone, such as changing its color or carving small, simple shapes.
- You can turn a 5-foot square of earth or stone into difficult terrain for 1 hour. You can create up to three patches of difficult terrain this way; if you create additional patches, the first one you created returns to normal terrain.

MANIPULATE FATE*9th-level divination (arcane)***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, enabling yourself to subtly manipulate them. For the duration when a creature within 60 feet of you makes an attack roll, saving throw, or ability check, you can use your reaction to tweak its fate, altering the die result. You can choose to manipulate fate after the die is rolled, but before the outcome is determined.

You can nudge the roll to your choice of adjacent faces on the die (potential outcomes listed 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

Instead of nudging, you can instead choose to cast aside subtlety and yank the thread of fate, selecting any value on the d20 as the result. If you do so, you suffer a backlash. Roll a number of d6 equal to the difference between your selection and the original result; you take that much necrotic damage, and the spell immediately ends.

DICE MECHANICS 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.

MANIPULATE FIRE

Transmutation cantrip (arcane, primal)

Classes: Druid, Sorcerer, Spellblade, Warlock, Wizard

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Varies

You control a fire you can see within range, causing it to bend to your command. Select one of the following effects:

- You can grant a creature of your choice within range resistance to fire damage until the start of your next turn.
- You can spark or spread fire in a 5-foot cube, as long as there is fuel that can be ignited within the area.
- You can douse fire within a 5-foot cube.
- You can adjust a flame's brightness (halving or doubling it), color (turning the flames to any color of your choice), or shape (forming simple shapes) within a 5-foot cube for 10 minutes.

MANIPULATE WATER

Transmutation cantrip (arcane, primal)

Classes: Druid, Sorcerer, Spellblade, Warlock, Wizard

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Varies

You shape water you can see within range, causing it to move at to your command. Select one of the following effects:

- You can move or direct the flow of a 5-foot cube of

water in a direction of your choice, but the water will revert back to its natural flow at the start of your next turn unless you concentrate on keeping it in place.

- You can mold the water into small shapes or simple animations. This change lasts for 1 minute.
- You can change the color or opacity of a 5-foot cube of water. This change lasts for 1 hour.
- You can freeze up to a 5-foot cube of unoccupied water or thaw up to a 5-foot cube of ice. The water unfreezes or refreezes naturally based on the environmental conditions (usually taking an hour or more to completely melt or freeze unless in extreme conditions).

MANIPULATE WIND

Transmutation cantrip (arcane, primal)

Classes: Druid, Sorcerer, Spellblade, Warlock, Wizard

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: 1 round

You create a small gust within range, causing the air to surge and swirl to your command. Select one of the following effects:

- The next ranged weapon attack against a creature of your choice within range has disadvantage.
- One Large or smaller creature of your choice within range must succeed on a Strength saving throw or be pushed 5 feet or knocked prone (your choice).
- You can increase the next jump made by a creature of your choice within range by 5 feet.
- You manipulate the wind in a minor way, such as pushing a light object up to 10 feet, rustling plants, slamming a door, or similar effects. These aren't powerful enough to move creatures or deal damage.

MARTIAL TRANSFORMATION

6th-level transmutation (arcane)

Classes: Wizard

Casting Time: 1 action

Range: Self

Components: V, S, M (a small statuette of a warrior)

Duration: 10 minutes

You empower yourself with the physical prowess and battle knowledge of famous warriors. Until the spell

ends, you can't cast spells or concentrate on them, and you gain the following benefits:

- You gain 50 temporary hit points for the duration.
- You have advantage on all weapon attacks, and when you hit a target with a weapon attack, it takes an extra 2d12 force damage.
- You have proficiency with all armor, shields, simple weapons, martial weapons, and Strength and Constitution saving throws.
- You can attack twice, instead of once, when you take the Attack action on your turn, unless you already have a feature (such as Extra Attack) which gives you extra attacks.
- You can conjure and equip (as part of the action used to cast the spell) any armor and any simple or martial weapon of your choice. These items have no strength requirements and are magical in nature, but otherwise have the same properties as their nonmagical counterparts. The equipment vanishes 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. You can end the spell as a bonus action.

WIZARDLY NOTE: THE LOST TRUE VERSION

Another example of a great wizard's spell being tragically and incompletely copied from an ancient source. Lesser versions clearly forgot to include the lines that equip the caster with gear to accompany its transformation.

MELT

6th-level transmutation (arcane)

Classes: Sorcerer, Wizard

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You point at a creature or Large or smaller object that is not being worn or carried within range, and attempt to make it melt into a puddle of slag. If the target is a creature, it makes a Constitution saving throw. On a failure, it takes 10d10 fire damage. On a success, it takes half as much damage.

If the target is an object, it takes 20d10 fire damage. If this reduces it to 0 hit points, it is melted into a puddle of slag.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the damage increases by 1d10 for each slot level above 6th.

MELTING GLOB

1st-level conjuration (arcane)

Classes: Inventor, Sorcerer, Spellblade, Warlock, Wizard

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: 1 minute

You hurl a glob of acid at a creature within range, making a ranged spell attack. On a hit, the target takes 4d4 acid damage, and is covered in acid. For 1 minute, it takes 1d4 acid damage at the end of each of its turns. The target or another creature within 5 feet can end the effect early by using an action to clear off the acid.

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

METEOR JUMP

3rd-level transmutation (arcane)

Classes: Spellblade, Sorcerer, Wizard

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: Instantaneous

You drastically reduce your weight and immediately jump up to triple your maximum jump distance without spending any movement. When you reach the jump's maximum height, your weight and density are instantly increased, causing you to crash down with great force.

Every creature within 10 feet of where you land must make a Strength saving throw. On a failure, a creature takes 2d10 bludgeoning damage and is knocked prone. On a success, it takes half as much damage and is not knocked prone. You take no falling damage if the fall was less than 100 feet.

If you land directly on top of another creature that is no more than two sizes larger than you, it has disadvantage on its saving throw against the spell and is pushed to an adjacent empty space of your choice (regardless of its save result).

MIND RAY*1st-level enchantment (arcane)***Classes:** Bard, Warlock, Sorcerer, Wizard**Casting Time:** 1 action**Range:** 60 feet**Components:** V, S**Duration:** Instantaneous

You launch a ray of mental energy from your mind at the mind of another creature within range. This ray ignores cover and passes through physical barriers. The target must make a Wisdom saving throw. On a failure, it takes 2d8 psychic damage and has disadvantage on its next attack roll or ability check before the start of your next turn. On a success, it takes half as much damage and suffers no additional effects.

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.

MIRROR ARMY*4th-level illusion (arcane)***Classes:** Bard, Occultist, Sorcerer, Warlock, Wizard**Casting Time:** 1 action**Range:** Self (30 feet)**Components:** V, S**Duration:** 1 minute

You create an illusory duplicate of every allied creature of your choice within 30 feet. Until the spell ends, the duplicates move alongside their real counterparts and mimic their actions, making it impossible to track which is real.

Each time an affected creature is attacked, roll a d20 to determine whether the attack instead targets the duplicate. On a roll of 11 or higher, the attack targets the duplicate. A duplicate's AC equals 10 + the real creature's Dexterity modifier. If a duplicate is hit by an attack, it is destroyed. Duplicates ignore all other damage and effects, and the spell ends once all duplicates have been destroyed.

A creature is unaffected by this spell if it can't see, if it relies on senses other than sight (such as blindsight), or if it has truesight or another means of automatically disbelieving illusions.

MOUNTING PARANOIA*3rd-level illusion (arcane, shadow)***Classes:** Occultist, Warlock, Wizard**Casting Time:** 1 action**Range:** 60 feet**Components:** V, S**Duration:** Concentration, up to 1 minute

You shroud the mind of a creature you can see within range in shadow, twisting its view of the world. The target perceives everything beyond 15 feet as wreathed in shadow, indistinct in shape and sound. When the target attempts to target a creature wreathed in shadow with an attack or spell, it must pass a Wisdom saving throw, or it instead targets a random different target within range. When the target becomes able to see a creature that was previously wreathed in shadow, it must pass a Wisdom saving throw, or become frightened of that creature until the start of its next turn.

At the end of each of the target's turns, it makes a Wisdom saving throw. On a failure, the shadows draw 5 feet closer, closing off the distance the target can see clearly. If the target's entire vision becomes shrouded in shadow (after its third failure), it becomes paralyzed with fear until it succeeds on this save. If the target succeeds on this saving throw, the spell ends.

MULTISHOT*1st-level conjuration (primal)***Classes:** Ranger**Casting Time:** 1 bonus action**Range:** Touch**Components:** V, S, M (a piece of ammunition or a weapon with the thrown property worth at least 1 cp)**Duration:** 1 round

You touch a piece of ammunition or a weapon with the thrown property, conjuring a shadowy 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 the attack's range and make a separate ranged weapon attack. On a hit, the target is struck by the duplicate item and 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 (arcane)***Classes:** Druid, Occultist, Sorcerer, Warlock, Wizard**Casting Time:** 1 action**Range:** Self**Components:** V, S, M (a butterfly's chrysalis)**Duration:** Concentration, up to 10 minutes

You significantly shift your form, magically modifying your body to give it up to three of the following properties:

- You become malleable and amorphous. You gain advantage on saves and checks against becoming grappled or restrained, 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 functions 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 of your melee attacks, touch spells, and object interactions by 5 feet.
- Your flesh hardens. You can calculate your AC as 14 + your Dexterity modifier.
- You grow more resilient, adapting against one external threat. You gain advantage on saving throws with one ability 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 gains a regenerating carapace. You gain temporary hit points equal to your spellcasting ability modifier at the start of each of your turns.
- You can change your size by one category.
- You sprout wings, gaining a flying speed of 30 feet.
- You grow a natural weapon, which can have the statistics of any martial melee weapon without the thrown property, and takes on an appropriate form.

You are proficient with this weapon and are considered to be wielding it. You can use your spellcasting modifier in place of your Strength modifier for attack and damage rolls with it. This natural weapon is magical and gains a +1 bonus to its attack and damage rolls.

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

gaining the benefits of the new ones.

At Higher Levels. When you cast this spell using a spell slot of 4th or higher, you can select 1 additional property from the list of options for each slot level above 3rd.

NAUSEATING POISON*1st-level necromancy (arcane)***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 and 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 (arcane, primal)***Classes:** Druid, Sorcerer, Spellblade, 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 it at a creature you can see within 60 feet. Make a ranged spell attack roll. On a hit, the target takes 3d10 bludgeoning damage and is knocked backward 5 feet.

PILLAR OF FIRE*4th-level evocation (arcane)***Classes:** Sorcerer, Spellblade, Warlock, Wizard**Casting Time:** 1 action**Range:** 120 feet**Components:** V, S**Duration:** Instantaneous

You summon a towering column of flame in a 5-foot-radius, 30-foot-high cylinder centered on a point you can see within range. Each creature in the cylinder in the must make a Dexterity saving throw. A creature takes 10d6 fire damage on a failed save, or half as much on a successful save.

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

PLATINUM LANCES*6th-level evocation (divine)***Classes:** Cleric**Casting Time:** 1 action**Range:** 150 feet**Components:** V, S**Duration:** Instantaneous

You conjure four giant lances of radiant energy that plummet down at four different points you can see. Each creature in a 10-foot-radius, 100-foot-high cylinder centered on each point must make a Dexterity saving throw.

On a failed save, a creature takes 8d8 radiant damage and is knocked prone. On a successful save, it takes half as much damage and is not knocked prone. A creature in the area of more than one lance is affected only once.

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

POISON BLAST*4th-level transmutation (arcane, primal)***Classes:** Druid, Occultist, Spellblade, 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. Each creature in the area must make a Constitution saving throw. On a failure, it takes 4d12 poison damage and becomes poisoned until the start of its next turn. On a success, it 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 its turn within the area takes 2d4 poison damage.

POISON DART*2nd-level transmutation (arcane)***Classes:** Occultist, Sorcerer, Spellblade, Warlock, Wizard**Casting Time:** 1 action**Range:** 60 feet**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.

POWER TORRENT*6th-level evocation (arcane)***Classes:** Sorcerer**Casting Time:** 1 action**Range:** Self (60-foot line)**Components:** V, S**Duration:** Instantaneous

You unleash a massive torrent of raw arcane energy, blasting a line 60 feet long and 15 feet wide with overwhelming power. This spell passes through all obstacles, walls, and all other non-magical barriers. All creatures in the area take 4d12 + 4 force damage.

The torrent dispels all spells of 1st level or lower cast on creatures in its path, and any Constitution saving throws to maintain concentration triggered by this damage are made with disadvantage.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the damage increases by 1d12 + 1 for each slot level above 6th.

PRESERVATION*Transmutation cantrip (arcane)***Classes:** Occultist, Sorcerer, Spellblade, Warlock, Wizard**Casting Time:** 1 action**Range:** 5 feet**Components:** V, S**Duration:** 24 hours

You touch a Small or smaller object or container, slowing the passage of time by half for that object and its contents. For example, food would take twice as long to spoil, or a lamp would burn twice as long on the same amount of oil.

This effect lasts until you cast the spell again, the object is destroyed, or 24 hours pass. This does not affect the item's interactions with the world (for example, a preserved weapon would not swing any slower).

When you reach 5th level, the spell slows time to 1/3 its usual pace. When you reach 11th level, to 1/4 its usual pace. When you reach 17th level, to 1/5 its usual pace.

PRESSURE CUTTER*5th-level conjuration (arcane)***Classes:** Sorcerer, Spellblade, 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 slot of 6th level or higher, the damage increases by 1d6 for each level above 5th.

PRISMATIC FLASH*1st-level illusion (arcane)***Classes:** Occultist, Sorcerer, Spellblade, Wizard**Casting Time:** 1 action**Range:** Self (15-foot cone)**Components:** V, S, M (a prism)**Duration:** 1 round

A vivid rainbow of prismatic lights springs out from your hand. Each creature in a 15-foot cone must make a Constitution saving throw. On a failure, a creature is blinded until the start of your next turn. On a success, a creature is not blinded but is disoriented by the brilliant flash and cannot make attacks of opportunity until the start of your next turn.

Creatures that are already blinded or cannot see you aren't affected as they do not see the burst.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the size of the cone expands by 5 additional feet.

PSEUDOPOD SLAM*2nd-level conjuration (arcane, primal)***Classes:** Druid, Occultist, Sorcerer, Spellblade, Warlock, Wizard**Casting Time:** 1 action**Range:** 10 feet**Components:** V, S**Duration:** Instantaneous

You conjure a pseudopod of acidic ooze that slams a creature or object within range. Make a melee spell attack. On hit, the target takes 8d4 acid damage and is moved 5 feet in a direction of your choice.

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.

PYROCLASTIC LANCE*5th-level conjuration (arcane)***Classes:** Sorcerer, Spellblade, Wizard**Casting Time:** 1 action**Range:** 120 feet**Components:** V, S**Duration:** Instantaneous

You conjure a lance of blazing lava and hurl it at a creature you can see within range. Make a ranged spell attack. On a hit, the target takes 8d6 fire damage. Hit or miss, the lance then explodes in a 10-foot radius sphere of pyroclastic ash centered on the target. The ash lasts until the start of your next turn, and its area is heavily obscured. Any creature starting its turn within the ash cloud must succeed on a Constitution saving throw or take 4d6 fire damage and be blinded until the start of its next turn.

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

QUICKSAND*3rd-level transmutation (arcane, primal)***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 within or out of the area must spend 4 feet of movement for every foot it moves. A creature ending its turn in the area must succeed on a Strength saving throw or fall prone.

QUICKSILVER STEPS*4th-level transmutation (arcane)***Classes:** Bard, Ranger, Sorcerer, Spellblade, Wizard**Casting Time:** 1 action**Range:** Self**Components:** V, S**Duration:** Concentration, up to 1 minute

You lighten your own steps with a spell of effortless quickness. For the duration of the spell, your movement does not provoke attacks of opportunity. When another creature you can see or hear ends its

turn, you can move up to 10 feet (no action required). You can move in this way up to 4 times, regaining all uses at the start of your next turn. The first attack against you after each movement is made at disadvantage.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the number of times you can move at the end of another creature's turn increases by 1 for each slot level above 4th.

RAIN OF SPIDERS*3rd-level conjuration (arcane, primal)***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.

RAIN OF SWORDS*7th-level evocation (arcane)***Classes:** Sorcerer, Wizard**Casting Time:** 1 action**Range:** 120 feet**Components:** V, S**Duration:** Concentration, up to 1 minute

A rain of swords begins to fall in a 20-foot-radius, 40-foot high cylinder centered on a point within range. Any creatures starting its turn in the area or entering it for the first time on its turn must make a Dexterity saving throw. On a failure, it takes 6d10 slashing damage. On a success, it takes half as much

damage.

The swords are stuck upright in the ground and can be removed and used by anyone within 5 feet of the spell's area, functioning as nonmagical longswords. They vanish when the spell ends.

REPAIR

4th-level transmutation (arcane)

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. Any parts or material that has broken off is reattached, restoring it to the condition it was in before losing those hit points.

If the target's damage is the result of aging, you can instead restore it to its condition as of 10d6 years ago. Its condition can only improve — if it was in worse condition previously, the spell has no effect.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the hit points restored or years of decay undone increase by 2d6 for each slot above 4th.

RETURNING WEAPON

1st-level transmutation (arcane)

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

You touch a weapon and grant it the thrown (20/60) property. If it already has the thrown property, its range increases by 20/60. For the duration, it reappears in the thrower's hand after it's thrown as part of an attack.

REVERBERATING DASH

2nd-level transmutation (arcane)

Classes: Bard
Casting Time: 1 action
Range: Self (5 feet)
Components: V, S, M (a melee weapon worth at least 1 sp)
Duration: Instantaneous

You imbue a resonating note of magic into a melee weapon you are holding. When you do so, you can immediately make one attack against a creature within 5 feet with the weapon used in the spell's casting. If the attack hits, the note reverberates and deals an additional 1d8 thunder damage, and you can immediately move up to 15 feet in a straight line in any direction without provoking opportunity attacks.

If this movement leaves you within 5 feet of a creature you have not hit as part of this spell, you can immediately make another attack against this creature with the weapon used in the spell's casting. If the attack hits, the note reverberates even louder and deals an additional 2d8 thunder damage, and you can move repeat the movement and attack again. Each time you dash, the note grows louder, increasing its thunder damage by 1d8. You can move a maximum of 2 times after the initial attack (making up to 3 attacks in total). You can move again and potentially attack until you miss or there is no longer an eligible target you can reach. Each time you dash this way, the volume and tempo of the note increases, increasing the thunder damage dealt by 1d8.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the initial thunder damage increases by 1d8, and you can move-and-attack 1 additional time for each slot level above 2nd, up to a maximum of 5 dashes (6 attacks) with a 5th-level spell slot.

RIBCAGE

4th-level necromancy (arcane)

Classes: Occultist, Sorcerer, Warlock, Wizard
Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a rib bone)
Duration: Concentration, up to 1 minute

You cause a series of giant bones to burst from the earth around a point you can see on the ground within range. The bones form a dome in a 10-foot radius around the target point. Small or larger creatures cannot pass through the cage, and attacks that deal bludgeoning or slashing damage cannot be made through it. The cage functions as half cover against other attacks or spells that pass through it.

The cage has 40 hit points, AC 13, and is vulnerable to bludgeoning damage. If it is reduced to 0 hit points, it crumbles to dust and the spell ends.

At Higher Levels. When cast with a 5th level or higher spell slot, the cage has an additional 10 hit points for each level above 4th.

ROCK SLAM*Transmutation cantrip (primal)***Classes:** Druid, Occultist, Sorcerer, Spellblade, Wizard**Casting Time:** 1 action**Range:** 30 feet**Components:** V, S**Duration:** Instantaneous

You fling a rock at a creature you can see within range. Make a ranged spell attack. On a hit, the target takes 1d10 bludgeoning damage. On a critical hit, the target is knocked prone or 10 feet backwards (your choice).

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

ROTTING CURSE*1st-level necromancy (arcane)***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 curse of decay on a creature within range, causing it to begin to rot. For the duration, every time the target takes damage, it takes an additional 1d4 necrotic damage, and the effect of any healing it receives is halved.

The target also has disadvantage on any Charisma checks for social interaction for the duration.

SANCTIFIED CHARGE*2nd-level transmutation***Classes:** Cleric, Paladin**Casting Time:** 1 bonus action**Range:** Self (20-foot line)**Components:** V, S**Duration:** Instantaneous

Fueled by a burst of divine strength, you move up to 20 feet in a straight line in a swift burst of movement. If you collide with a creature, the charge ends early, and the creature must make a Strength saving throw. On a failure, it takes 2d6 radiant damage and is knocked prone. On a success, it takes half as much damage and is not knocked prone.

SEEKING ORB*2nd-level evocation (arcane)***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 arcane energy hovering within range, which slowly moves towards a target creature within 120 feet. At the end of each of your turns for the duration, the orb moves 30 feet directly toward its target. If it reaches the target, it detonates, dealing 6d4 force damage and ending the spell. If it doesn't reach the target, it intensifies, increasing its damage by 2d4 (up to a maximum of 10d4 force damage). If the spell ends before the orb can reach its target, it fades harmlessly away.

SEEKING PROJECTILE*1st-level transmutation (arcane)***Classes:** Inventor, Ranger**Casting Time:** 1 action**Range:** Touch**Components:** V, S, M (a piece of ammunition or a weapon with the thrown property worth at least 1 cp)**Duration:** Concentration, up to 10 minutes

You touch a piece of ammunition or a weapon with the thrown property and imbue it with a seeking spell. The next time the item is used for a ranged attack, the attacker can add your spellcasting modifier to the d20 result. If that makes the value on the die a 20 or higher, the attack scores a critical hit. The spell ends after one attack.

SEISMIC WAVE*3rd-level transmutation (arcane, primal)***Classes:** Druid, Sorcerer, Spellblade, Wizard**Casting Time:** 1 action**Range:** Self (30-foot cone)**Components:** V, S**Duration:** Instantaneous

You slam the ground in front of you and cause the earth to explode violently in a 30-foot cone. Each creature on the ground in the area must make a Strength saving throw. On a failure, it takes 4d10 bludgeoning damage and falls prone. On a success, it takes half as much damage and does not fall prone.

Large or larger objects and structures in the area automatically fail the save and take double damage. The ground becomes difficult terrain until cleared. Each 5-foot-square requires at least 1 minute to clear by hand.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d10 for each slot level above 2nd.

SHADOW BIND

1st-level illusion (arcane, shadow)

Classes: Spellblade, Warlock, Wizard

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

You point at a Medium or smaller creature you can see within range and cause its shadow to leap up, forming solid tendrils to bind it. The target must succeed on a Strength saving throw or become restrained for the spell's duration. A restrained target can repeat its saving throw at the end of each of its turns, ending the effect on a success.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can either target one additional creature or increase the size category of creature the spell can affect one time for each slot level above 1st.

SHADOW LASH

Illusion cantrip (arcane, shadow)

Classes: Warlock, Wizard

Casting Time: 1 action

Range: 10 feet

Components: V, S

Duration: Instantaneous

You form a whip of shadows that lashes out toward a creature within range. Make a melee spell attack, on hit, the target takes 2d4 psychic damage. In addition, if the target is in dim light or darkness, you make the attack roll with advantage.

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

SHATTERING SHIELD

2nd-level conjuration (arcane)

Classes: Druid, Occultist, Sorcerer, Spellblade, Warlock

Casting Time: 1 reaction, which you can take when a creature within range is hit by a melee attack

Range: 60 feet

Components: V, S

Duration: Instantaneous

You cause a shield of ice to erupt and block the triggering attack. The attack's damage is reduced by 1d8 + your spellcasting modifier. If the attack damage is not completely blocked, the shield shatters, dealing the amount of blocked damage as cold damage to the attacker. If the shield is not broken, it melts away after blocking the damage.

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

SKY BURST

5th-level evocation (arcane, primal)

Classes: Druid, Sorcerer, Spellblade, 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 a bolt must make a Dexterity saving throw, taking 4d12 + 4 lightning damage on a failure or half as much damage on a success. 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 for each slot level above 5th.

SONIC SHRIEK*5th-level evocation (arcane)***Classes:** Bard, Occultist, Sorcerer, Spellblade, Wizard**Casting Time:** 1 action**Range:** Self (120-foot cone)**Components:** V, S**Duration:** Instantaneous

You emit a sonic blast across a huge area. Each creature in a 120-foot cone must make a Constitution saving throw. It takes 6d8 thunder damage on a failure or half as much damage on a success. 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.

SPATIAL SWAP*4th-level transmutation (arcane)***Classes:** Occultist, Sorcerer, Wizard**Casting Time:** 1 action**Range:** 120 feet**Components:** V, S**Duration:** Instantaneous

You switch locations with a creature you can see. If there is insufficient space for either creature at the other's location, the spell fails. If the target is unwilling, it can make a Charisma saving throw. On a success, the spell fails.

SPELLTRAP*2nd-level abjuration (arcane)***Classes:** Bard, Sorcerer, Warlock, Wizard**Casting Time:** 1 minute**Range:** Self**Components:** V, S**Duration:** 8 hours

You mark a spelltrap on yourself, creating a small glowing mark on your skin. The next time you make a saving throw against a spell of 1st level or lower, the spell is harmlessly absorbed and none of its effects take place.

On your next turn afterward, you can cast the spell absorbed by the spelltrap without expending a spell slot. If you do not cast it within that turn, the spell trap fades and the trapped spell is lost.

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

SPIDER BITE*3rd-level transmutation (arcane, primal)***Classes:** Druid, Occultist, Spellblade, Warlock, Wizard**Casting Time:** 1 action**Range:** Touch**Components:** V, S**Duration:** Instantaneous

You stab at a target with a venomous fang. 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 be poisoned for 1 minute. At the end of each of its turns, the target can repeat the save, ending the condition on a success.

If you miss on the initial attack, you can concentrate (as if concentrating on a spell) to maintain the spell for another attempt on a subsequent turn. You may continue to do so until you either hit with the spell 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.

SPIRIT ECHO*2nd-level conjuration (arcane)***Classes:** Occultist, Ranger, Wizard**Casting Time:** 1 bonus action**Range:** Self**Components:** V, S**Duration:** Concentration, up to 1 minute

You summon a ghostly echo of yourself. It shares your space and acts automatically, mirroring your actions. The first time on your turn you make a weapon attack, it attacks the same target. It makes a separate attack roll using your attack modifier. On a hit, roll your attack's normal damage; the target takes force damage equal to half the result.

SPIRITUAL CONSULTATION*1st-level necromancy (arcane)***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 to aid you with your ability checks. Choose one skill out of Arcana, Animal Handling, History, Investigation, Medicine, Nature, Perception, Religion, or Survival. The spirit is proficient in the chosen skill. It is ethereal and ephemeral and cannot interact with physical objects, but can provide guidance on matters relating to chosen skill.

For the duration, 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, the spirit can make Intelligence or Wisdom checks itself, with a +5 modifier. The spirit will follow you, staying within of you at all times. 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 on making ability checks directly increases by 1 for each slot level above 1st, up to a maximum of +9.

SPLIT TIMELINE*4th-level transmutation (arcane)***Classes:** Occultist, Sorcerer, Wizard**Casting Time:** 1 action**Range:** 60 feet**Components:** V, S**Duration:** 1 round

You choose a willing creature in range and split its timeline in two. At the start of that creature's next turn, a temporal duplicate of them appears in a space adjacent to it. The duplicate lasts until the end of the target's turn or it drops to 0 hit points (whichever comes first). Their temporal duplicate shares the target's statistics, abilities, and resources, and is under the target's control. Any abilities, items, or spells with limited uses deplete the equivalent resources for the target.

At the end of the target's turn, the temporal duplicate disappears.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the temporal duplicate lasts for 1 additional round for each slot level above 4th.

SPROUT TREE*2nd-level transmutation (primal)***Classes:** Druid**Casting Time:** 1 action**Range:** 30 feet**Components:** V, S**Duration:** Instantaneous

You point at an empty 5-foot space on the ground you can see within range, and a tree sprouts there, rapidly growing to a height of 20 feet with a 2-foot radius trunk. The tree must grow on dirt, sand, or another appropriate surface. At the DM's discretion, it can burst through up to 6 inches of hard material. The tree stops growing if it would hit a ceiling or other object.

Any creature in this space must make a Dexterity saving throw. On a failure, it is lifted 20 feet into the air in the branches of the tree. On a success, it moves 5 feet to an unoccupied space of its choice (if there is no empty space to which it can move, it automatically fails). A Large or smaller creature can choose to fail this save, while a Huge or larger creature automatically succeeds.

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 50 hit points and AC 13.

The tree remains after the spell ends, but may die rapidly if sprouted in an unsuitable location or environment. Its wood is flammable only when dried, and serves no useful purpose except as firewood.

STARFALL*4th-level evocation (arcane, primal)***Classes:** Druid, Occultist, Sorcerer, Wizard**Casting Time:** 1 action**Range:** Self (60-foot radius)**Components:** V, S**Duration:** Concentration, up to 1 minute

You create a false sky above you, filled with gleaming stars, which immediately begin to rain down. When you cast the spell, 3 stars immediately fall, with 1 additional star falling at the start of each of your turns for the duration. For each falling star, choose a creature within 60 feet of you. That creature must make a Dexterity saving throw, taking 4d8 radiant damage on a failure or half as much on a success. A creature cannot be targeted by more than one falling star in a turn.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the number of stars that fall in the initial cast and on subsequent turns increases by 1 for each slot level above 4th.

STAR DUST*2nd-level evocation (arcane)***Classes:** Sorcerer, Spellblade, Wizard**Casting Time:** 1 action**Range:** Self (30-foot cone)**Components:** V, S**Duration:** Instantaneous

You evoke a burst of brilliant power sweeping out in a 30-foot cone originating from you. Each in the radius takes 3d4 force damage, and the next attack roll made against it before the start of your next turn has advantage.

STAR SCRY*2nd-level divination (arcane, primal)***Classes:** Druid, Occultist, Sorcerer, Wizard**Casting Time:** 1 minute**Range:** Self (60-foot radius)**Components:** V, S**Duration:** Instantaneous

You describe a location, person, or object during the casting of the spell. Afterward, an illusion of a starry night sky forms above your head, showing the night sky at midnight above the target. You can then make an Intelligence (Navigator's Tools) check to determine the general region of the described target. The DC is 10 if you've been to the area before, 15 if you've been within 100 miles, and 20 if you've never been within 100 miles of the location.

The spell fails if you give an inaccurate description or false name for the target, or if you cast it on the same target more than once within 24 hours.

STATIC FIELD*3rd-level transmutation (arcane)***Classes:** Inventor, Occultist, Sorcerer, Spellblade, Warlock, Wizard**Casting Time:** 1 action**Range:** 60 feet**Components:** V, S**Duration:** Concentration, up to 1 minute

A visible field of static energy crackles to life in a 20-foot radius around a point you can see within range. If a creature takes an action, reaction, or moves at least 5 feet within the field, it takes 1d12 lightning damage. A creature can take damage from each trigger once per turn (taking an action, a reaction, or moving).

STINGING SWARM*4th-level conjuration (arcane, primal)***Classes:** Druid, Occultist, Warlock, Wizard**Casting Time:** 1 action**Range:** 60 feet (5-foot cube)**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. The swarm cannot be damaged or destroyed. For the duration, you can use a bonus action to command it to move up to 30 feet. If the swarm enters another creature's space, it stops and stings the creature repeatedly, and cannot be moved until the start of your next turn. The creature takes 2d4 piercing damage and must succeed on a Constitution saving throw or take 6d4 poison damage.

STONE COFFIN*4th-level transmutation (arcane, primal)***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 encase a Large or smaller creature. The target must make a Dexterity saving throw. On a failure, it becomes trapped in the coffin, causing it to be blinded and restrained. A creature can choose to fail their save. While trapped within the coffin, a creature has 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 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 (arcane, primal)***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 (arcane, primal)***Classes:** Druid, Occultist, Sorcerer, Warlock**Casting Time:** 1 bonus action**Range:** Touch**Components:** V, S**Duration:** 1 hour

You lay your hand on dirt or rock and call on the stone to shape itself to your command. You can make any roughly shaped Small or Tiny item from the stone, including functional simple or martial melee weapons. Created items possess magical durability to resist shattering or breaking. This spell can't be used to carve significant amounts of material away from stone walls, doors, or other large objects.

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 (arcane, primal)***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 within range. The pillar occupies a 5-foot space and rises up to 30 feet into the air. The ground where it appears must have space to accommodate it, and you can't target a space under a Large or larger creature.

If a pillar is created under a Medium or smaller creature, that creature must succeed on a Dexterity saving throw or be lifted by the pillar. A creature can choose to fail its 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, crushed between the pillar and the obstacle. The restrained creature can use an action to make a Strength (Athletics) or Dexterity (Acrobatics) 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.

The pillar has AC 5 and 30 hit points. When reduced to 0 hit points, it crumbles into rubble, creating an area of difficult terrain in a 15-foot square centered on the pillar, which lasts until the rubble is cleared. Each 5-foot-square in the area requires at least 1 minute to clear by hand.

STORM SHOT*5th-level transmutation (primal)***Classes:** Ranger**Casting Time:** 1 bonus action**Range:** Touch**Components:** V, S, M (a piece of ammunition or a 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 a crackling storm of power for the duration. The first time you attack with the weapon, it explodes into a raging storm on reaching its destination. On a hit, the target takes an additional 4d8 lightning damage. On a miss, the target takes half as much damage.

Hit or miss, the target and all creatures within 20

feet of it must make a Strength saving throw against the raging storm unleashed by the attack. On a failed, a creature is thrown 20 feet straight up (falling immediately if not otherwise held aloft) and takes 2d8 lightning damage. On a successful save, it is not thrown into the air and takes half as much lightning damage.

SUFFOCATE

4th-level transmutation (arcane)

Classes: Occultist, Sorcerer, Spellblade, 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, it 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 repeat this saving throw.

If a target fails its saving throw against this spell 3 times in a row, it becomes incapacitated until it succeeds on a save or the spell ends. If you don't use your action to force the target to make a save, it automatically attempts the save and succeeds at the end of its next turn.

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

SUDDEN HAZARDS

5th-level illusion (arcane)

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 other hazards to spring up, filling a 60 foot cube originating from you. Swinging blades, lava flows, or other phantom hazards fill the minds of each creature of your choice within the area. An affected creature can move at half speed to evade the dangers, or move at its normal speed and take 1d8 psychic damage for each 5 feet it moves within the area. Any affected creature ending its turn in the area must make a Dexterity saving throw. It takes 5d8 psychic damage on a failure or half as much on a success.

Each time a creature ends its turn in the area, it can make a Wisdom saving throw. On a success, it realizes the traps are fake, and the spell ends for that creature.

SUMMON ARCHON

2nd-level conjuration (divine)

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, which manifests in an unoccupied space that you can see within range. It uses the Archon spirit stat block, and you select either the Hound, Lantern, or Trumpet option when you cast the spell. 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, it shares your initiative count, and its turn immediately after yours. It obeys your verbal commands (no action required by you). If you don't issue any command, it takes the Dodge action and uses its moves only to avoid hazards.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, certain values increase in its stat block.

SUMMON DRAGON

5th-level conjuration (arcane)

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, which manifests in an unoccupied space that you can see within range. It uses the dragon spirit stat block, and you select one dragon color from the table below when you cast the spell. The creature resembles a dragon of that color, 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, it shares your initiative count, and takes its turn immediately after yours. It obeys your verbal commands. If you don't issue any command, it takes

the Dodge action and moves only to avoid hazards.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, certain values increase in its 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 damage 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 each per turn.

Bite. *Melee Weapon Attack:* your spell attack modifier to hit, 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 to hit, reach 5 ft., one target. *Hit:* 1d4 + 4 + the spell's level slashing damage.

Tail. *Melee Weapon Attack:* your spell attack modifier to hit, 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 5d8 + the spell's level elemental damage on a failed save, or half as much damage on a successful one.

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 archon 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, range 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 with a DC equal to your spell save or take 1d6 + 2 + the spell's level thunder damage.

SUMMON MONSTROSITY

3rd-level conjuration (arcane)

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, which manifests in an occupied space that you can see within range. It uses the Monstrosity Spirit stat block, and you select either the Blinker, Burrower, or Displacer option when you cast the spell. 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, it shares your initiative count, and takes its turn immediately after yours. It obeys your verbal commands. If you don't issue any command, it takes the Dodge action and moves only to avoid hazards.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, certain values increase in its stat block.

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 understands the languages you speak
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 to hit, reach 5 ft., one target. *Hit:* 1d10 + 3 + the spell's level piercing damage.

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

SUMMON OOZE
1st-level conjuration (arcane)

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, which manifests in an unoccupied space that you can see within range. It uses the Ooze Spirit stat block, and you select either

the Green, Red, or Yellow option when you cast the spell. 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, it shares your initiative count, and takes its turn immediately after yours. It obeys your verbal commands. If you don't issue any command, it takes the Dodge action and moves only to avoid hazards.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, certain values increase in its 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 to hit, reach 5 ft., one target. *Hit:* 1d4 + 3 + the spell's level acid damage.

SUMMON PLANT
3rd-level conjuration (primal)

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, which manifests in an unoccupied space that you can see within range. It uses the Plant Spirit stat block, and you select either the Dryad, Shambling Mound, or Treant option when you cast the spell. 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, it shares your initiative count, and takes its turn immediately after yours. It obeys your verbal

SUPERNOVA*9th-level evocation (arcane)***Classes:** Sorcerer, Wizard**Casting Time:** 1 action**Range:** Sight**Components:** V, S, M (a lump of starforged iron)**Duration:** Instantaneous

You form a fist-sized star at a point you can see within range, which then explodes into a cataclysmic supernova. All creatures within 60 feet of the point must make a Constitution saving throw. On a failure, a creature takes 30d8 radiant damage and is blinded for 1 minute. On a success, it takes half as much damage and is not blinded. A blinded creature can repeat this saving throw at the end of each of its turns, ending the effect on a success.

SWAPPING CURSE*5th-level enchantment (arcane)***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, their souls are swapped for the duration. A soul controls the body it inhabits. It uses the ability scores and actions of its new body (except legendary actions or legendary resistance), but retains its own spellcasting (if any), and has disadvantage on attack rolls and Strength, Dexterity, and Constitution saving throws for 1d4 turns after swapping bodies.

At the end of a swapped creature's turn, it can choose to repeat the saving throw, ending the effect on a success. If its challenge rating (or character level if it has no challenge rating) is higher than that of its current body, it has advantage on the save.

If a creature dies while its soul is swapped, both souls return to their original bodies. After a soul returns from a dying creature to a living body, it takes 5d10 necrotic damage.

THUNDERBURST MINE*2nd-level abjuration (arcane)***Classes:** Inventor**Casting Time:** 1 minute**Range:** Touch**Components:** V, S, M (a tiny nonmagical item, which is destroyed when the spell ends)**Duration:** 8 hours

You set a magical trap, infusing thunderous magic into an object. You can set the item to detonate when someone comes within 5 feet of it, or at a verbal command by you. You can issue this command as an action or as a reaction when you see a creature move within 20 feet of a mine, detonating every mine keyed to the verbal command simultaneously.

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 fail, or half as much damage on a success. If a creature is in the area of effect of more than one thunderburst mine during a turn, it takes half damage from any mines beyond the first.

A magical mine must be set at least 5 feet away from every other mine, and cannot be moved once placed; any attempt to move it results in it detonating. The caster can permanently disarm a mine as an action.

THUNDER PULSE*3rd-level evocation (arcane)***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 expel it as a shock wave in a 15-foot cone. Each creature in the area must make a Constitution saving throw. On a failure, a creature takes 3d8 thunder damage and is knocked 10 feet back. On a success, it takes half as much damage and is not knocked back.

On your subsequent turns for the duration, you can use your action to create a new shock wave.

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 3rd.

THUNDER PUNCH

1st-level evocation (arcane)

Classes: Bard, Sorcerer, Spellblade, Wizard

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

You charge your hand (or similar appendage) with thunderous power. Make a melee spell attack against a creature within 5 feet. On a hit, the target takes 3d8 thunder damage and is knocked 10 feet back. A mighty boom rings out, which is audible from up to 300 feet away.

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 (arcane)

Classes: Bard

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You emit a crashing bang at the location of a creature you can see within range. The target must succeed on a Constitution saving throw or take 1d8 thunder damage and become deafened until the start of its next turn. If this damage forces it to make a Constitution saving throw to maintain concentration on a spell, it makes that save at disadvantage.

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

TIME ANCHOR

8th-level transmutation (arcane)

Classes: Occultist, Sorcerer, Wizard

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a shattered hourglass)

Duration: 1 year

You place a temporal marker on an object. For the duration, you can activate that marker, bringing the object to your hand and calling it forward in time from the moment you cast the spell. When you do so, the current timeline is unaltered, except that the

object disappears from its present location.

The object appears in the its exact state from the time the spell was cast, including its condition, charges, and other properties. The object appears even if it has been consumed or destroyed in the intervening time.

You can only have one object anchored to you at a time. Once this spell has been cast on an object, it can never be cast on the same object again.

TIME BUBBLE

8th-level transmutation (arcane)

Classes: Occultist, Sorcerer, Wizard

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (something from the past or future)

Duration: Special

You create a bubble of accelerated time in a 20-foot radius around a point you can see within range. When you cast the spell, initiative (including your current turn) is interrupted, and all creatures within the bubble can take an additional turn immediately (following the initiative order). Nothing inside the bubble can reach outside it or affect creatures outside. Any attacks passing through the bubble miss and any spells passing through it fail. If a creature exits the bubble, its additional turn immediately ends.

If any creature is only partly within the bubble when you cast the spell, the spell fails.

After every creature inside the bubble has acted, the spell ends and you resume your turn, with initiative proceeding as normal.

At Higher Levels. When you cast this spell with a 9th-level spell slot, the creatures inside the bubble take two rounds of turns before the spell ends.

TIME LOOP*4th-level transmutation (arcane)***Classes:** Occultist, Sorcerer, Wizard**Casting Time:** 1 action**Range:** 60 feet**Components:** V, S, M (a detailed list of the actions and movement that the target creature took on its last turn, which the spell consumes)**Duration:** 1 round

You force a creature within range to repeat its last turn. The target must succeed on a Wisdom saving throw or have its personal timeline adjusted so that it repeats its last action in a preordained loop on its next turn. As the rest of the world may have changed, it attempts to repeat its last action to the best of its ability, including moving the same distance in the same direction, attacking the same target, or taking the same action.

If the target's attempts to repeat its turn conflict, the caster decides which part of the turn takes precedence. While a creature is compelled to repeat its turn, it cannot be compelled to move into obviously dangerous ground, such as a fire or a pit.

NOTE TAKING

Unlike most material components, for convenience sake, this spell's material components is required by the player in addition to their character (whose detailed list does not need to be a physical object, simply the knowledge of their target's actions), and consequently requires some preparation and attention to detail on the player's part to avoid making the DM having to keep track of such details.

TIME SKIP*2nd-level transmutation (arcane)***Classes:** Occultist, Sorcerer, Spellblade, Warlock, Wizard**Casting Time:** 1 action**Range:** Touch**Components:** V, S, M (a small symbol made up of two connected triangles)**Duration:** 1 round

You touch a willing creature, sending it six seconds into the future. The target vanishes, reappearing at the same location (or the nearest unoccupied space) at the start of its next turn.

At Higher Levels. When you cast this spell with a spell slot of 3rd level or higher, the duration increases by 1 additional round for each slot level above 2nd. If you cast this spell with a 9th-level spell slot, the duration increases to 24 hours.

TIME SLIP*2nd-level transmutation (arcane)***Classes:** Sorcerer, Wizard**Casting Time:** 1 action**Range:** Self**Components:** V, S, M (an small ornate hourglass worth at least 25 gold pieces)**Duration:** Concentration, up to 1 minute

You surround yourself with a film of distorted time, setting yourself slightly off from time's normal flow. While you are in this bubble of distorted time, you have a +2 bonus to AC. If you would take damage from an attack or fail a saving throw against a spell of 2nd level or lower, you can use your reaction to revert your personal timeline and negate the effect — causing the attack to miss or the save to succeed. Afterward, this spell ends.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the maximum level of a spell you can negate increases to be equal to the level of the spell slot used.

TIME TRAP*2nd-level transmutation (arcane)***Classes:** Occultist, Sorcerer, Spellblade, Warlock, Wizard**Casting Time:** 1 action**Range:** 60 feet**Components:** V, S, M (handful of sand from an hourglass)**Duration:** 1 hour

You disrupt time in an empty 5-foot cube you can see within range. The first time a creature enters the area, it must make a Wisdom saving throw. On a failure, a creature that is completely inside the cube is stunned, while a creature that is only partly within the cube (e.g. a Large or larger creature) is restrained, as part of its body becomes frozen in time. On a success, the creature's speed is halved instead. Any affected creature recovers at the start of its next turn. The trap can only be sprung once, and the spell ends at the start of the trapped creature's next turn.

The trapped area is subtly distorted, and any creature that can't see the area at the time the spell is cast must make a Wisdom (Perception) check against your spell save DC to detect the trap.

TORNADO*5th-level transmutation (arcane, primal)***Classes:** Druid, Sorcerer, Spellblade, 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 you can see within range.

Any creature starting its turn within the tornado must make a Strength saving throw. On a failure, it takes 4d8 bludgeoning damage and is thrown 10 feet in a random horizontal direction and 40 feet up (taking normal falling damage when it comes back down). On a success, the creature takes half as much damage and isn't thrown.

As a bonus action, you can move the tornado up to 30 feet in any direction. All ranged attacks passing through the tornado automatically miss, and ranged weapon attacks against targets within 20 feet of the tornado are made at disadvantage.

TRANQUIL MOMENT*1st-level transmutation (arcane)***Classes:** Occultist, Sorcerer, Spellblade, Wizard**Casting Time:** 1 bonus action**Range:** Self**Components:** V, S**Duration:** Instantaneous

You slow your personal perception of time, giving you a moment to think. As part of the bonus action used to cast the spell, you can make a Wisdom or Intelligence ability check that would normally require an action (such as the Search action). If that action would be at disadvantage due to time or pressure, you do not have disadvantage on the check.

TWISTING ERUPTION*7th-level conjuration (arcane)***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 gesture at a point you can see within range and call forth gnarled roots of dark energy, which erupt from the ground in a 60-foot radius. Each creature of your choice in the area must succeed on a Dexterity saving throw or be restrained as the shadowy plant tendrils grasp and drain the life from it.

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

A restrained creature can use its action to make a Strength (Athletics) or Dexterity (Acrobatics) check (its choice) against your spell save DC. On a success, it frees itself. A creature can also be freed by destroying the tendril that grips it. The tendrils have AC 10 and 20 hit points, and are immune to all damage except radiant and fire. Spells that deal radiant or fire damage to creatures in the area of effect also affect any tendrils gripping them.

Any creature ending its turn within the radius while not restrained must make a Dexterity saving throw or become restrained by the tendrils.

UNBURDEN*1st-level transmutation (arcane)***Classes:** Inventor**Casting Time:** 1 action**Range:** Touch**Components:** V, S**Duration:** 1 hour

You touch a creature and relieve the weight it carries. The target can ignore penalties to movement speed or to Dexterity (Stealth) checks due to wearing medium or heavy armor, and can carry twice as much weight as normal before suffering encumbrance penalties.

UNHOLY WAVE*2nd-level necromancy (divine)***Classes:** Cleric, Paladin**Casting Time:** 1 action**Range:** Self (30-foot cone)**Components:** V, S**Duration:** Concentration, up to 1 minute.

A wave of necrotic energy pours out from your outstretched hand in a 30-foot cone. Each creature in the area must make a Constitution saving throw as it is burned by unholy fire. On a failure, it takes 4d6 necrotic damage and becomes wreathed in black fire for the duration. Once per turn when it is hit by an attack, its wounds flare and it takes an additional 1d6 necrotic damage. On a successful save, the target takes half as much damage and is not enveloped in black fire.

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

UNSTABLE EXPLOSION*2nd-level evocation (arcane)***Classes:** Sorcerer, Warlock, Wizard**Casting Time:** 1 action**Range:** 60 ft (10-ft radius)**Components:** V, S**Duration:** Instantaneous

You cause an unstable explosion to erupt at a point of your choice within range. Roll 3d6. For each die that rolls a 6, the spell's radius expands by 5 feet, and you can roll an additional d6. Each creature within the final area of the spell must make a Dexterity saving throw. On a failure, a creature takes fire damage equal to the total value of the rolled dice. On a success, it takes half as much damage.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, roll another d6 for each slot level above 2nd.

VACUUM PULL*2nd-level evocation (arcane)***Classes:** Druid, Ranger, Sorcerer, Spellblade, Wizard**Casting Time:** 1 bonus action**Range:** 30 feet**Components:** V, S**Duration:** Instantaneous

You create a howling blast of wind, attempting to pull a Huge or smaller creature that you can see within range toward you. The target must succeed a Strength saving throw or be yanked off its feet and pulled to you, landing within 5 feet of you and falling prone. Flying creatures make this save at disadvantage.

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

VESSEL OF TRANSPORTATION*5th-level conjuration (arcane)***Classes:** Inventor, Sorcerer, Wizard**Casting Time:** 1 hour**Range:** 30 feet**Components:** V, S**Duration:** Concentration, up to 8 hours

You weave together creation magic and conjure a vehicle of your choice within range, which uses the Magical Vessel stat block. The vehicle can take any shape you wish, but is no more than 10 feet on any side.

When you cast the spell, you can designate any number of creatures you can see as pilots. A pilot inside the vehicle can attempt to mentally control it as an action, unless another pilot is already controlling it. The pilot can end this control at will (no action required), or its control ends automatically if it exits the vehicle.

While in control of the vehicle, the pilot is deaf and blind to its surroundings. Instead, it sees and hears through an invisible sensor that follows the vehicle and hovers 5 feet outside of it at all times. The pilot move the sensor as a bonus action to another location within 5 feet of the vehicle.

If a pilot is mentally controlling the vehicle, you can terminate its control as an action. As part of the same action, you can choose to become the new pilot of the vehicle.

CREDIT

Spell created and contributed by Roguish.

MAGICAL VESSEL

Large vehicle (10 ft. by 10ft.)

Creature Capacity: 1 crew, 8 passengers

Cargo Capacity: 1 ton

Armor Class: 15

Hit Points: Special

Speed: 150 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	21 (+5)	12 (+1)	0 (-5)	0 (-5)	0 (-5)

Damage Immunities: poison, psychic

Condition Immunities: blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, prone, poisoned, stunned, unconscious

Magical Swiftness. The vessel is extraordinarily quick. It can move at up to 15 miles an hour at a regular pace or 20 miles at a fast pace.

Levitating Movement. The vessel gently hovers up to 3 feet off the ground at all times. It move across uneven terrain, over water, or up or down stairs and slopes, but it can't traverse hazardous liquids such as lava or move over elevation changes greater than 10 feet.

Comfortable Interior. So long as the interior is not exposed directly to the elements, the atmosphere within the vessel is considered comfortable and dry regardless of the weather outside.

Psychic Link. When the vehicle would take any damage, the caster instead loses the same amount of hit points. The caster can choose to end the spell instead of losing these hit points.

Limited Capacity. The vessel's speed becomes 0 if any of the following conditions are met:

- There are greater than 9 creatures within the vessel.
- There is a Large or larger creature within the vessel.
- The vessel is carrying or towing a combined 2,000 lbs. or more.

ACTIONS

Pilot. Drive and steer the Magical Vessel.

each of its turns, regardless if took damage or not, it makes a Wisdom saving throw. On a success, it discerns the hound is an illusion and the spell ends.

VICIOUS VAPORS

2nd-level transmutation (arcane, primal)

Classes: Druid, Occultist, Warlock, Wizard

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

You conjure a swirling poisonous miasma around yourself. For the duration of the spell, you are lightly obscured. When you cast the spell, and as a bonus action on each subsequent turn, you can cause the vapors to surge out and swirl around up to three creatures of your choice within range. Each creature must make a Constitution saving throw. On a failed save, it takes 1d12 poison damage and becomes poisoned until the start of your next turn. On a successful save, it takes half as much poison damage and is not poisoned.

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.

VIOLENT CRUSH

4th-level transmutation (arcane)

Classes: Sorcerer, Wizard

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

You attempt to magically crush a Large or smaller creature or object within range. The target must make a Strength saving throw. On a failure, it takes 6d12 bludgeoning damage and falls prone. On a success, it takes half as much damage and does not fall prone.

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

VICIOUS HOUND

2nd-level illusion (arcane)

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 an illusion of a particularly vicious hound that chases a target within range. Only the target can see the hound. On each of its turns for the duration of the spell, if it moves less than 40 feet from where it started their turn, it takes 3d8 psychic damage as it gets mauled by the illusionary hound. At the end of

VIOLENT UPDRAFT*1st-level transmutation (primal)***Classes:** Druid, Occultist, Sorcerer, Spellblade, Warlock, Wizard**Casting Time:** 1 action**Range:** 120 feet**Components:** V, S**Duration:** Instantaneous

You create a violent burst of wind, attempting to toss a Large or smaller creature into the air. The target must make a Strength saving throw, which it can choose to fail. On a failure, it is knocked 20 feet straight up into the air. If the target cannot hold onto anything or fly, it immediately falls, taking normal falling damage (2d6 bludgeoning damage) and falling prone.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the target is knocked 10 additional feet higher for each slot level above 1st.

VITAL SURGE*4th-level transmutation (primal, divine)***Classes:** Cleric, Druid, Occultist**Casting Time:** 1 minute**Range:** 30 feet**Components:** V, S**Duration:** 8 hours

You infuse a vital surge of life into up to 4 creatures of your choice within range. Once during the spell's duration, a target can trigger this vital surge as a bonus action, regaining 4d8 hit points. When it does so, it can choose to expend up to 4 hit dice, rolling them and healing for the result (adding its Constitution modifier to each die as normal).

Once a creature triggers its healing surge, the spell ends for that creature.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the maximum number of targets and the maximum number of hit dice a target can expend both increase by 1 for each slot level above 4th.

VOLCANIC BURST*6th-level transmutation (primal)***Classes:** Druid, Warlock, Sorcerer, Wizard**Casting Time:** 1 action**Range:** 120 feet**Components:** V, S, M (a piece of obsidian)**Duration:** Instantaneous

You call fiery forces from below the earth to violently erupt, designating a point you can see within range to explode with magma. The ground in a 10-foot radius around the point explodes in a shower of fire and rock, raining down in a 20-foot radius. Every creature in the 20-foot radius must make a Dexterity saving throw. On a failure, it takes 4d10 bludgeoning damage and 4d6 fire damage. If a creature in the inner 10-foot radius fails its save, it is additionally flung 10 feet up into the air, taking normal falling damage (1d6 bludgeoning damage) and falling prone when it lands. On a successful save, a creature takes half damage and suffers no additional effects.

The inner 10-foot radius becomes difficult terrain until cleared by hand. Each 5-foot-square portion of the area requires at least 1 minute to clear by hand.

VORPAL SHOT*5th-level transmutation (arcane)***Classes:** Inventor, Ranger**Casting Time:** 1 bonus action**Range:** Touch**Components:** V, S, M (a piece of ammunition or a weapon with the thrown property worth at least 1 cp)**Duration:** 1 round

You touch a piece of ammunition or a weapon with the thrown property, granting it a razor-sharp edge. The first time a creature attacks with the empowered item, it adds +3 to its attack and damage rolls, and ignores all resistances and immunities to the weapon's damage type. On a hit, the creature takes 6d8 additional damage. If this damage reduces the target to 0 hit points, it receives a mortal wound and immediately dies.

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

VORPAL WEAPON*5th-level transmutation (arcane)***Classes:** Inventor**Casting Time:** 1 action**Range:** Touch**Components:** V, S, M (a melee weapon worth at least 1 sp)**Duration:** Concentration, up to 1 hour

You touch a weapon and grant it a merciless edge. For the duration the weapon becomes unbelievably sharp. Its attacks ignore resistance to slashing damage and it gains the Siege property, dealing double damage to inanimate objects and structures. If the weapon is nonmagical or is magical and has a bonus of +2 or less, its bonus becomes a +3 to attack and damage rolls.

Additionally, if the wielder scores a critical hit with this weapon which would leave a target with less than 50 hit points, it is decapitated and instantly killed.

VORTEX BLAST*3rd-level evocation (arcane, primal)***Classes:** Druid, Occultist, Sorcerer, Spellblade, Wizard**Casting Time:** 1 action**Range:** Self (30-foot cone)**Components:** V, S**Duration:** Instantaneous

You create a sudden vortex that expands outward in a 30-foot cone, tossing characters and objects within the area. Each creature in the area takes 3d6 bludgeoning damage and must succeed on a Strength saving throw or be knocked 30 feet backward and 30 feet upward, taking normal falling damage (3d6 bludgeoning damage) as it falls back down unless it has a means to stay aloft.

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.

WASP BARRAGE*3rd-level conjuration (primal)***Classes:** Druid, Occultist, Ranger Sorcerer, Spellblade, Warlock, Wizard**Casting Time:** 1 action**Range:** Self (40-foot cone)**Components:** V, S**Duration:** Instantaneous

You conjure a swarm of magical wasps, which zip out to sting creatures of your choice within a 40-foot cone. Make a ranged spell attack against each individual target. On a hit, a creature takes 1 piercing damage + 4d12 poison damage. After they attack, the magic wasps fade away.

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

WATER BLAST*1st-level conjuration (arcane, primal)***Classes:** Druid, Occultist, Sorcerer, Spellblade, Warlock, Wizard**Casting Time:** 1 action**Range:** 30 feet**Components:** V, S**Duration:** Instantaneous

You conjure a ball of water and hurl it at a target. Make a ranged spell attack. On a hit, the target takes 3d6 bludgeoning damage, and if it is Large or smaller, must succeed on 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 BULLET*Conjuration cantrip (arcane, primal)***Classes:** Druid, Occultist, Sorcerer, Spellblade, Warlock, Wizard**Casting Time:** 1 action**Range:** 90 feet**Components:** V, S**Duration:** Instantaneous

You create a compressed bead of water and fire it at a creature you can see within range. Make a ranged spell attack. On a hit, the target takes 1d6 + your spellcasting ability modifier piercing damage.

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

WATER CANNON*3rd-level evocation (arcane, primal)***Classes:** Druid, Sorcerer, Spellblade, 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 60-foot long, 5-foot wide line. Each creature in the line must make a Strength saving throw. On a failed save, a creature takes 6d6 bludgeoning damage and is pushed to an unoccupied space at the far end of the line. If there is no available space at the end of the line, it is pushed to the closest open space, takes an additional 2d6 bludgeoning damage, and is knocked prone. On a successful save, a target takes half as much damage and is 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 above 3rd.

WATERSPOUT*3rd-level conjuration (arcane, primal)***Classes:** Druid, Occultist, Sorcerer, Warlock, Wizard**Casting Time:** 1 action**Range:** 60 feet**Components:** V, S**Duration:** Concentration, up to 1 minute

You conjure a large mass of water and form it into a whirling funnel around a point on the ground you can see. The funnel fills a 10-foot radius, 30-foot high cylinder. If a creature enters the waterspout on its turn or the waterspout moves into the creature's space, the creature must make a Strength saving throw. On a failure, it takes 2d8 bludgeoning damage and is blinded, deafened, and cannot speak. At the start of its next turn, it is expelled from the waterspout to the nearest empty space. On a success, it takes half as much damage and suffers none of the spell's other effects.

On your turn, you can use a bonus action to move the waterspout up to 20 feet in any direction along the ground, engulfing any creatures in its path. A creature that fails its save after being engulfed by the waterspout in this way is carried along with its movement until they it is ejected at the start of its turn.

If the center point of this spell is over a Huge or larger body of water, the size of the waterspout is doubled.

WIND CUTTER*2nd-level transmutation (arcane, primal)***Classes:** Druid, Inventor Occultist, Ranger, Spellblade, Wizard**Casting Time:** 1 bonus action**Range:** Self (30 feet)**Components:** V, S, M (a melee weapon with which you are proficient worth at least 1 sp)**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 on your turn with the weapon, it gains a reach of 30 feet, releasing slashes of razor sharp wind against your foes. When hitting targets beyond its normal reach, it deals slashing damage.

Additionally, the weapon's attacks deal an additional 1d4 damage, and if there is another creature within 5 feet of the target, it is struck by the slashing wind. Apply the same attack roll to the second creature, dealing half as much damage as the initial attack on a hit.

WHIRLING CONFLAGRATION*3rd-level transmutation (primal)***Classes:** Ranger**Casting Time:** 1 action**Range:** Self (15-foot radius)**Components:** V, S, M (a melee weapon with which you are proficient worth at least 1 sp)**Duration:** Instantaneous

You flourish the weapon used in the casting and whirl it around, setting it ablaze. Make one weapon attack, applying the roll to each creature within 15 feet. 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, the damage increases by 1d6 for each slot level above 3rd.

WINDBORNE WEAPON*Transmutation cantrip (arcane, primal)***Classes:** Druid, Sorcerer, Wizard**Casting Time:** 1 action**Range:** 150 feet**Components:** V, S, M (a piece of ammunition or a weapon with the thrown property worth at least 1 cp)**Duration:** Instantaneous

You wrap a weapon or piece of ammunition in

swirling wind. Make a ranged spell attack against a target within range, using the spell's material component. This attack ignores cover. On a hit, it deals 1d10 damage of the weapon's damage type.

This spell's damage increases by 1d8 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

WINDSENSE*2nd-level transmutation (primal)***Classes:** Druid, Ranger**Casting Time:** 1 bonus action**Range:** Self**Components:** V**Duration:** 1 round

You cast your senses out into the wind. Until the start of your next turn, you gain blindsight within 60 feet and have advantage on Wisdom (Perception) checks. Additionally, when you make ranged weapon attacks, you do not require line of sight as long as the target is within your blindsight, and the target does not benefit from cover.

WITHER*3rd-level necromancy (arcane)***Classes:** Occultist, Spellblade, Warlock**Casting Time:** 1 action**Range:** 60 feet**Components:** V, S, M (a pinch of powdered bone and sand)**Duration:** 1 round

Dark energy pulls the moisture out of a body, sapping it of life and vitality. The target must make a Constitution saving throw. On a failure, it takes 4d10 + 4 necrotic damage and becomes withered until the start of your next turn. A withered creature that has resistance to fire loses it, or gains vulnerability to fire damage if it did not have resistance. On a successful save, a creature takes half as much damage and is not withered.

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 3rd.

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 you can see within range and ask it a simple question. It must succeed on an Intelligence saving throw or conjure a short thought or image that answers your question to the best of its ability. You perceive this response telepathically. If you cast this spell on the same creature more than once in a 24-hour period, it gains a cumulative +5 bonus to the save on every subsequent query after the first.

DELVE MIND

3rd-level psionic

Casting Time: 1 action

Range: 60 feet

Components: S

Duration: Concentration, up to 1 minute

You rummage through a creature's mind, forcing it to make an Intelligence saving throw. On a failure, you gain access to its memories from the past 12 hours and are able to recall its memories as if they were your own for the duration.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you can delve 12 hours further back in the target'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.

FUTURE INSIGHT

1st-level psionic

Casting Time: 1 action

Range: Self (60-foot radius)

Components: S

Duration: 10 minutes

Roll 3d4 or 1d12 (your choice) and record the results. For the duration, you can expend one of these dice to add or subtract it from any attack roll, saving throw, or ability check made by a creature within 60 feet of you. You must expend the die after the roll is made, but before you know the outcome of the roll. Once all the dice have been expended, the spell ends.

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 its future. Roll a d4 to determine the outcome from the following table:

RESULT	EFFECT
1	The target foresees an upcoming action. Roll a d20 and record the value. Once before the spell ends, the target can replace one of its d20 rolls with the value rolled.
2	The target sees its own death. Once before the spell ends, if it is reduced to 0 hit points by an attack or due to failing a save throw, it can instead evade the attack or succeed on the saving throw. It cannot do so if it is already incapacitated.
3	The target gains the confidence of a future victory. It gains 10 temporary hit points and is immune to the frightened condition for the duration of the spell.
4	The target sees an ambush or a surprise attack. Once before the spell ends, it can choose not to be surprised if it would be surprised, or if an attack against it would be made at advantage, it can force the attack to be made at disadvantage.

Once one of the foreseen events occurs, the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can select the effect instead of rolling a d4.

THE UNAVOIDABLE DEATH

When a target sees its death, succeeding on the save may not be enough to keep it above 0 hit points, or it may be reduced to 0 by an effect without an attack or saving throw attached to it. Sometimes death's a bummer that way.

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, and pull all other creatures within 120 feet in with you. This world is centered on you, and extends in 120 feet in all directions. You leave a psionic rift in your place when you exit the real world.

A creature that reaches the edge of this world and has at least 5 feet of movement remaining can make a Charisma saving throw to attempt to exit. On a success, it can move 5 feet to exit the world and return to its prior location. On a failure, it can't exit and can't try again until its next turn. A creature outside the world can attempt to enter it by moving to the location where you cast the spell and succeeding on a Charisma saving throw. You can choose to allow any creature to automatically succeed on a save to enter or exit the world.

When you create this world, you can include any obstacles or terrain of your choice. These walls, pillars, or other obstacles can occupy up to twenty 5-square-foot areas, rising to any height. They can be placed in adjacent spaces or spread out as you wish, but every creature within the world must have open paths to reach both you and the world's edge.

You can additionally create up to five hazardous spaces in 5-square-foot areas on the ground. These can take any form (e.g. fire, spikes), and deal 4d4 + 4 psychic damage to a creature when it enters the effect's area for the first time on a turn or starts its turn there. Each hazard must be at least 20 feet from every other hazard.

While in your inner world, if you fail a saving throw, you can choose to succeed instead. You can do so up to 3 times over the spell's duration. Additionally, all your spells and psionic powers have their psi point costs reduced by 1.

As an action, you can attempt to destroy a creature within the world. The target must succeed on an Intelligence saving throw or take 8d8 + 8 psychic damage and be forcibly ejected from the imaginary world, returning to its prior location in the real world.

The world can be brightly or dimly lit, and you control the weather within it. You control the aesthetic features of the world and any terrain and hazards you create inside.

When the spell ends, you and any creatures remaining in the world exit and return to your prior locations in the real world.

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 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.

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. If you cast this spell using a spell slot of 4th level or higher, you can reroll one of the dice after making an applicable saving throw at advantage. If you cast this spell using a spell slot of 5th level or higher, you gain immunity to psychic and force damage for the duration.

MIND BLAST

6th-level psionic

Casting Time: 1 action

Range: Self (60-foot cone)

Components: S

Duration: Instantaneous

You emit a devastating blast of psychic energy. Each creature in a 60-foot cone must make an Intelligence saving throw. On a failure, a creature takes 6d8 psychic damage and is stunned until the end of its next turn. On a success, it takes half as much damage and is not stunned.

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.

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 is knocked back 5 feet and must make a Strength saving throw. On a failure, it takes 8d6 damage bludgeoning damage and is knocked prone. On a success, it 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 of 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 target another pair of creatures for each slot level above 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. Once per turn for the duration, the target can add 1d4 to any attack roll, damage roll, or saving throw it makes. Each time it does so, it takes 1 psychic damage as it strains against its natural limitations.

BLOOD MAGIC FEATS

HEMOMANCER

Prerequisite: Spellcasting or Pact Magic Feature

You can sacrifice your essence to cast spells with the "(blood magic)" tag in place of expending a spell slot. To do so, sacrifice 5 hit points per level of the spell. These hit points sacrificed can count towards the hit point cost of the blood Material component of the spell.

You can cast a total number of spell levels in this manner equal to your character level, but casting a spell of 6th level or higher this way drains your vitality in a more profound way, causing you to gain levels of exhaustion equal to the number of levels over 5th the spell is (1 level for a 6th-level spell, 2 for a 7th-level spell, etc.).

You cannot cast spells over 5th level this way while you have any levels of exhaustion. The total number of spell levels you can cast in this manner resets when you take a long rest.

VITAL BLOOD

Prerequisite: Spellcasting or Pact Magic Feature

Your mastery of blood magic has given it magical properties, brimming with unnatural vitality. You gain the following benefits:

- **Ability Score Increase.** Increase your Constitution, Wisdom, Intelligence, or Charisma by 1, to a maximum of 20.
- **Bloody Vitality.** When you complete a short rest while you are bloodied (have less than half your maximum hit points) before rolling any hit dice, you regain hit points equal to your spellcasting modifier.
- **Crimson Potion.** As an action, you can take 1d4 slashing damage to splatter some of your blood on a willing creature within 5 feet, granting them the effects of a Potion of Healing. Once you use this ability you cannot use it again until you complete a short or long rest.

CRAFTING SYSTEM INTEGRATION

If using the Kibbles' Crafting System, if you have the Magical Blood feat, once per week you can extract some of your blood to use it as a Common Curative Reagent in crafting.

BLOOD MAGIC SPELLS

Blood magic is a special category of spells which drain the vitality of living creatures to cast magic. Blood magic might not always be considered evil, but you should consult with your DM about local attitudes toward blood magic in their setting.

Blood Magic may not be for everyone and frequently involves gore and themes of self-harm; be sure to consult with everyone at your table to make sure this content is suitable for your game.

LIMITED AVAILABILITY

Blood magic is not restricted by any special feat or requirement, but your DM may rule that there are special requirements to learn blood magic. The only inherent restriction is that the Hemomancer feat is required to cast spells using only your hit points (bypassing spell slots).

BLOOD COMPONENTS

Blood magic spells all have a material component that reads "a drop [or splash] of blood worth [X] hit points". If a material component is "up to X" hit points, you can choose to spend as little as 1 hit point, or up to the full amount listed.

When you cast a blood magic spell, you take damage equal to the hit points required for the spell, which you can draw as part of casting the spell (no additional action required). These hit points must come from you, unless you have features or feats that allow you to use other sources of blood to power your magic.

If you cast a blood magic spell with a higher-level spell slot, the minimum hit point cost increases to the slot level used.

You cannot use blood magic if doing so would reduce you to 0 hit points.

BLOOD DAMAGE

Damage taken from casting blood magic reduces your current hit points and bypasses any temporary hit points or damage reduction you have (as you need blood to power the spell).

CONCENTRATION

Many blood magic spells lack the concentration requirements of normal spells. This is intentional, and part of what makes them appealing options for unscrupulous casters. Blood mages often take small amounts of damage when casting their spells, which

might break their concentration—so it's important for them to have good options available that don't require concentration.

WHAT CAN BLOOD MAGIC AFFECT?

Which creature have blood is up to the DM, but typically includes any creature with any blood-equivalent substance in its body. This usually includes humanoids, beasts, monstrosities, aberrations, vampires, and elementals and plants which move and act like sentient creatures.

BLOOD BOLT

Transmutation cantrip (blood magic)

Classes: Occultist, Sorcerer, Warlock, Wizard

Casting Time: 1 action

Range: 60 feet

Components: S, M (a drop of your blood worth at least 1 hit point, which the spell consumes)

Duration: Instantaneous

You transmute a drop of blood into a crimson dart and launch it at creatures within range, making a ranged spell attack. On hit, the target takes 1d6 piercing damage and 1d6 necrotic damage.

The piercing and necrotic damage both increase by 1d6 at 5th level (2d6), 11th level (3d6), and 17th level (4d6). The blood consumed also increases when the damage increases at 5th (2), 11th (3), and 17th (4).

BLOODY BURST

2nd-level necromancy (blood magic)

Classes: Occultist, Sorcerer, Wizard

Casting Time: 1 action

Range: 60 feet

Components: S, M (a drop of your blood worth at least 2 hit points, which the spell consumes)

Duration: Instantaneous

You cause a creature's blood to erupt outward in a violent spray. The target must make a Constitution saving throw. On a failure, it takes 4d6 necrotic damage, and every other creature within 10 feet of the target must succeed on a Dexterity saving throw or take 2d6 necrotic damage from the blood spray. On a successful save, the target takes half as much damage and the blood spray does not occur. A creature without blood is immune to this spell.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, both the damage against the main target increase by 2d6 as well as the spray increasing by 1d6 for each spell level above 2nd.

BLOOD DIAGNOSIS

1st-level divination (blood magic, ritual)

Classes: Occultist, Wizard

Casting Time: 1 minute

Range: Touch

Components: S, M (a drop of your blood worth 1 hit point and a drop of any creature's blood, both of which the spell consumes)

Duration: Instantaneous

You spill a drop of your blood and mix it with a sample of any creature's blood. You learn the following information about the sample:

- The type of creature it came from
- If that creature was poisoned or diseased when the blood sample was given
- Any medical information related to the creature's blood (blood type, general health, malnutrition, etc.)
- If the creature is a blood relative of any other creature whose blood you've previously cast this spell on

BLOOD DIVINATION

2nd-level divination (blood magic)

Classes: Occultist, Sorcerer, Warlock, Wizard

Casting Time: 1 action

Range: Touch

Components: S, M (a drop of your blood worth at least 2 hit points which the spell consumes, and another creature's blood)

Duration: Instantaneous

You mix a drop of your blood into a bloodstain or blood sample from another creature and create a magical resonance. You learn the creature's current condition (alive, wounded, or dead), its creature type, its general distance from you (nearby, distant, or very far), and its general direction.

If the blood is more than 24 hours old, the spell becomes more difficult, and you must succeed on a DC 10 spellcasting check to gain any information. The DC increases to 15 if the blood is more than a week old, and 20 if the blood is more than a month old.

BLOOD FRENZY*4th-level enchantment (blood magic)***Classes:** Druid, Occultist, Wizard**Casting Time:** 1 action**Range:** Touch**Components:** S, M (a splash of your blood worth at least 4 hit points, which the spell consumes)**Duration:** Concentration, up to 1 minute

You touch a willing creature, launching it into an empowered frenzy. For the duration, all attacks against the target creature have advantage, but the target gains the following benefits:

- The target is immune to the charmed and frightened conditions.
- The target has advantage on its melee weapon attacks.
- When taking damage would reduce the creature to 0 hit points, it must make a Constitution saving throw with the DC equal to half the damage taken. On a success, it is reduced to 1 hit point instead.

If you target yourself, you cannot lose concentration on this spell as a result of taking damage.

BLOOD SLASH*1st-level transmutation (blood magic)***Classes:** Sorcerer, Warlock, Wizard**Casting Time:** 1 action**Range:** 60 feet**Components:** S, M (a splash of your blood worth up to 2 hit points, which the spell consumes)**Duration:** Instantaneous

You create a blade of blood and fling it at a creature you can see within range. Make a ranged spell attack. On a hit, the creature takes 2d6 slashing damage and 2d6 necrotic damage.

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

BLOOD STORM*2nd-level transmutation (blood magic)***Classes:** Occultist, Warlock, Wizard**Casting Time:** 1 action**Range:** Self or 60 feet**Components:** S, M (a splash of your blood worth at least 2 hit points, which the spell consumes)**Duration:** Instantaneous

You create a slicing vortex of swirling blood in a 15-foot radius around you or a point you choose within range. Each creature in the area must make a Dexterity saving throw. On failure, it takes 3d8 slashing damage. On a success, it takes half as much damage. If you center the spell on yourself, you are immune to its effects.

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.

BLOOD TRANSFUSION*1st-level necromancy (blood magic)***Classes:** Occultist, Sorcerer, Warlock, Wizard**Casting Time:** 1 action**Range:** Touch**Components:** S, M (a splash of your blood worth 5 hit points, which the spell consumes)**Duration:** Instantaneous

You infuse a creature you touch with life drawn from the blood used in the material component of the spell. The target regains hit points equal to twice the amount expended.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the amount of hit points consumed by the spell increases by 5 for each slot level above 1st.

BLOOD WAVE*2nd-level transmutation (blood magic)***Classes:** Occultist, Sorcerer, Spellblade, Warlock, Wizard**Casting Time:** 1 action**Range:** Self (15-foot cone)**Components:** V, S, M (a splash of your blood worth at least 4 hit points, which the spell consumes)**Duration:** Instantaneous

You release a wave of magical blood that spreads out in a 15-foot cone. Creatures in the area must make a

Strength saving throw. On a failure, a creature takes 2d6 bludgeoning damage and 2d6 necrotic damage and is knocked prone. On a success, it takes half as much damage and is not knocked prone.

If the wave kills a creature or passes over a corpse that has died within the last minute, it grows, increasing its size by 5 feet (e.g. it becomes a 20-foot cone). It can increase to up to twice its original size. Creatures without blood don't trigger this effect.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the spell's range increases by 5 feet and the necrotic damage increases by 1d6 damage for each slot level above 2nd.

COMPELLED CONVULSION

2nd-level necromancy (blood magic)

Classes: Occultist, Sorcerer, Wizard

Casting Time: 1 action

Range: 30 feet

Components: S, M (a drop of your blood worth at least 2 hit points, which the spell consumes)

Duration: Instantaneous

You attempt to briefly take control of the blood of a creature you can see within range. The target must make a Constitution saving throw. On a failure, you can force it to use its reaction to move up to 15 feet (or its movement speed, whichever is less) and make a single weapon attack against a target of your choice within reach. Creatures without blood are immune to this effect.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can target an additional creature for each level above 2nd level.

CORPSE EXPLOSION

3rd-level necromancy (blood magic)

Classes: Occultist, Sorcerer, Warlock, Wizard

Casting Time: 1 action

Range: 60 feet

Components: S, M (a splash of your blood worth at least 3 hit points, which the spell consumes)

Duration: Instantaneous

You cause an eruption of blood from the corpse of a Small or larger creature that had blood and was slain within the last minute. Each creature within 15 feet of the corpse must make a Dexterity saving throw. On a failure, it takes 3d8 necrotic damage and 3d8 thunder damage. On a success, it takes half as much damage.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you can target one additional corpse for each slot level above 3rd. A creature affected by multiple corpse explosions makes its saving throw at disadvantage, but only takes damage once.

CRIMSON POISON

1st-level transmutation (blood magic)

Classes: Occultist, Sorcerer, Warlock, Wizard

Casting Time: 1 bonus action

Range: Self

Components: S, M (a melee weapon worth at least 1 sp and a splash of your blood worth up to 5 hit points, which the spell consumes)

Duration: 1 minute

You invest your life force into an ichorous crimson coating on a weapon you are holding. The next 3 times you hit a creature with the weapon, you deal additional acid damage equal to the hit points expended. The spell then ends. If you don't hit a creature 3 times within the spell's duration, the blood dries, becoming nonmagical and harmless.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can expend 1 additional point for each slot level above 1st, up to a maximum of 10 hit points at 6th level.

CRIMSON TIDE

3rd-level conjuration (blood magic)

Classes: Occultist, Wizard

Casting Time: 1 action

Range: Self (15-foot radius)

Components: S, M (a splash of your blood worth at least 10 hit points, which the spell consumes)

Duration: 1 round

You unleash a sweeping tide of blood along the ground, transforming the terrain into difficult terrain for all creatures but yourself until the start of your next turn. Each creature in the area when you cast the spell must make a Dexterity saving throw. A creature takes 6d6 necrotic damage on a failure or half as much on a success.

At the start of your next turn, the tide recedes as the spell ends, collecting the blood and returning it to you, restoring the 10 hit points used to cast the spell.

DEVOURING MIST

7th-level necromancy (blood magic)

Classes: Occultist, Warlock, Wizard

Casting Time: 1 action

Range: 60 feet

Components: S, M (a splash of your blood worth at least 15 hit points, which the spell consumes)

Duration: 1 round

You transform into a swirling mist of blood with a 15-foot radius. While in this form, you cannot take any actions, but you gain the following benefits:

- You have a flying speed of 60 feet, with hover.
- You can enter and occupy other creatures' spaces, and do not treat them as difficult terrain.
- You can pass through small gaps and cracks without squeezing.
- You have resistance to all damage except radiant, force, and psychic damage.

The first time you move into a creature's space, it must make a Constitution saving throw. On a failure, it takes 6d8 necrotic damage and you regain 10 hit points. On a success, it takes half as much damage, and you regain only 5 hit points. You can regain a total of 50 hit points through this spell, after which you no longer regain hit points from this effect.

At the start of your next turn, you return to your previous form. You fall if still aloft unless you have a way to stop your fall.

EXPLODE HEART

5th-level necromancy (blood magic)

Classes: Occultist, Sorcerer, Warlock, Wizard

Casting Time: 1 action

Range: 30 feet

Components: S, M (a splash of your blood worth at least 6 hit points, which the spell consumes)

Duration: Instantaneous

You point at a creature and attempt to make its heart explode in a violent spasm. If the target has fewer than 20 hit points, its heart explodes and it immediately dies. If it has more than 20 hit points, it must make a Constitution saving throw. On a failure, it takes 10d6 necrotic damage and is stunned until the start of your next turn. On a success, it takes half as much damage and is not stunned. If this damage reduces the target to 0 hit points, it dies.

Creatures without a heart are immune to this spell, though at your DM's discretion similar organs or components (for example, a golem's magic core) may qualify as a heart.

EXPUNGE POISON

1st-level transmutation (blood magic)

Classes: Cleric, Occultist, Sorcerer, Warlock, Wizard

Casting Time: 1 reaction, which you can take when a creature within range fails a saving throw against becoming poisoned

Range: 60 feet

Components: V, S, M (a splash of your blood worth at least 1 hit points, which the spell consumes)

Duration: Instantaneous

You point at a willing creature that has just become poisoned, and expel its tainted blood. The target takes 5 necrotic damage and is no longer poisoned.

EXSANGUINATE

4th-level necromancy (blood magic)

Classes: Occultist, Sorcerer, Warlock, Wizard

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a splash of your blood worth at least 4 hit points, which the spell consumes)

Duration: Instantaneous

You drain a creature of blood, tearing its vital energy away. The target must make a Constitution saving throw. On a failure, its current and maximum hit points are reduced by 6d6. On a success, its current hit points are reduced by half as much, and its maximum hit points are not reduced. If the target was below half its maximum hit points before the spell was cast, its current hit points are reduced by an additional 6d6 hit points, regardless of the save result.

Any maximum hit point reduction caused by this spell lasts until the target finishes a long rest or is targeted with greater restoration. A creature without blood is immune to this spell.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the hit point reduction on a failed saving throw is increased by 1d6 for each level over 4th.

GORY DOOM

2nd-level necromancy (blood magic)

Classes: Occultist, Sorcerer, Warlock, Wizard

Casting Time: 1 reaction, which you can take when a creature is reduced to 0 hit points within 60 feet of you.

Range: 60 feet

Components: V, S, M (a splash of your blood worth at least 2 hit points, which the spell consumes)

Duration: Instantaneous

When a creature that has flesh, blood, or bone that you can see is reduced to 0 hit points, you can attempt to make it explode in a shower of gore. If the target is still alive and merely unconscious, it must make a Constitution saving throw. On a success, it does not explode, but suffers one death saving throw failure if applicable.

If the target is dead or fails its saving throw, it violently explodes in shards of flesh, blood, and bone. Each creature within 10 feet must make a Dexterity saving throw. A creature takes 3d6 necrotic damage on a failure or half as much damage on a success.

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

HUNGRY BLOOD

2nd-level transmutation (blood magic)

Classes: Occultist, Sorcerer, Warlock, Wizard

Casting Time: 1 action

Range: 15 feet

Components: S, M (a drop of your blood worth at least 2 hit points, which the spell consumes)

Duration: Instantaneous

You animate a stream of blood, which forms into a fanged maw and bites a creature of your choice within range. Make a melee spell attack. On a hit, the target takes 2d6 piercing damage and 2d6 necrotic damage, and you regain 2d6 hit points.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the necrotic damage and hit points regained both increase by 1d6.

ICHOROUS BLOOD

4th-level necromancy (blood magic)

Classes: Occultist, Sorcerer, Warlock, Wizard

Casting Time: 1 action

Range: Self

Components: S, M (a splash of your blood worth at least 4 hit points, which the spell consumes)

Duration: 10 minutes

You transmute your blood into sluggish black ichor, which forms a layer of bloody armor. You gain 8 temporary hit points, and for the duration of the spell, you reduce any bludgeoning, piercing, or slashing damage you take by 4 (to a minimum of 1 damage). In addition, any time you are hit with a melee attack, the attacker takes 4 acid damage.

At Higher Levels. When you cast this spell with a 5th level or higher spell slot, both the damage reduction and the retaliatory acid damage increase by 1 for each slot level over 4th.

LIFE LINK

5th-level abjuration (blood magic)

Classes: Cleric, Occultist, Warlock, Wizard

Casting Time: 1 action

Range: 30 feet

Components: S, M (a splash of your blood worth at least 5 hit points, which the spell consumes)

Duration: Concentration, up to 1 minute

You link the life of two creatures you can see within range. Choose either a Life Link or an Inverse Life Link when you cast the spell.

- **Life Link.** When either target regains hit points, the other target regains the same amount. When either target takes damage, the other target takes an equal amount of necrotic damage.
- **Inverse Life Link.** When either target loses hit points, the other is healed for an equal number of hit points. When either target regains hit points, the other takes an equal amount of necrotic damage.

Damage or healing inflicted by this spell does not trigger the link's effects. The link lasts until the spell ends or it has inflicted 40 hit points of healing or damage.

At Higher Levels. When you cast this spell with a spell slot of 6th level or higher, the number of hit points the link can transfer increases by 10 for each slot level above 5th.

LIFE SUPPORT*5th-level necromancy (blood magic)***Classes:** Cleric, Occultist, Wizard**Casting Time:** 1 reaction, which you can take when a creature is reduced to 0 hit points within range**Range:** 60 feet**Components:** S, M (a splash of your blood worth at least 5 hit points, which the spell consumes)**Duration:** Concentration, up to 1 minute

When a creature you can see within range is reduced to 0 hit points, you can sacrifice your own vitality to bolster its life force. For the duration, the target can continue acting while at 0 hit points and does not fall unconscious. Any damage it takes is transferred to you. If the target is healed above 0 hit points, the spell ends.

MACABRE MARIONETTE*4th-level necromancy (blood magic)***Classes:** Occultist, Sorcerer, Warlock, Wizard**Casting Time:** 1 action**Range:** 60 feet**Components:** S, M (a splash of your blood worth at least 4 hit points, which the spell consumes)**Duration:** Concentration, up to 1 minute

You attempt to control a creature's movements by using its blood to manipulate it like a puppet. The target must succeed on a Wisdom saving throw or become partially controlled. For the duration, you can use your bonus action to force the target to spend its reaction to move up to 20 feet (or its movement speed, whichever is less) and make a single weapon attack against a target of your choice.

Until the target breaks free of the spell, it cannot take reactions normally. At the end of each of the target's turns, it can repeat the saving throw, ending the spell on success.

MORBID PUPPET*2nd-level transmutation (blood magic)***Classes:** Occultist, Sorcerer, Warlock, Wizard**Casting Time:** 1 action**Range:** 60 feet**Components:** S, M (a drop of your blood worth at least 2 hit points, which the spell consumes)**Duration:** 1 minute

You seize control of the blood within a freshly slain corpse or unconscious creature. The target must be Medium or smaller, and cannot have died more than 1 minute ago. For the duration, you can use your bonus action to make the target move up to 20 feet and make a single melee attack. It uses your spellcasting modifier for the attack roll. If the corpse is carrying a weapon or has a natural weapon, the attack deals the weapon's damage (without any bonuses from the target's features). Otherwise, it makes a Slam attack which deal 1d6 (or 1 for a Tiny target) + your spellcasting modifier damage.

If an unconscious target regains consciousness within the spell's duration, it can make a Charisma saving throw at the end of each of its turns to regain control of its body. You can end this spell at any time (no action required).

At Higher Levels. When you cast this spell with a spell slot of 4th level or higher, the target can be Large.

SANGUINE DOOM*6th-level necromancy (blood magic)***Classes:** Cleric, Occultist, Sorcerer, Warlock, Wizard**Casting Time:** 1 action**Range:** 120 feet**Components:** S, M (a splash of your blood worth at least 6 hit points, which the spell consumes)**Duration:** Instantaneous

You summon a shower of blood at a point you can see within range. Darkness washes over a 30-foot radius around the point, extinguishing all lights (including light from lower-level spells), and a rain of blood falls upon the area. Creatures and objects that are not being worn or carried within the area take 4d6 acid damage, and creatures must succeed on a Wisdom saving throw or suffer a doom curse. The next time a cursed creature is hit with an attack, it attack becomes a critical hit, after which the curse ends.

SANGUINE SPEARS*3rd-level transmutation (blood magic)***Classes:** Occultist, Sorcerer, Warlock, Wizard**Casting Time:** 1 action**Range:** 60 feet**Components:** S, M (a splash of your blood worth at least 6 hit points, which the spell consumes)**Duration:** 10 minutes

You crystallize some of your blood into three floating spears, which orbit you for the duration. You can use your action or your bonus action to launch one of the spears at a creature within range, making a ranged spell attack. On a hit, the target takes 2d6 piercing damage and 2d6 necrotic damage, and you regain 5 hit points. Once you've launched all the spears, the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you can expend 2 additional hit points to create 1 more spear for each slot level above 3rd.

SENSE BLOOD*1st-level divination (blood magic)***Classes:** Occultist, Sorcerer, Warlock, Wizard**Casting Time:** 1 action**Range:** Self**Components:** S, M (a drop of your blood worth at least 1 hit point, which the spell consumes)**Duration:** Concentration, up to 1 hour

You gain the ability to sense the blood of other creatures. For the duration, you have advantage on Wisdom (Perception) and Wisdom (Insight) checks against creatures with blood.

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.

STIRGE SWARM*6th-level conjuration (blood magic)***Classes:** Occultist, Warlock, Wizard**Casting Time:** 1 action**Range:** 60 feet**Components:** S, M (a splash of your blood worth at least 10 hit points, which the spell consumes)**Duration:** Concentration, up to 1 minute

You conjure a swirling swarm of magical Stirges that

hover in a 20-foot radius of a point you can see within range. A creature starting its turn in the area or entering it for the first time on a turn must make a Dexterity saving throw. On a failure, the stirges drain its blood, reducing its hit points by 4d4 + 12 and restoring 4 hit points to you. On a successful save, a creature takes half as much damage and you regain 2 hit points. The swarm ignores you and any creatures without blood.

You can move the swarm up to 30 feet in any direction as a bonus action. When the spell ends, the stirges disappear.

VAMPIRIC BLADE*3rd-level necromancy (blood magic)***Classes:** Occultist, Sorcerer, Warlock, Wizard**Casting Time:** 1 bonus action**Range:** Self**Components:** S, M (a melee weapon worth at least 1 sp and a splash of your blood worth up to 10 hit points, which the spell consumes)**Duration:** 10 minutes

You drain your own life essence to empower the weapon used in the casting of the spell. When you hit with the weapon, you deal an additional 1d8 necrotic damage and regain hit points equal to the necrotic damage dealt. The spell ends when it has dealt necrotic damage equal to twice the hit points expended to cast the spell.

VAMPIRIC BRAND*5th-level necromancy (blood magic)***Classes:** Occultist, Warlock, Wizard**Casting Time:** 1 action**Range:** 30 feet**Components:** S, M (a splash of your blood worth at least 5 hit points, which the spell consumes)**Duration:** Concentration, up to 1 minute

You force a creature within range to make a Wisdom saving throw. On a failure, a vampiric brand appears on its flesh. Until the spell ends, any time the target takes damage, it takes an additional 2d6 necrotic damage, and you regain hit points equal to half the necrotic damage dealt. Any time the branded creature regains hit points, you regain half as much.

The branded creature can repeat its saving throw at the end of each of its turns, ending the spell on a success.

VAMPIRIC MOSQUITO*1st-level conjuration (blood magic)***Classes:** Occultist, Wizard**Casting Time:** 1 action**Range:** Self (30 feet)**Components:** S, M (a drop of your blood worth at least 1 hit point, which the spell consumes)**Duration:** 1 minute

You create a buzzing mosquito, formed of your blood. At the end of each of your turns for the duration, it bites a random hostile creature within 30 feet of you, dealing 1d4 necrotic damage. When the spell ends, the blood mosquito returns to you and gives you the stolen blood. You regain 1 hit point for each time the mosquito did damage, up to a maximum of 10 hit points. You can end the spell early as an action.

WALL OF BLOOD^{SMS}*4th-level conjuration***Classes:** Sorcerer, Warlock, Wizard**Casting Time:** 1 action**Range:** 60 feet**Components:** S, M (a splash of your blood worth at least 4 hit points, which the spell consumes)**Duration:** Concentration, up to 10 minutes

You manifest some of your blood into a barrier on a solid surface you can see within range. You can make the wall up to 60 feet long, 20 feet high, and 5 feet thick, or in a ring up to 20 feet in diameter, 20 feet high, and 5 feet thick. The wall is opaque and lasts for the duration. Moving through the wall costs 3 feet of movement for each foot traveled.

Any creature entering the wall must make a Constitution saving throw, suffering 3d8 necrotic damage on a failure or half as much on a success. When a creature enters the wall, you can expend 2 hit points to increase the necrotic damage it would take by 2d8.

SMS CREDIT

Wall of Blood is drawn from somanyrobot's So Many Spells.