THE BLACKSTAFF'S BOOK OF 1000 SPELLS



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The Blackstaff's Book of 1000 Spells

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Special Thanks: Ken Carcas, Jeff C. Stevens, Valerie Erzählerin, Hiten P. Dave, Celine Massuger

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Foreward

"In a just universe, the first Blackstaff would write this prolegomenon himself. Yet the gods' fix most of their attentions on the firmament of creation. The stars remain in their courses, and the greater part of worldly justice is a task they leave to us. So, to my sorrow, composing this tome's introduction falls to me.

"Khelben Arunsun, better known as the first Blackstaff of Waterdeep, was an archmage unlike any other in the annals of the Realms. In terms of his complex service to the city he loved, his importance to its security and politics without any desire for worldly rulership, and his astonishing preparations to pass on his legacy, the man stands unique.

"He was also a good friend. The enormity of his loss cannot yet be reckoned in words.

"Of further note is the depth of the Blackstaff's commitment to advancing the practice of the Art, which he pursued by some novel methods. One example is the tome ye now bear in hand.

"Khelben allowed copies of some of his most expansive compilations to circulate widely among other mages, which was rare enough. Yet each copy also bore a subtle and robust enchantment. Knowing well the tendency of mages to scrawl notes around the margins of their grimoires, by his magic he caused any note written in one copy of this spellbook to be copied into all the others (though only visible by further Art) and to appear, translated, in the native language of any reader.

"By this dweomer— so carefully laid I did not detect it for years—he thus surveyed the age's great magical minds, sometimes in conversation with one another. It opened a window into the thinking of foes and allies alike, revealing new perspectives he often used in teaching of his apprentices. For those who uncover these hidden observations (which few do without a hint or two), these remarks carry great interest.

"The incomparable Lady Laeral, Open Lord of Waterdeep, has consulted with me in choosing one of these volumes to be copied in much greater numbers and presented as a comprehensive canon of spells for students of the Art. Serving the study of spellcasting is not our sole motive in this. We see having this grimoire used and treasured by scores of mages, in this world and others beyond, as a fitting tribute to the Blackstaff, a living legacy of the work he began.

"So take heed, ye students of magic: the present volume contains a prodigious collection of arcana, including all the hundreds of spells previously presented in my own recent *Guide to Magic*, along with twice so many new ones. Also included are notes left by some of the most powerful bearers of their own copies of this tome, from rulers of great city-states and planar travellers of great fame to loathesome lich-lords and even lowly sages of Shadowdale..

"Have a care in consulting this grimoire. Not every spell here will suit ye in thy adventures. Wise mentors will pick and choose which should be available to younger mages. Some have been thoroughly researched and tested, whereas others are experimental and may require modification. It will suit ye well to be cautious in deciding which of these dweomers to use.

"As a final warning, Khelben's enchantment still holds, so be very mindful of what private thoughts ye record in a personal copy; it is unlikely they will remain private for long."

—Elminster Aumar
Shadowdale
1492 D.R.



New Spells

The spells in this grimoire supplement those in the *Player's Handbook* or the *D&D Basic Rules.* Per the spell lists below, the spells described in these pages can be cast by many classes. After each spell, its school of magic is listed in parentheses, as is whether it can be cast as a ritual. Descriptions of each spell start on page 23, and the Index starting on page 319 lists a page number for each spell.

Levels of Spells

Even D&D veterans often don't realize that spell levels are not merely game terms. According to canonical sources for the various settings, wizards and other spellcasters in the worlds of the D&D multiverse actually use the term "level" in reference to different tiers of spells and the varying amounts of energy required to cast them.

For example, if a rule says that a government or other authority in one of these worlds has a law requiring all mages of 5th or higher to join a certain group, pass tests, or swear oaths of loyalty, those who enforce those rules actually keep track of whether a character can cast 3rd-level spells, since measuring spells by their level is a common practice. So feel free to have your character speak of *raise dead* as a spell of 5th level, or suggest an ally cast *magic missile* as a higher-level spell; these terms are part of how experts on magic use discuss the Art of spellcasting.

Artificer Spells

Cantrips (0 Level)*

amanuensis (transmutation)*
catfeet (abjuration)*
challenger's mark (enchantment)*
cloak of Adeamoz (abjuration)*
conjure caltrops (transmutation)*
create item (conjuration)*
echoing blow (abjuration)*
fortifying cry (enchantment)*
glimmering blade (conjuration)*
icon of fear (necromancy)*
inevitable wave (enchantment)*
internal compass (divination)*
irregular dispersal (abjuration)*
jinx shot (enchantment)*
know school (divination)*
launch ammunition (transmutation)*
leading strike (enchantment)*
lesser acupuncture (necromancy)*
looming shadow (illusion)*
magecraft focus (divination)*
minor telekinetic weapon (conjuration)*
project object (conjuration)*
quickling step (transmutation)*
spiteful glamour (enchantment)*
static shock (abjuration)*
steal speed (necromancy)*
uncanny balance (transmutation)*
voice of battle (enchantment)*
wall run (transmutation)*

1st Level

ablative armor (abjuration)*
active momentum (abjuration)*
air jaunt (transmutation)*
appraising touch (divination)*
aspect of the wolf (transmutation)*
battle cry (enchantment)*
battle guardian's aura (enchantment)*
blade of nightmares (necromancy)*
candle trick (transmutation)*
cleansing touch (transmutation)*
coalstone (transmutation, ritual)*
corpse link (necromancy)*
create poison (transmutation, ritual)*
dead man's tell (divination, ritual)*
deathwatch (necromancy)*
defensive casting (abjuration)*
deflecting shield (abjuration)*
dictation (evocation)*
disarming force (evocation)*
eldritch alertness (transmutation)*
eldritch speed (enchantment)*
elemental burst (transmutation)*
entropic shield (abjuration)*
flare (evocation)*
foesnare (enchantment)*
guided shot (divination)*
instant search (divination)*
iron scarf (transmutation)*
ironbreaker claws (conjuration)*
know greatest enemy (divination)*
leaf into dagger (transmutation)*
liberating memory (abjuration)*
lightning bug (evocation)*
lord's armor (conjuration)*
magic fang (transmutation)*
mark of the vigilante (enchantment, ritual)*
marshal's mark (enchantment)*
nerveskitter (transmutation)*
nightshield (abjuration)*
numinous shield (abjuration)*
Nystul's flash (evocation)*
Otiluke's smoky sphere (evocation)*
protective amulet (abjuration)*
Quivaelyn's sharpening palm (transmutation)*
Quivaelyn's wind stepping stance (transmutation)*
rune of peace (enchantment)*
seeking missile (transmutation)*
serpent missile (evocation)*
shadow missile (conjuration)*
shieldbearer (transmutation)*
shielding cube (abjuration)*
snow boots (transmutation, ritual)*
sorcerous scribe (conjuration)*
speed of thought (transmutation)*
surge of speed (transmutation)*
sustain fire (transmutation, ritual)*
tearing claws (conjuration)*
thundering armor (abjuration)*
trapspringer (enchantment)*
updraft (conjuration)*
vigilante grit (abjuration)*
wandbane (enchantment)*
warning shout (transmutation)*
weightless pursuit (enchantment)*

2nd Level

accelerated movement (transmutation)*
action trance (transmutation)*
align weapon (transmutation)*
allied footsteps (divination)*
analyze portal (divination)*
arcane instincts (abjuration)*
arcane springboard (transmutation)*
arm hammers (transmutation)*
attuned wards (abjuration)*
backbiter (enchantment)*
balancing lorecall (transmutation)*
blade of dark whispers (necromancy)*
body blades (transmutation)*
burning blade (evocation)*
chaos dice (transmutation)*
clarifying impact (divination)*
daggerspell stance (abjuration)*
death armor (necromancy)*
decastave (conjuration)*
easy climb (transmutation)*

ebony hand (necromancy)*
eldritch tactics (conjuration)*
elemental blade (transmutation)*
embalming touch (necromancy)*
energized shield (abjuration)*
fire trap (evocation)*
frost whip (conjuration)*
glitterdust (conjuration)*
glyph of revealing (transmutation)*
greater acupuncture (necromancy)*
impart knowledge (divination)*
inquisitive intuition (divination, ritual)*
invigorating strike (evocation)*
knight's move (conjuration)*
lesser fabricate (transmutation)*
lifetap (necromancy)*
listening lorecall (transmutation)*
lively step (transmutation)*
lucky blade (divination)*
major telekinetic weapon (conjuration)*
merchant's glamer (illusion)*
moon rune (transmutation)*
mountain stance (transmutation)*
murderous twin (conjuration)*
Nimodes' major delousing (necromancy)*
portrait (illusion)*
protection from aerial attack (abjuration)*
protection from cantrips (abjuration)*
protection from paralysis (abjuration)*
Quivaelyn's silversteel veil (abjuration)*
Quivaelyn's sloth strike (transmutation)*
rain of steel (divination)*
secret page (transmutation, ritual)*
strength of stone (transmutation)*
sudden transposition (conjuration)*
tactical precision (divination)*
twisting throw (divination)*
unpickable lock (transmutation)*
Vecna's final command (necromancy)*
warning breath (divination)*
warp stone (transmutation)*
whip of flame (evocation)*
whirling blade (transmutation)*
wieldskill (divination)*

3rd Level

adamantine weapon (transmutation)*
aegis of shielding (abjuration)*
air lens (transmutation)*
analyze contraption (divination)*
battlefield shuffle (transmutation)*
blade of black wind (necromancy)*
blade of pain and fear (evocation)*
bladeweave (illusion)*
blast rod (evocation)*
cloak of bravery (abjuration)*
combined effort (enchantment)*
comfort ward (abjuration)*
dancing chains (transmutation)*
death talisman (necromancy)*
deeper darkvision (transmutation)*
dragonskin (transmutation)*
dread carapace (transmutation)*
eldritch weapon (enchantment)*
four-winds bag (conjuration)*
ghost armor (conjuration)*
glamour blade (illusion)*
guardian's shield (enchantment)*
hearth spirit (conjuration)*
ice axe (evocation)*
Laeral's dancing dweomer (illusion)*
lance of disruption (evocation)*
mace of Odo (evocation)*
greater mage armor (abjuration)*
magnetism (transmutation)*
memorize scene (divination, ritual)*
moon blade (evocation)*
mystical awareness (divination)*
predatory shards (transmutation)*
protection from normal missiles (abjuration)*
protection from normal weapons (abjuration)*
quickening breeze (conjuration)*
redirect spell (abjuration)*
reflect elements (abjuration)*
reverse arrows (abjuration)*
see hidden doors (divination)*
shield of warding (abjuration)*
shroud of undeath (necromancy)*
sign of sealing (abjuration)*
sustaining meditation (transmutation, ritual)*
tattoo projectiles (illusion)*
threehorn's charge (transmutation)*
whip of pain (evocation)*
whip of Shar (evocation)*

4th Level

blade of flickering shadows (necromancy)*
body clock (transmutation)*
boiling oil (conjuration)*
circle of privacy (transmutation)*
curse blade (necromancy)*



Drawmij's toolbox (conjuration)*
eye for an eye (abjuration)*
fang trap (abjuration)*
firequench (abjuration)*
forceful missile (transmutation)*
lesser guardian seal (abjuration, ritual)*
lesser water to poison (transmutation)*
lifesurge (necromancy)*
magma blade (conjuration)*
marshal's resolve (abjuration)*
oak skewer (conjuration)*
Odeen's impenetrable lock (transmutation)*
phantom caravan (conjuration)*
Rary's mnemonic enhancer
greater resistance (abjuration)*
seed of fire (evocation)*
serenity of stone (abjuration)*
serpent arrows (transmutation)*
swordshun (necromancy)*
Tenser's masters of arms (transmutation)*
treasure scent (divination)*
vision stone (divination)*
watchware (abjuration, ritual)*
Zala's amberhelm (abjuration)*

5th Level

acid for blood (transmutation)*
anesthetic gaze (necromancy)*
bestow enchantment (enchantment)*
caging glaive (conjuration)*
champion's strength (transmutation)*
coat of arms (evocation)*
conduit (enchantment)*
draconic might (transmutation)*
duplicate text (transmutation)*
greater water to poison (transmutation)*
hidden lodge (conjuration)*
hornet shot (transmutation)*
immunity to poison and disease (abjuration)*
indomitability (abjuration)*
lesser ironguard (abjuration)*
Jaggar's strengthened bastion (transmutation)*
life's grace (abjuration)*
mass longstrider (transmutation)*
moonbow (evocation)*
Otiluke's electrical screen (evocation)*
pocket cave (conjuration)*
servant army (conjuration)*
shard storm (evocation)*
shift glyph (transmutation)*
slaying arrow (necromancy)*
spell resistance (abjuration)*
spidersilk slash (enchantment)*
stalwart pact (evocation)*
water to poison (transmutation)*
weaken ability (necromancy)*
whip of woe (evocation)*

Bard Spells

Cantrips (0 Level)*

amanuensis (transmutation)*
create item (conjuration)*
echoing blow (abjuration)*
far hearing (divination)*
focused discipline (evocation)*
fortifying cry (enchantment)*
ghostharp (divination)*
icon of fear (necromancy)*
inevitable wave (enchantment)*
intent laid bare (divination)*
jinx shot (enchantment)*
leading strike (enchantment)*
lullaby (enchantment)*
luring strike (enchantment)*
mindspeak (divination)*
minor disguise (illusion)*
project object (conjuration)*
remote viewing (divination)*
silent portal (illusion)*
spiteful glamour (enchantment)*
voice of battle (enchantment)*

1st Level

alienated mind (enchantment)*
amplify sound (transmutation)*
angry ache (necromancy)*
appraising touch (divination)*
battle cry (enchantment)*
Beastlands ferocity (enchantment)*
blood wind (evocation)*
candle trick (transmutation)*
chameleon stance (illusion)*
cleansing touch (transmutation)*
courtier's cover (enchantment)*
create poison (transmutation, ritual)*
critical strike (divination)*
dead end (illusion)*
deflecting shield (abjuration)*
dictation (evocation)*
disarming force (evocation)*
distort speech (transmutation)*
Drawmij's light step (transmutation)*
dread mercy (enchantment)*
dread revelation (illusion)*
eldritch alertness (transmutation)*
empathic sense (divination)*
enrage animals (enchantment)*
entropic shield (abjuration)*
exploit opening (divination)*
flare (evocation)*
forceful query (divination)*
frightful strike (enchantment)*
herald's call (enchantment)*
insightful feint (divination)*
inspire dread (necromancy)*
instant search (divination)*
keys to the city (enchantment, ritual)*
know faction (divination)*
know greatest enemy (divination)*
know protections (divination)*
Laeral's cutting hand (transmutation)*
liberating memory (abjuration)*
lord's armor (conjuration)*
mark of the vigilante (enchantment, ritual)*
misdirected mark (illusion)*
nerveskitter (transmutation)*
prophesied strike (enchantment)*
psychic assessment (divination)*
psychic shield (abjuration)*
read moods (divination)*
sensory caress (divination)*
shadow missile (conjuration)*
spy's recovery (evocation)*
sympathetic agony (divination)*
thundering armor (abjuration)*
trapspringer (enchantment)*
undersong (transmutation)*

2nd Level

alter time (transmutation)*
backbiter (enchantment)*
bafflement (enchantment)*
Balagarn's iron horn (transmutation)*
balancing lorecall (transmutation)*
been there (abjuration)*
bewitching glare (conjuration)*
blade of dark whispers (necromancy)*
bonefiddle (necromancy)*
bothersome babble (enchantment)*
call for capitulation (enchantment)*
chaos dice (transmutation)*
command another's pet (enchantment)*
daggerspell stance (abjuration)*
dazzling flash (evocation)*
disguise undead (illusion)*
dissonant chant (abjuration)*
distracting ray (abjuration)*
doublespeak (illusion)*
dramatic entrance (enchantment)*
Drawmij's breath of life (transmutation)*



ebony hand (necromancy)*
elemental blade (transmutation)*
Elonia's glamour (illusion)*
favor of Tymora (abjuration)*
ghost pipes (illusion)*
gibberish curse (illusion)*
glitterdust (conjuration)*
impart knowledge (divination)*
inquisitive intuition (divination, ritual)*
invigorating strike (evocation)*
knight's move (conjuration)*
lifetap (necromancy)*
listening lorecall (transmutation)*
lively step (transmutation)*
love bite (transmutation)*
merchant's glamer (illusion)*
moon rune (transmutation)*
nightmare lullaby (enchantment)*
Nimodes' major delousing (necromancy)*
painful revelations (divination)*
projected magnification (illusion, ritual)*
protection from cantrips (abjuration)*
psychic backlash (abjuration)*
Quivaelyn's sloth strike (transmutation)*
shadow sight (divination)*
sow confusion (illusion)*
sudden formation (enchantment)*
sudden transposition (conjuration)*
tactical precision (divination)*
unluck (enchantment)*
unpickable lock (transmutation)*
war cry (enchantment)*
wieldskill (divination)*
wraithstrike (transmutation)*

3rd Level

Alahandra's questing call (divination, ritual)*
arcane allegro (transmutation)*
analyze contraption (divination)*
bastion of words (enchantment)*
battlefield shuffle (transmutation)*
berseker curse (enchantment)*
bewildering charm (enchantment)*
bladeweave (illusion)*
celebration song (enchantment)*
clarity of mind (abjuration)*
cloak of bravery (abjuration)*
comfort ward (abjuration)*
control thoughts (enchantment)*
delay death (necromancy)*
dissonant chord (evocation)*
distracting visions (enchantment)*
farspeaker (transmutation, ritual)*
fool's speech (transmutation)*
four-winds bag (conjuration)*
g'elsewhere chant (conjuration)*
glamour blade (illusion)*
grace of the divine (transmutation)*
great thunderclap (evocation)*
hearth spirit (conjuration)*
home port (divination)*
hymn of praise (evocation)*
iron mind (abjuration)*
keen edge (transmutation)*
know customs (divination)*
love's lament (enchantment)*
memorize scene (divination, ritual)*
miscast magic (enchantment)*
nauseating breath (conjuration)*
nightscar (illusion)*
no more lies (enchantment)*
Otto's crystal rhythms (enchantment)*
pinnacle of awareness (divination)*
protection from normal weapons (abjuration)*
quickening breeze (conjuration)*
random casualty (transmutation)*
redirect spell (abjuration)*
sensate's rush (evocation, ritual)*
shroud of undeath (necromancy)*
sleep of horror (necromancy)*
target of all (transmutation)*
tattoo projectiles (illusion)*
thief's lament (enchantment)*
unified resilience (abjuration)*

4th Level

battle hymn (enchantment)*
blacksphere (evocation)*
breath of elements (transmutation)*
crown of light (abjuration)*
drums of war (enchantment)*
eye for an eye (abjuration)*
feat of magnificence (transmutation)*
fugue (evocation)*
fumbling curse (enchantment)*
gloom (transmutation)*
greater resistance (abjuration)*
lesser water to poison (transmutation)*
misfire (enchantment)*
Odeen's impenetrable lock (transmutation)*
pain (enchantment)*
pool of deeds (divination, ritual)*
premonitory vision (divination, ritual)*
prescient sense (divination)*
shout (evocation)*
thunderous reprisal (evocation)*
treasure scent (divination)*
unshakable bond (divination)*
watchware (abjuration, ritual)*

5th Level

Astaroth's augmentation (transmutation)*
bestow enchantment (enchantment)*
body harmonic (transmutation)*
cacophonic burst (evocation)*
cacophonic shield (evocation)*
code of secrecy (enchantment)*
conduit (enchantment)*
demand obedience (enchantment)*
doomtide (illusion)*
dragonsight (transmutation)*
greater water to poison (transmutation)*
guiding snarl (conjuration)*
hidden lodge (conjuration)*
immunity to poison and disease (abjuration)*
lesser chainfire (enchantment)*
mass curse of ill fortune (transmutation)*
misfortune & misery (enchantment)*
servant army (conjuration)*
shadow form (illusion)*
unexpected clarity (enchantment)*

6th Level

chain madness (enchantment)*
dirge of ruin (evocation)*
heartseeker (enchantment)*
inevitable winter (necromancy)*
Lorloveim's shadowy transformation (illusion)*
martyr's cry (evocation)*
note of aggression (enchantment)*
open the floodgates (enchantment)*
opportune lacuna (illusion)*
overwhelming revelations (divination)*
programmed image (illusion)*
read object (divination, ritual)*
superior resistance (abjuration)*

7th Level

antimagic ray (abjuration)*
eyes of the mage (divination)*
hiss of sleep (enchantment)*
inevitability of the grave (necromancy)*
Malraz's dramatic death (illusion)*
paralyzing field (enchantment)*
Simbul's spell sequencer (enchantment)*
sundered bravery (enchantment)*
symphonic nightmare (enchantment)*

8th Level

brain spider (divination, ritual)*
great shout (evocation)*
Laeral's invisible blade (evocation)*
Prismal's wormhole (conjuration)*
pummeling drumbeat (evocation)*
shooting stars (evocation)*
song of battle (enchantment)*
superior invisibility (illusion)*

9th Level

burst of glacial wrath (evocation)*
instant refuge (evocation, ritual)*
monstrous thrall (enchantment)*
saga of foretold doom (divination)*

Cleric Spells

Cantrips (0 Level)*

amanuensis (transmutation)*
astral seal (evocation)*
blazing starfall (conjuration)*
blood curse (necromancy)*
challenger's mark (enchantment)*
cloak of Adeamoz (abjuration)*
Far Realm gaze (divination)*
fell strike (necromancy)*
focused discipline (evocation)*
fortifying cry (enchantment)*
hand of radiance (conjuration)*
icon of fear (necromancy)*
inevitable wave (enchantment)*
intent laid bare (divination)*
jinx touch (necromancy)*
leading strike (enchantment)*
lesser acupuncture (necromancy)*
reaver's touch (necromancy)*
virtuous strike (evocation)*
voice of battle (enchantment)*

1st Level

ablative armor (abjuration)*
air jaunt (transmutation)*
angry ache (necromancy)*
battle cry (enchantment)*
battlefate (transmutation)*
bestow wound (necromancy)*
blessed aim (divination)*
blood wind (evocation)*
celestial fist (conjuration)*
chill of the grave (necromancy)*
cleansing touch (transmutation)*
coalstone (transmutation, ritual)*
cobra strike (transmutation)*
cruel inspiration (illusion)*
deathwatch (necromancy)*
deflecting shield (abjuration)*
dictation (evocation)*
divine sacrifice (necromancy)*
Drawmij's light step (transmutation)*
dread revelation (illusion)*
empathic sense (divination)*
endure elements (abjuration)*
entropic shield (abjuration)*
flare (evocation)*
foundation of stone (transmutation)*
frightful strike (enchantment)*
frost fingers (evocation)*
hand of the sorcerer king (abjuration)*
Hornung's deflector (abjuration)*
inspire dread (necromancy)*
ironguts (abjuration)*
know faction (divination)*
know protections (divination)*
mighty wallop (transmutation)*
numinous shield (abjuration)*
prophesied strike (enchantment)*
protective amulet (abjuration)*
Quivaelyn's sharpening palm (transmutation)*
rejuvenate self (necromancy)*
salutary touch (transmutation)*
sensory caress (divination)*
shadow missile (conjuration)*
snow boots (transmutation, ritual)*
summons of justice (evocation)*
sunscorch (evocation)*
sustain fire (transmutation, ritual)*
thundering armor (abjuration)*
updraft (conjuration)*
vigor (evocation)*
wailing wind (abjuration, ritual)*
warning shout (transmutation)*

2nd Level

alicorn lance (evocation)*
align weapon (transmutation)*
altruistic healing (necromancy)*
arm hammers (transmutation)*
ashstar (conjuration)*
aura of glory (transmutation)*
Balagarn's iron horn (transmutation)*
Balliard's rejuvenating touch (enchantment)*
bane of Beshaba (necromancy)*
bastion of clarity (abjuration)*
blood bond (transmutation)*
burrowing claws (transmutation)*
call for capitulation (enchantment)*
chaos dice (transmutation)*



chilling scythe (necromancy)*
command another's pet (enchantment)*
curse of ill fortune (transmutation)*
curse of impending blades (necromancy)*
darkfire (necromancy)*
death knell (divination)*
desecrate (evocation)*
desperate gambit (abjuration)*
dissonant chant (abjuration)*
Drawmij's breath of life (transmutation)*
ebony hand (necromancy)*
elemental blade (transmutation)*
embalming touch (necromancy)*
energized shield (abjuration)*
expose the dead (divination)*
favor of Tymora (abjuration)*
free will (enchantment)*
frost breath (evocation)*
frost whip (conjuration)*
gibberish curse (illusion)*
glitterdust (conjuration)*
glyph of revealing (transmutation)*
greater acupuncture (necromancy)*
invigorating strike (evocation)*
knight's move (conjuration)*
lava missile (conjuration)*
lesser fabricate (transmutation)*
lifetap (necromancy)*
love bite (transmutation)*
lucky blade (divination)*
major telekinetic weapon (conjuration)*
past life (divination)*
protection from cantrips (abjuration)*
protection from paralysis (abjuration)*
rain of steel (divination)*
recitation (abjuration)*
revenance (necromancy)*
secret page (transmutation, ritual)*
sticks to snakes (transmutation)*
stolen breath (necromancy)*

touch of the Talontar (necromancy)*
twisting throw (divination)*
unluck (enchantment)*
unpickable lock (transmutation)*
Vecna's final command (necromancy)*
warning breath (divination)*
warp stone (transmutation)*
whip of flame (evocation)*
wieldskill (divination)*
wolfjaws (transmutation)*
wracking touch (necromancy)*
zealous sanction (evocation)*

3rd Level

adamantine weapon (transmutation)*
air lens (transmutation)*
altered extremity (transmutation)*
alternate reality (divination)*
analyze contraption (divination)*
battlefield shuffle (transmutation)*
berserker curse (enchantment)*
blade of pain and fear (evocation)*
boon of fortune (transmutation)*
brittleskin (transmutation)*
choose future (divination)*
cloak of bravery (abjuration)*
clutch of Orcus (necromancy)*
cold fire (conjuration)*
combined effort (enchantment)*
comfort ward (abjuration)*
control thoughts (enchantment)*
delay death (necromancy)*
dreadful warrior (conjuration)*
echoes of cowardice (necromancy)*
energy vortex (evocation)*
fiery fists (transmutation)*
flesh ripper (evocation)*
fool's speech (transmutation)*
grace of the divine (transmutation)*
hearth spirit (conjuration)*
holy storm (conjuration)*
ice axe (evocation)*
infestation of maggots (necromancy)*
knightly intercession (conjuration)*
know customs (divination)*
laughing water (abjuration)*
lava splash (conjuration)*
life drain (necromancy)*
mace of Odo (evocation)*
master of the mind (transmutation)*
minor creation (illusion)*
miscast magic (enchantment)*
moment reading (divination)*
nauseating breath (conjuration)*
no more lies (enchantment)*
poisonous touch (necromancy)*
predatory shards (transmutation)*
protection from normal weapons (abjuration)*
quickening breeze (conjuration)*
redirect spell (abjuration)*
searing light (evocation)*
see hidden doors (divination)*
shield of warding (abjuration)*
shroud of undeath (necromancy)*
spider gout (conjuration)*
storm cone (evocation)*
storm shield (abjuration)*
undead battlemight (necromancy)*
venomfire (transmutation)*
whip of Shar (evocation)*

4th Level

anyspell (transmutation)*
axe storm of Clangeddin (transmutation)*
Azuth's fedensor (transmutation)*
balor's nimbus (evocation)*
battle hymn (enchantment)*
blistering radiance (evocation)*
blood mantle (transmutation)*
boon of the god (transmutation)*
breath of elements (transmutation)*
call nightmare (conjuration, ritual)*
calm winds (evocation)*
castigating sanction (evocation)*
cloud of pestilence (conjuration)*
consumptive field (necromancy)*
crown of light (abjuration)*
curse blade (necromancy)*
dragon breath (evocation)*
feat of magnificence (transmutation)*
fire aura (abjuration)*
forceful missile (transmutation)*
fumbling curse (enchantment)*
gloom (transmutation)*
greater resistance (abjuration)*
hungering curse (transmutation)*
hypothermia (evocation)*
inspire terror (necromancy)*
kiss of torment (necromancy)*
lair divination (divination)*
lifesurge (necromancy)*
mass shield of faith (abjuration)*
misfire (enchantment)*
moon bolt (evocation)*
necrotic compulsion (necromancy)*
negative energy aura (necromancy)*
plague bearer's masque (illusion)*
positive energy aura (conjuration)*
sacred strike (necromancy)*
spark of life (necromancy)*
swordshun (necromancy)*
thunderous reprisal (evocation)*
wrack (necromancy)*
Zala's amberhelm (abjuration)*

5th Level

animate legion (necromancy)*
anticold sphere (abjuration)*
Articus' devolutionary warrior (transmutation)*
Astaroth's augmentation (transmutation)*
Azuth's exalted triad (transmutation)*
bestow enchantment (enchantment)*
caging glaive (conjuration)*
call forth the beast (enchantment)*
champion's strength (transmutation)*
code of secrecy (enchantment)*
dead magic shield (abjuration)*
demand obedience (enchantment)*
doomtide (illusion)*
earth reaver (transmutation)*
fire of justice (necromancy)*
Grimwald's greymantle (necromancy)*
lesser chainfire (enchantment)*
life's grace (abjuration)*
mantle of Baravar (abjuration)*
mass curse of ill fortune (transmutation)*
mass sanctuary (abjuration)*
maximum damage (divination)*
misfortune & misery (enchantment)*
orb of dancing death (necromancy)*
pocket cave (conjuration)*
Rary's superior spell enhancer (transmutation)*
shift glyph (transmutation)*
snow snakes (transmutation)*
soul scour (necromancy)*
spell resistance (abjuration)*
stalwart pact (evocation)*
strength of one (transmutation)*
Talona's blessing (necromancy)*
Thanguul's preservation (necromancy)*
threefold boon (abjuration)*
undead focus (necromancy)*
undead regeneration (necromancy)*
valiancy (transmutation)*
valiant fury (transmutation)*
whip of woe (evocation)*

6th Level

accelerate metabolism (evocation, ritual)*
aura of terror (necromancy)*
Azuth's alteration mantle (abjuration)*
Azuth's firing frenzy (evocation)*
Azuth's spell shield (abjuration)*
bolt of glory (evocation)*
chain madness (enchantment)*
contagious touch (necromancy)*
crawling darkness (transmutation)*
curse of the everbleeding wounds (necromancy)*
energy immunity (abjuration)*
fellblade (necromancy)*
goad of misfortune (conjuration)*
gravedust cloud (necromancy)*
hide the path (abjuration)*
Hoar's revenance (necromancy)*
martyr's cry (evocation)*
mass shield of warding (abjuration)*

meld of Lolth (enchantment)*
overwhelming revelations (divination)*
sand blade (transmutation)*
spider plague (conjuration)*
spirits of victory (conjuration)*
stone body (transmutation)*
superior resistance (abjuration)*
the doom of Bane (necromancy)*
thunder riposte (enchantment)*
undeath to death (necromancy)*
volcanic rage (enchantment)*
zealot pact (enchantment)*

7th Level

arrow of bone (necromancy)*
blood to water (necromancy)*
chariot of Sustarre (transmutation)*
conjure remorhaz (conjuration)*
create revenant (necromancy)*
death dragon (necromancy)*
eruption of earth's fury (evocation)*
great worm of the earth (conjuration)*
greater stone shape (transmutation)*
holy star (abjuration)*
holy word (evocation)*
instill vulnerability (necromancy)*
mantle of the slime lord (abjuration)*
mark of the unfaithful (enchantment, ritual)*
radiant assault (evocation)*
refuge talisman (conjuration)*
ruthless assault (enchantment)*
sphere of adaptation (divination)*
sundered bravery (enchantment)*
sunstone (evocation)*
symphonic nightmare (enchantment)*
vigorous circle (evocation)*
vortex (evocation)*
Wesley's delayed damage (abjuration)*
withering palm (necromancy)*

8th Level

bone blade (necromancy)*
brain spider (divination, ritual)*
brand of fire (evocation)*
brilliant aura (transmutation)*
conjure dragon (conjuration)*
crown of glory (enchantment)*
death spider (transmutation)*
dragon's roar (evocation)*
general of undeath (necromancy)*
heat drain (necromancy)*
mass death ward (abjuration)*
shifting paths (illusion, ritual)*
stone walk (transmutation)*
stormrage (transmutation)*
wrathful castigation (enchantment)*

9th Level

anathema (enchantment)*
awaken construct (necromancy)*
basilisk glare (transmutation)*
energy drain (necromancy)*
implosion (evocation)*
monstrous thrall (enchantment)*
plague of undead (necromancy)*
sphere of wonder (transmutation)*
undeath's eternal foe (abjuration)*
vaporize (transmutation)*
visage of the deity (transmutation)*
volcanic eruption (transmutation)*
vorpal doom (enchantment)*



Druid Spells

Cantrips (0 Level)*

catfeet (abjuration)*
create item (conjuration)*
detect dragonblood (divination)*
far hearing (divination)*
fell strike (necromancy)*
Feywild guardian (conjuration)*
fire hawk (evocation)*
frostwind blade (evocation)*
glimmering blade (conjuration)*
intent laid bare (divination)*
internal compass (divination)*
know direction (divination)*
lesser acupuncture (necromancy)*
mindspeak (divination)*
punishing strike (necromancy)*
quickling step (transmutation)*
reaver's touch (necromancy)*
uncanny balance (transmutation)*

1st Level

air jaunt (transmutation)*
animal spy (divination)*
aspect of the wolf (transmutation)*
beast claws (transmutation)*
Beastlands ferocity (enchantment)*
blood wind (evocation)*
candle trick (transmutation)*
chilling blow (evocation)*
cobra strike (transmutation)*
create poison (transmutation, ritual)*
dead end (illusion)*
dead man's tell (divination, ritual)*
Drawmij's light step (transmutation)*
easy trail (abjuration)*
elemental burst (transmutation)*
endure elements (abjuration)*
enrage animals (enchantment)*
fiery wrath (conjuration)*
fist of stone (transmutation)*
foundation of stone (transmutation)*
frightful strike (enchantment)*
frost fingers (evocation)*
great watcher spirit (conjuration)*
hibernate (enchantment, ritual)*
ironbreaker claws (conjuration)*
ironguts (abjuration)*
leaf into dagger (transmutation)*
liberating memory (abjuration)*
lightning bug (evocation)*
lightning clash (evocation)*
magic fang (transmutation)*
magmin grasp (conjuration)*
Quivaelyn's wind stepping stance (transmutation)*
ripen (transmutation, ritual)*
scattered form (transmutation)*
seeking missile (transmutation)*
sensory caress (divination)*
serpent missile (evocation)*
sign of warning (enchantment)*
snow boots (transmutation, ritual)*
step of a dozen paces (conjuration)*
sunscorch (evocation)*
sustain fire (transmutation, ritual)*
tearing claws (conjuration)*
updraft (conjuration)*
vigor (evocation)*
wailing wind (abjuration, ritual)*
warning shout (transmutation)*
wind compass (divination)*

2nd Level

action trance (transmutation)*
alicorn lance (evocation)*
allied footsteps (divination)*
altruistic healing (necromancy)*
attuned wards (abjuration)*
balancing lorecall (transmutation)*
Balliard's rejuvenating touch (enchantment)*
bat sense (divination)*
binding winds (evocation)*
blackrot (necromancy)*
blinding spittle (evocation)*
blood frenzy (transmutation)*
body blades (transmutation)*
body of the sun (transmutation)*
breathsense (divination)*
briar web (transmutation)*
burrowing claws (transmutation)*

clutch of the mire (transmutation)*
command another's pet (enchantment)*
creeping cold (transmutation)*
daggerspell stance (abjuration)*
decastave (conjuration)*
decomposition (necromancy)*
desecrate (evocation)*
Drawmij's breath of life (transmutation)*
earthen grace (abjuration)*
ebony hand (necromancy)*
elemental blade (transmutation)*
expose the dead (divination)*
fire trap (evocation)*
frost backlash (evocation)*
frost breath (evocation)*
frost whip (conjuration)*
gibberish curse (illusion)*
greater acupuncture (necromancy)*
handfang (transmutation)*
insatiable thirst (enchantment)*
jaws of the wolf (evocation)*
kelpstrand (conjuration)*
lava missile (conjuration)*
lifetap (necromancy)*
listening lorecall (transmutation)*
luminous swarm (evocation)*
manythorns (transmutation)*
maskstone (illusion)*
mountain stance (transmutation)*
needlestorm (conjuration)*
poisonstar (evocation)*
protection from paralysis (abjuration)*
Quivaelyn's silversteel veil (abjuration)*
razorscales (transmutation)*
see through other eyes (divination)*
sticks to snakes (transmutation)*
wakefulness (enchantment)*
warning breath (divination)*
warp stone (transmutation)*
zone of natural purity (evocation)*

3rd Level

air lens (transmutation)*
brittleskin (transmutation)*
cloudburst (evocation)*
comfort ward (abjuration)*
control temperature (transmutation)*
dread carapace (transmutation)*
energy vortex (evocation)*
four-winds bag (conjuration)*
guardian's shield (enchantment)*
hearth spirit (conjuration)*
home port (divination)*
icelance (conjuration)*
infestation of maggots (necromancy)*
junglerazer (necromancy)*
laughing water (abjuration)*
lava splash (conjuration)*
lion's claws (transmutation)*
locate animal (divination, ritual)*
moon blade (evocation)*
no more lies (enchantment)*
poisonous touch (necromancy)*
predatory shards (transmutation)*
pyroclastic tide (evocation)*
quickening breeze (conjuration)*
quillfire (transmutation)*
reflect elements (abjuration)*
spider gout (conjuration)*
storm cone (evocation)*
storm shield (abjuration)*
sustaining meditation (transmutation, ritual)*
tattoo projectiles (illusion)*
threehorn's charge (transmutation)*
tremorsense (transmutation)*
unleash devastation (evocation)*
venomfire (transmutation)*

4th Level

breath of elements (transmutation)*
calm winds (evocation)*
circle of privacy (transmutation)*
eldritch pursuit (conjuration)*
elemental foible (necromancy)*
eye of the hurricane (conjuration)*
fang trap (abjuration)*
fire aura (abjuration)*
greater resistance (abjuration)*
hungering curse (transmutation)*
hypothermia (evocation)*
knurl (transmutation)*
land womb (abjuration)*
lava eruption (transmutation)*
lesser water to poison (transmutation)*
moon bolt (evocation)*
oak skewer (conjuration)*
oakheart (necromancy)*
pain (enchantment)*
phantom caravan (conjuration)*
premonitory vision (divination, ritual)*
prescient sense (divination)*
serenity of stone (abjuration)*
serpent arrows (transmutation)*
spark of life (necromancy)*
sudden stalagmite (conjuration)*
suppress lycanthropy (transmutation)*
venom bolt (evocation)*
wind at back (evocation)*

5th Level

Articus' devolutionary warrior (transmutation)*
Astaroth's augmentation (transmutation)*
bite of the werebeast (transmutation)*
call forth the beast (enchantment)*
dinosaur stampede (conjuration)*
echo skull (divination)*
greater water to poison (transmutation)*
guiding snarl (conjuration)*
hornet shot (transmutation)*
jungle's rapture (transmutation)*
lightning reflection (abjuration)*
mass longstrider (transmutation)*
memory rot (evocation)*
moonbow (evocation)*
pocket cave (conjuration)*
quill blast (conjuration)*
slaying arrow (necromancy)*
snow snakes (transmutation)*
thornwrack (transmutation)*
wind tunnel (evocation)*
xorn movement (transmutation)*

6th Level

acidic armor (abjuration)*
anger of the noonday sun (evocation)*
cloudwalkers (transmutation)*
cometfall (conjuration)*
energy immunity (abjuration)*
fire seeds (conjuration)*
freezing ray (evocation)*
hide the path (abjuration)*
inevitable winter (necromancy)*
sand blade (transmutation)*
spider plague (conjuration)*
stone body (transmutation)*
stone tell (divination)*
superior resistance (abjuration)*
tortoise shell (transmutation)*
trollish fortitude (necromancy)*
unleash instincts (transmutation)*
volcanic rage (enchantment)*
whirl of fangs (evocation)*

7th Level

brilliant blade (transmutation)*
changestaff (transmutation)*
creeping doom (conjuration)*
eruption of earth's fury (evocation)*
great worm of the earth (conjuration)*
greater stone shape (transmutation)*
inevitability of the grave (necromancy)*
mantle of the slime lord (abjuration)*
mark of the unfaithful (enchantment, ritual)*
slime wave (conjuration)*
sphere of adaptation (divination)*
stone spiders (transmutation)*
storm of elemental fury (conjuration)*
storm tower (abjuration)*
vigorous circle (evocation)*
vipergout (conjuration)*
vortex (evocation)*
waterspout (conjuration)*
Wesley's delayed damage (abjuration)*

8th Level

bite of the king (necromancy)*
bombarding boulders (conjuration)*
brand of fire (evocation)*
brilliant aura (transmutation)*
curse of the fey king (evocation)*
deadfall (conjuration)*

maelstrom (conjuration)*
mass awaken (transmutation)*
shifting paths (illusion, ritual)*
stone walk (transmutation)*
stormrage (transmutation)*
unyielding roots (transmutation)*

9th Level

anathema (enchantment)*
basilisk glare (transmutation)*
cast in stone (transmutation)*
greater whirlwind (evocation)*
moonfire (conjuration)*
nature's avatar (transmutation)*
obedient avalanche (conjuration)*
transmute rock to lava (transmutation)*
vaporize (transmutation)*
volcanic eruption (transmutation)*

Paladin Spells

1st Level

ablative armor (abjuration)*
battle cry (enchantment)*
battle guardian's aura (enchantment)*
bestow wound (necromancy)*
blade of nightmares (necromancy)*
blessed aim (divination)*
chilling blow (evocation)*
cleansing touch (transmutation)*
deflecting shield (abjuration)*
disarming force (evocation)*
divine sacrifice (necromancy)*
divine sanction (evocation)*
dread mercy (enchantment)*
dread provocation (enchantment)*
dread revelation (illusion)*
frightful strike (enchantment)*
ghostly tail (evocation)*
hand of the sorcerer king (abjuration)*
inspire dread (necromancy)*
ironguts (abjuration)*
know greatest enemy (divination)*
lionheart (abjuration)*
lord's armor (conjuration)*
mark of the vigilante (enchantment, ritual)*
marshal's mark (enchantment)*
mighty wallop (transmutation)*
poison smite (evocation)*
protective amulet (abjuration)*
Quivaelyn's sharpening palm (transmutation)*
rejuvenate self (necromancy)*
rune of peace (enchantment)*
summons of justice (evocation)*
sunscorch (evocation)*
sword of sigils (abjuration)*
sympathetic agony (divination)*
thundering armor (abjuration)*
warning shout (transmutation)*
weightless pursuit (enchantment)*

2nd Level

action trance (transmutation)*
align weapon (transmutation)*
altruistic healing (necromancy)*
arm hammers (transmutation)*
aura of glory (transmutation)*
Balagarn's iron horn (transmutation)*
Balliard's rejuvenating touch (enchantment)*
bastion of clarity (abjuration)*
battering ram (evocation)*
blade of dark whispers (necromancy)*
burning blade (evocation)*
chilling scythe (necromancy)*
conquering smite (evocation)*
curse of impending blades (necromancy)*
death knell (divination)*
desperate gambit (abjuration)*
dramatic entrance (enchantment)*
elemental blade (transmutation)*
energized shield (abjuration)*
ethereal smite (transmutation)*
expose the dead (divination)*
invigorating strike (evocation)*
knight's move (conjuration)*
love bite (transmutation)*
loyal vassal (abjuration)*
lucky blade (divination)*
major telekinetic weapon (conjuration)*
mountain stance (transmutation)*
Nimodes' major delousing (necromancy)*
past life (divination)*
protection from cantrips (abjuration)*
rain of steel (divination)*
strength of stone (transmutation)*
sudden formation (enchantment)*
twisting throw (divination)*
war cry (enchantment)*
warning breath (divination)*
wolfjaws (transmutation)*
wracking touch (necromancy)*
zealous sanction (evocation)*

3rd Level

adamantine weapon (transmutation)*
aegis of assault (abjuration)*
aegis of ensnarement (abjuration)*
aegis of shielding (abjuration)*
alternate reality (divination)*
blade of black wind (necromancy)*
boon of fortune (transmutation)*
brittleskin (transmutation)*
cloak of bravery (abjuration)*
cold fire (conjuration)*
combined effort (enchantment)*
eldritch weapon (enchantment)*
fiery fists (transmutation)*
flesh ripper (evocation)*
flying step stance (transmutation)*
grace of the divine (transmutation)*
holy storm (conjuration)*
junglerazer (necromancy)*
keen edge (transmutation)*
knightly intercession (conjuration)*
mace of Odo (evocation)*
marshal's pursuit (transmutation)*
no more lies (enchantment)*
ray of reprisal (evocation)*
redirect spell (abjuration)*
regal procession (conjuration)*
shield of warding (abjuration)*
unified resilience (abjuration)*



4th Level

axe storm of Clangeddin (transmutation)*
battle hymn (enchantment)*
blade of flickering shadows (necromancy)*
boon of the god (transmutation)*
castigating sanction (evocation)*
curse blade (necromancy)*
eldritch isolation (conjuration)*
eye for an eye (abjuration)*
hero's defiance (enchantment)*
inspire terror (necromancy)*
killing ground (conjuration)*
lifesurge (necromancy)*
marshal's resolve (abjuration)*
positive energy aura (conjuration)*
serenity of stone (abjuration)*
mass shield of faith (abjuration)*
swordshun (necromancy)*
Zala's amberhelm (abjuration)*

5th Level

Astaroth's augmentation (transmutation)*
caging glaive (conjuration)*
champion's strength (transmutation)*
dead magic shield (abjuration)*
demand obedience (enchantment)*
draconic might (transmutation)*
fire of justice (necromancy)*
mantle of Baravar (abjuration)*
marshal's triumph (evocation)*
maximum damage (divination)*
paralyzing smite (enchantment)*
rage beacon (enchantment)*
righteous might (transmutation)*
spell resistance (abjuration)*
strength of one (transmutation)*
threefold boon (abjuration)*
unexpected clarity (enchantment)*
valiancy (transmutation)*
valiant fury (transmutation)*

Ranger Spells

1st Level

agile defense (abjuration)*
animal spy (divination)*
aspect of the wolf (transmutation)*
beast claws (transmutation)*
Beastlands ferocity (enchantment)*
blood wind (evocation)*
bloodhound (divination)*
blur of motion (illusion)*
candle trick (transmutation)*
chilling blow (evocation)*
create poison (transmutation, ritual)*
dead end (illusion)*
disarming force (evocation)*
Drawmij's light step (transmutation)*
dread mercy (enchantment)*
easy trail (abjuration)*
eldritch alertness (transmutation)*
eldritch speed (enchantment)*
endure elements (abjuration)*
enrage animals (enchantment)*
exploit opening (divination)*
frightful strike (enchantment)*
ghostly tail (evocation)*
guided shot (divination)*
hibernate (enchantment, ritual)*
iron scarf (transmutation)*
ironbreaker claws (conjuration)*
ironguts (abjuration)*
leaf into dagger (transmutation)*
liberating memory (abjuration)*
lightfoot (transmutation)*
magic fang (transmutation)*
mark of the vigilante (enchantment, ritual)*
marshal's mark (enchantment)*
Quivaelyn's sharpening palm (transmutation)*
Quivaelyn's wind stepping stance (transmutation)*
ripen (transmutation, ritual)*
seeking missile (transmutation)*
shadow missile (conjuration)*
shadowing mark (divination)*
skulking spy (illusion)*
snow boots (transmutation, ritual)*
speed of thought (transmutation)*
spy's recovery (evocation)*
step of a dozen paces (conjuration)*
surge of speed (transmutation)*
sustain fire (transmutation, ritual)*
vigilante grit (abjuration)*
wailing wind (abjuration, ritual)*
warning shout (transmutation)*
weightless pursuit (enchantment)*
wind compass (divination)*

2nd Level

accelerated movement (transmutation)*
action trance (transmutation)*
allied footsteps (divination)*
altruistic healing (necromancy)*
balancing lorecall (transmutation)*
Balliard's rejuvenating touch (enchantment)*
bat sense (divination)*
blackrot (necromancy)*
blood frenzy (transmutation)*
breathsense (divination)*
briar web (transmutation)*
burning blade (evocation)*
burrowing claws (transmutation)*
clarifying impact (divination)*
clutch of the mire (transmutation)*
command another's pet (enchantment)*
Drawmij's breath of life (transmutation)*
earthen grace (abjuration)*
easy climb (transmutation)*
ebony hand (necromancy)*
elemental blade (transmutation)*
expose the dead (divination)*
frost backlash (evocation)*
handfang (transmutation)*
inquisitive intuition (divination, ritual)*
insatiable thirst (enchantment)*
jaws of the wolf (evocation)*
kelpstrand (conjuration)*
listening lorecall (transmutation)*
luminous swarm (evocation)*
manythorns (transmutation)*
maskstone (illusion)*
needlestorm (conjuration)*
Nimodes' major delousing (necromancy)*
poisonstar (evocation)*
protection from paralysis (abjuration)*
Quivaelyn's silversteel veil (abjuration)*
rain of steel (divination)*
razorscales (transmutation)*
see through other eyes (divination)*
shadow sight (divination)*
sow confusion (illusion)*
sticks to snakes (transmutation)*
twisting throw (divination)*
wakefulness (enchantment)*
war cry (enchantment)*
warning breath (divination)*
warp stone (transmutation)*
zone of natural purity (evocation)*

3rd Level

aegis of ensnarement (abjuration)*
alternate reality (divination)*
arrow storm (transmutation)*
blade of black wind (necromancy)*
blade storm (transmutation)*
brittleskin (transmutation)*
circle dance (divination)*
comfort ward (abjuration)*
control temperature (transmutation)*
deeper darkvision (transmutation)*
eldritch abduction (conjuration)*
far dash (conjuration)*
find the gap (divination)*
flying step stance (transmutation)*
four-winds bag (conjuration)*
guardian's shield (enchantment)*
home port (divination)*
keen edge (transmutation)*
laughing water (abjuration)*
lion's claws (transmutation)*
locate animal (divination, ritual)*
marshal's pursuit (transmutation)*
moon blade (evocation)*
pyroclastic tide (evocation)*
quillfire (transmutation)*



reflect elements (abjuration)*
reverse arrows (abjuration)*
sensate's rush (evocation, ritual)*
sentinel's mark (divination)*
storm cone (evocation)*
sustaining meditation (transmutation, ritual)*
tattoo projectiles (illusion)*
threehorn's charge (transmutation)*
tremorsense (transmutation)*
venomfire (transmutation)*

4th Level

calm winds (evocation)*
circle of privacy (transmutation)*
curse blade (necromancy)*
eldritch pursuit (conjuration)*
elemental foible (necromancy)*
eye of the hurricane (conjuration)*
forceful missile (transmutation)*
know vulnerabilities (divination)*
knurl (transmutation)*
land womb (abjuration)*
lesser water to poison (transmutation)*
marshal's resolve (abjuration)*
premonitory vision (divination, ritual)*
prescient sense (divination)*
serenity of stone (abjuration)*
serpent arrows (transmutation)*
suppress lycanthropy (transmutation)*
wind at back (evocation)*

5th Level

anticold sphere (abjuration)*
Astaroth's augmentation (transmutation)*
greater water to poison (transmutation)*
hornet shot (transmutation)*
jungle's rapture (transmutation)*
marshal's triumph (evocation)*
mass longstrider (transmutation)*
maximum damage (divination)*
quill blast (conjuration)*
slaying arrow (necromancy)*
sleeper awakens (divination)*
snow snakes (transmutation)*
spidersilk slash (enchantment)*
thornwrack (transmutation)*
unexpected clarity (enchantment)*
valiancy (transmutation)*
wind tunnel (evocation)*

Sorcerer Spells

Cantrips (0 Level)*

amanuensis (transmutation)*
blazing starfall (conjuration)*
blurred step (conjuration)*
challenger's mark (enchantment)*
conjure caltrops (transmutation)*
create item (conjuration)*
detect dragonblood (divination)*
echoing blow (abjuration)*
far hearing (divination)*
fell strike (necromancy)*
Feywild guardian (conjuration)*
force push (evocation)*
frostwind blade (evocation)*
glimmering blade (conjuration)*
icon of fear (necromancy)*
intent laid bare (divination)*
jinx touch (necromancy)*
lesser acupuncture (necromancy)*
looming shadow (illusion)*
luring strike (enchantment)*
magecraft focus (divination)*
mindspeak (divination)*
minor disguise (illusion)*
minor telekinetic weapon (conjuration)*
phantasmal assault (illusion)*
project object (conjuration)*
psychic shock (illusion)*
punishing strike (necromancy)*
quickling step (transmutation)*
remote viewing (divination)*
seize mind (enchantment)*
shifting shadow (conjuration)*
silent portal (illusion)*
static shock (abjuration)*
steal speed (necromancy)*
winged horde (illusion)*

1st Level

agile defense (abjuration)*
appraising touch (divination)*
arcane sensitivity (divination)*
arrow mind (divination)*
battlefate (transmutation)*
blood wind (evocation)*
blur of motion (illusion)*
chameleon stance (illusion)*
chill air (evocation)*
chill of the grave (necromancy)*
coalstone (transmutation, ritual)*
corpse link (necromancy)*
corpse visage (illusion)*
critical strike (divination)*
deep breath (conjuration)*
deflecting shield (abjuration)*
disarming force (evocation)*
Drawmij's light step (transmutation)*
ego lash (enchantment)*
eldritch speed (enchantment)*
elemental burst (transmutation)*
energy alteration (transmutation)*
fiery wrath (conjuration)*
fist of stone (transmutation)*
flare (evocation)*
forceful query (divination)*
frightful strike (enchantment)*
Gemidan's icicle (transmutation)*
ghostly tail (evocation)*
ghoul light (necromancy, ritual)*
grasping limb (transmutation)*
guided shot (divination)*
Hornung's deflector (abjuration)*
indisputable possession (conjuration)*
insightful feint (divination)*
know faction (divination)*
know protections (divination)*
Laeral's cutting hand (transmutation)*
liberating memory (abjuration)*
lightning bug (evocation)*
lightning clash (evocation)*
living link (divination)*
magic fist (conjuration)*
magmin grasp (conjuration)*
nerveskitter (transmutation)*
nightshield (abjuration)*
Nybor's gentle reminder (enchantment)*
Nystul's flash (evocation)*
Otiluke's bubbling buoyancy (conjuration)*
Otiluke's smoky sphere (evocation)*
psychic assessment (divination)*
psychic shield (abjuration)*
Quivaelyn's wind stepping stance (transmutation)*
read moods (divination)*
seeking missile (transmutation)*
sensory caress (divination)*
serpent missile (evocation)*
shadow missile (conjuration)*
shieldbearer (transmutation)*
Snilloc's snowball (evocation)*
sorcerous scribe (conjuration)*
speed of thought (transmutation)*
spirit mask (divination)*
step of a dozen paces (conjuration)*
surge of speed (transmutation)*
sympathetic agony (divination)*
tearing claws (conjuration)*
telekinetic slam (evocation)*
telepathic link (divination)*
thought blast (enchantment)*
thought projection (enchantment)*
wandbane (enchantment)*

weightless pursuit (enchantment)*

2nd Level

alter time (transmutation)*
analyze portal (divination)*
arcane instincts (abjuration)*
armathor's step (conjuration)*
backbiter (enchantment)*
bafflement (enchantment)*
balancing lorecall (transmutation)*
baleful transposition (conjuration)*
bastion of clarity (abjuration)*
battering ram (evocation)*
been there (abjuration)*
bewitching glare (conjuration)*
black talon (transmutation)*
blast of force (evocation)*
blastbones (necromancy)*
body of the sun (transmutation)*
bonefiddle (necromancy)*
bothersome babble (enchantment)*
chaos dice (transmutation)*
charge object (transmutation)*
clarifying impact (divination)*
claws of darkness (illusion)*
compose mind (enchantment)*
daggerspell stance (abjuration)*
dance of ruin (necromancy)*
darkfire (necromancy)*
dazzling flash (evocation)*
death armor (necromancy)*
desperate gambit (abjuration)*
disguise undead (illusion)*
distracting ray (abjuration)*
Drawmij's breath of life (transmutation)*
earthen grace (abjuration)*
ebony hand (necromancy)*
eldritch tactics (conjuration)*
elemental blade (transmutation)*
Elonia's glamour (illusion)*
embalming touch (necromancy)*
ethereal smite (transmutation)*
fire trap (evocation)*
fog of viscidity (conjuration)*
force hammer (evocation)*
frost backlash (evocation)*
gibberish curse (illusion)*
glitterdust (conjuration)*
glyph of revealing (transmutation)*
greater acupuncture (necromancy)*
hail of stone (conjuration)*
inquisitive intuition (divination, ritual)*
Leomund's trap (illusion)*
lively step (transmutation)*
major telekinetic weapon (conjuration)*
masochist's salvation (enchantment)*
mountain stance (transmutation)*
Otiluke's boiling oil bath (conjuration)*
painful revelations (divination)*
phantom wind (illusion)*
portrait (illusion)*
protection from aerial attack (abjuration)*
protection from cantrips (abjuration)*
psychic backlash (abjuration)*
Quivaelyn's silversteel veil (abjuration)*
Quivaelyn's sloth strike (transmutation)*
rainbow beam (evocation)*
ray of Ondovir (enchantment)*
razorscales (transmutation)*
seal mouth (enchantment)*
shadow burst (necromancy)*
skip time (transmutation)*
sow confusion (illusion)*
suffer the flesh (transmutation)*
unluck (enchantment)*
vocalize (enchantment)*
whirling blade (transmutation)*

3rd Level

abolish shadows (abjuration)*
absorb mind (divination)*
acid breath (evocation)*
aegis of ensnarement (abjuration)*
Alahandra's questing call (divination, ritual)*
altered extremity (transmutation)*
bastion of words (enchantment)*
battlefield shuffle (transmutation)*
bend time (abjuration)*
bewildering charm (enchantment)*
blacklight (transmutation)*
blade of pain and fear (evocation)*
bladeweave (illusion)*
circle dance (divination)*
clarity of mind (abjuration)*
combined effort (enchantment)*
comfort ward (abjuration)*
dancing chains (transmutation)*
death sight (illusion)*
death talisman (necromancy)*
deeper darkvision (transmutation)*
delay death (necromancy)*
distracting visions (enchantment)*
dragonskin (transmutation)*
far dash (conjuration)*
flying step stance (transmutation)*
fool's speech (transmutation)*
four-winds bag (conjuration)*
ghoul gesture (necromancy)*
glamour blade (illusion)*
glowglory (evocation)*
great thunderclap (evocation)*
greater mage armor (abjuration)*
hailstones (evocation)*
hovering snare (conjuration)*
icelance (conjuration)*
intellect redoubt (abjuration)*
invasive id (enchantment)*
iron mind (abjuration)*
Jalartan's miraculum (enchantment)*
junglerazer (necromancy)*
keen edge (transmutation)*
Khelben's suspended silence (illusion)*
know customs (divination)*
Laeral's dancing dweomer (illusion)*
Laeral's silver lance (illusion)*
lance of disruption (evocation)*
master of the mind (transmutation)*
Melf's slumber arrow (enchantment)*
memorize scene (divination, ritual)*
mystical awareness (divination)*
nauseating breath (conjuration)*
nightscar (illusion)*
Otiluke's acid cloud (evocation)*
Otto's crystal rhythms (enchantment)*
pinnacle of awareness (divination)*
predatory shards (transmutation)*
protection from normal missiles (abjuration)*
protection from normal weapons (abjuration)*
rainbow blast (evocation)*
ray of exhaustion (necromancy)*
redirect spell (abjuration)*
reflect elements (abjuration)*
regal procession (conjuration)*
reverse arrows (abjuration)*
scintillating sphere (evocation)*
see hidden doors (divination)*
sensate's rush (evocation, ritual)*
shockwave (evocation)*
shroud of undeath (necromancy)*
sign of sealing (abjuration)*
sleep of horror (necromancy)*
speechlink (divination)*
stony grasp (transmutation)*
target of all (transmutation)*
tattoo projectiles (illusion)*
Tenser's eye of the eagle (transmutation)*
thief's lament (enchantment)*
thought harvest (divination)*
tremorsense (transmutation)*
undead battlemight (necromancy)*
whip of pain (evocation)*
whip of Shar (evocation)*

4th Level

absorb strength (necromancy)*
acid bolts (evocation)*
Azuth's fedensor (transmutation)*
backlash curse (transmutation)*
balor's nimbus (evocation)*
battle hymn (enchantment)*
blacksphere (evocation)*
blistering radiance (evocation)*
blood lightning (evocation)*
bloodstar (conjuration)*
boiling oil (conjuration)*
brainkill (enchantment)*
burning blood (necromancy)*

call nightmare (conjuration, ritual)*
chaos hammer (evocation)*
Daltim's flaming fist (evocation)*
darkbolt (evocation)*
delayed magic missile (evocation)*
dragon breath (evocation)*
Drawmij's toolbox (conjuration)*
elemental foible (necromancy)*
enervation (necromancy)*
finger of agony (necromancy)*
fire aura (abjuration)*
fire enchantment (enchantment)*
firequench (abjuration)*
firestride exhalation (evocation)*
flight of the dragon (transmutation)*
force orb (evocation)*
fugue (evocation)*
fumbling curse (enchantment)*
Galkyn's bolt (evocation)*
gloom (transmutation)*
greater resistance (abjuration)*
hellfire harrowing (evocation)*
know vulnerabilities (divination)*
lesser guardian seal (abjuration, ritual)*
lesser water to poison (transmutation)*
life bolt (evocation)*
lifebane (necromancy)*
lungs of water (conjuration)*
magma blade (conjuration)*
magma jet (conjuration)*
magma shield (conjuration)*
mask of death (necromancy)*
meteors of Celestian (evocation)*
misfire (enchantment)*
Mordenkainen's electric arc (evocation)*
Mordenkainen's force missile (evocation)*
murderous mist (conjuration)*
negative energy aura (necromancy)*
Nystul's blacklight burst (evocation)*
Odeen's impenetrable lock (transmutation)*
orb of cold (conjuration)*
Otiluke's dispelling screen (evocation)*
pain (enchantment)*
phantom caravan (conjuration)*
plague bearer's masque (illusion)*
positive energy aura (conjuration)*
premonitory vision (divination, ritual)*
prescient sense (divination)*
psychic poison (abjuration)*
rain of blood (necromancy)*
seed of fire (evocation)*
seek eternal rest (necromancy)*
sensory deprivation (illusion)*
Serten's spell immunity (abjuration)*
shadow monsters (conjuration)*
shout (evocation)*
Sinsabur's baleful bolt (necromancy)*
sunbolt (evocation)*
temporal push (conjuration)*
Tenser's masters of arms (transmutation)*
thunderlance (evocation)*
touch of the blackened soul (transmutation)*
turn pebble to boulder (transmutation)*
unshakable bond (divination)*
venom bolt (evocation)*
vision stone (divination)*
word of law (evocation)*
wrack (necromancy)*

5th Level

acid for blood (transmutation)*
acid sheath (conjuration)*
anesthetic gaze (necromancy)*
animate legion (necromancy)*
arc of lightning (evocation)*
Astaroth's augmentation (transmutation)*
azure flame (evocation)*
ball lightning (evocation)*
barrier of retention (abjuration)*
bestow enchantment (enchantment)*
bite of the werebeast (transmutation)*
bolts of bedevilment (enchantment)*
charnel fire (necromancy)*
chilling frost (evocation)*
coat of arms (evocation)*
conduit (enchantment)*
crimson scourge (necromancy)*
death throes (necromancy)*
demand obedience (enchantment)*
draconic might (transmutation)*
dragonsight (transmutation)*
drain vitality (necromancy)*
dread word (evocation)*
duplicate text (transmutation)*
earth reaver (transmutation)*
eyefire (evocation)*
Fallion's fabulous fireball (evocation)*
fire and brimstone (conjuration)*
greater water to poison (transmutation)*
Grimwald's greymantle (necromancy)*
hidden lodge (conjuration)*
immunity to poison and disease (abjuration)*
indomitability (abjuration)*
Jaggar's strengthened bastion (transmutation)*
Jergal's mind probe (divination)*
lesser chainfire (enchantment)*
lesser ironguard (abjuration)*
life steal (necromancy)*
lightning reflection (abjuration)*
moonbow (evocation)*
Otiluke's electrical screen (evocation)*
Otiluke's polar screen (evocation)*
Otiluke's radiant screen (evocation)*
prismatic ray (evocation)*
rip creature (transmutation)*
shadow form (illusion)*
shadow magic (illusion)*
shard storm (evocation)*
shift glyph (transmutation)*
sleeper awakens (divination)*
tendrils of Thurban (conjuration)*
Tenser's destructive resonance (evocation)*
undead focus (necromancy)*
undead regeneration (necromancy)*
unexpected clarity (enchantment)*
valiancy (transmutation)*
water to poison (transmutation)*
weaken ability (necromancy)*
windlance (evocation)*

6th Level

ability rip (necromancy)*
acid fog (conjuration)*
acid storm (conjuration)*
animate blood (necromancy)*
awaken undead (necromancy)*
Azuth's alteration mantle (abjuration)*
Azuth's firing frenzy (evocation)*
Azuth's spell shield (abjuration)*
Bigby's besieging bolt (evocation)*
blackmantle (necromancy)*
capacitor box (transmutation)*
claws of the umber hulk (transmutation)*
death spell (necromancy)*
dream sight (divination)*
dust of death (transmutation)*
energy immunity (abjuration)*
fellblade (necromancy)*
fire spiders (conjuration)*
flesh shiver (necromancy)*
gemjump (conjuration, ritual)*
greater sign of sealing (abjuration)*
harden object (transmutation)*
howling chain (evocation)*
imbue undead with spell ability (necromancy)*
inevitable winter (necromancy)*
javelin of retribution (evocation)*
Lorloveim's shadowy transformation (illusion)*
metal to rust (transmutation)*
multi-lock (transmutation)*
open the floodgates (enchantment)*
opportune lacuna (illusion)*
Otiluke's diamond screen (conjuration)*
Otiluke's excruciating screen (evocation)*
Otiluke's orb of containment (evocation)*
probe thoughts (divination)*
programmed image (illusion)*
ray of entropy (necromancy)*
read object (divination, ritual)*
spirit annihilation (necromancy)*
spirit of flame (conjuration)*
stone body (transmutation)*

superior resistance (abjuration)*
tentacular transformation (transmutation)*
undeath to death (necromancy)*
unleash instincts (transmutation)*
vampiric lash (necromancy)*
vampiric mists (necromancy)*

7th Level

amorphous blob (transmutation)*
antimagic ray (abjuration)*
arrow of bone (necromancy)*
avasculate (necromancy)*
brilliant blade (transmutation)*
elemental body (transmutation)*
evil glare (necromancy)*
eyes of the mage (divination)*
greater stone shape (transmutation)*
heart of ice (necromancy)*
hellfire burst (evocation)*
hiss of sleep (enchantment)*
ice claw (evocation)*
ironguard (abjuration)*
kiss of the vampire (necromancy)*
mantle of the slime lord (abjuration)*
master earth (transmutation)*
Mordenkainen's penultimate cogitation (enchantment)*
Otiluke's death screen (evocation)*
Otiluke's fire and ice (evocation)*
Otiluke's siege sphere (evocation)*
radiant assault (evocation)*
refuge talisman (conjuration)*
shadow walk (abjuration)*
Simbul's spell sequencer (enchantment)*
sphere of adaptation (divination)*
stone spiders (transmutation)*
sundered bravery (enchantment)*
symphonic nightmare (enchantment)*
synostodweomer (transmutation)*
Tartarean tomb (conjuration)*
vipergout (conjuration)*
wing gifting (evocation)*



8th Level

afterclap (transmutation)*
analyze dweomer (divination, ritual)*
avascular mass (necromancy)*
blackfire (necromancy)*
blackstaff (transmutation)*
bodak's glare (necromancy)*
bombarding boulders (conjuration)*
brand of fire (evocation)*
brilliant aura (transmutation)*
burn path (enchantment)*
death spider (transmutation)*
flensing (transmutation)*
gateway (transmutation)*
heart of stone (necromancy, ritual)*
horrid withering (necromancy)*
Laeral's invisible blade (evocation)*
lasting breath (evocation)*
mass fire shield (evocation)*
necrotic web (evocation)*
Otiluke's telekinetic sphere (evocation)*
polar ray (evocation)*
Prismal's wormhole (conjuration)*
reverse teleport (conjuration)*
shifting paths (illusion, ritual)*
shooting stars (evocation)*
superior invisibility (illusion)*
temporal stasis (transmutation)*
trait rip (necromancy)*
wasting (necromancy)*
wave of death (necromancy)*
wrathful castigation (enchantment)*

9th Level

absorption ward (abjuration)*
Alamather's return (transmutation)*
apocalypse from the sky (conjuration)*
awaken construct (necromancy)*
black blade of disaster
brainblaze (transmutation)*
burst of glacial wrath (evocation)*
crushing fist of spite (evocation)*
crystalbrittle (transmutation)*
effulgent epuration (abjuration)*
energy drain (necromancy)*
eye of power (divination)*
glorious transmutation (transmutation)*
hindsight (divination)*
instant refuge (evocation, ritual)*
interplanar telepathic bond (divination)*
Khelben's dweomerdoom (abjuration)*
Laeral's crowning touch (necromancy)*
moonfire (conjuration)*
Mordenkainen's disruption (enchantment)*
Mycontil's last resort (evocation)*
obedient avalanche (conjuration)*
pierce any shield (transmutation)*
plague of undead (necromancy)*
reality maelstrom (evocation)*
sphere of ultimate destruction (conjuration)*
succor (transmutation)*
tempestcone (abjuration)*
transmute rock to lava (transmutation)*
unbinding (abjuration)*
unname (necromancy)*
vampiric youthfulness (necromancy)*
virus charm (enchantment)*
vorpal doom (enchantment)*
wail of the banshee (necromancy)*

Warlock Spells

Cantrips (0 Level)*

amanuensis (transmutation)*
blazing starfall (conjuration)*
blood curse (necromancy)*
challenger's mark (enchantment)*
conjure caltrops (transmutation)*
echoing blow (abjuration)*
far hearing (divination)*
Far Realm gaze (divination)*
fell strike (necromancy)*
Feywild guardian (conjuration)*
frostwind blade (evocation)*
glimmering blade (conjuration)*
icon of fear (necromancy)*
inevitable wave (enchantment)*
intent laid bare (divination)*
jinx touch (necromancy)*

jinx shot (enchantment)*
looming shadow (illusion)*
luring strike (enchantment)*
project object (conjuration)*
punishing strike (necromancy)*
quickling step (transmutation)*
reaver's touch (necromancy)*
shifting shadow (conjuration)*
spiteful glamour (enchantment)*
steal speed (necromancy)*
wall run (transmutation)*

1st Level

active momentum (abjuration)*
alienated mind (enchantment)*
arrow mind (divination)*
battle guardian's aura (enchantment)*
blade of nightmares (necromancy)*
blood wind (evocation)*
blur of motion (illusion)*
chill air (evocation)*
chill of the grave (necromancy)*
chilling blow (evocation)*
coalstone (transmutation, ritual)*
corpse link (necromancy)*
corpse visage (illusion)*
create poison (transmutation, ritual)*
cruel inspiration (illusion)*
dead man's tell (divination, ritual)*
deep breath (conjuration)*
dread provocation (enchantment)*
dread revelation (illusion)*
eldritch speed (enchantment)*
enrage animals (enchantment)*
foesnare (enchantment)*
frightful strike (enchantment)*
Gemidan's icicle (transmutation)*
ghoul light (necromancy, ritual)*
Hornung's deflector (abjuration)*
indisputable possession (conjuration)*
inspire dread (necromancy)*
lightning clash (evocation)*
living link (divination)*
mark of the vigilante (enchantment, ritual)*
Nybor's gentle reminder (enchantment)*
Nystul's flash (evocation)*
Otiluke's bubbling buoyancy (conjuration)*
Otiluke's smoky sphere (evocation)*
scattered form (transmutation)*
serpent missile (evocation)*
shadow missile (conjuration)*
shadowing mark (divination)*
Snilloc's snowball (evocation)*
speed of thought (transmutation)*
spirit mask (divination)*
surge of speed (transmutation)*
thundering armor (abjuration)*
trapspringer (enchantment)*
wandbane (enchantment)*
weightless pursuit (enchantment)*
your glorious sacrifice (necromancy)*

2nd Level

arcane instincts (abjuration)*
armathor's step (conjuration)*
ashstar (conjuration)*
backbiter (enchantment)*
bafflement (enchantment)*
balancing lorecall (transmutation)*
baleful transposition (conjuration)*
bewitching glare (conjuration)*
black talon (transmutation)*
blade of dark whispers (necromancy)*
blast of force (evocation)*
blastbones (necromancy)*
blood frenzy (transmutation)*
body blades (transmutation)*
bonefiddle (necromancy)*
bothersome babble (enchantment)*
burning blade (evocation)*
chaos dice (transmutation)*
choking hands (necromancy)*
claws of darkness (illusion)*
clutch of the mire (transmutation)*
compose mind (enchantment)*
curse of ill fortune (transmutation)*
daggerspell stance (abjuration)*
dance of ruin (necromancy)*
darkfire (necromancy)*
death armor (necromancy)*
death knell (divination)*
decastave (conjuration)*
desecrate (evocation)*
disguise undead (illusion)*
distracting ray (abjuration)*
dramatic entrance (enchantment)*
ebony hand (necromancy)*
elemental blade (transmutation)*
fire trap (evocation)*
gibberish curse (illusion)*
inquisitive intuition (divination, ritual)*
lifetap (necromancy)*
masochist's salvation (enchantment)*
murderous twin (conjuration)*
Otiluke's boiling oil bath (conjuration)*
phantom wind (illusion)*
portrait (illusion)*
protection from aerial attack (abjuration)*
protection from cantrips (abjuration)*
Quivaelyn's silversteel veil (abjuration)*
Quivaelyn's sloth strike (transmutation)*
ray of Ondovir (enchantment)*
seal mouth (enchantment)*
shadow burst (necromancy)*
sow confusion (illusion)*
suffer the flesh (transmutation)*
Vecna's final command (necromancy)*
vocalize (enchantment)*
whip of flame (evocation)*

3rd Level

abolish shadows (abjuration)*
absorb mind (divination)*
acid breath (evocation)*
aegis of assault (abjuration)*
Alahandra's questing call (divination, ritual)*
battlefield shuffle (transmutation)*
berseker curse (enchantment)*
blacklight (transmutation)*
blade of black wind (necromancy)*
blade of pain and fear (evocation)*
celebration song (enchantment)*
cloak of Khyber (illusion, ritual)*
clutch of Orcus (necromancy)*
dancing chains (transmutation)*
death sight (illusion)*
death talisman (necromancy)*
deeper darkvision (transmutation)*
delay death (necromancy)*
Detho's delirium (enchantment)*
dread carapace (transmutation)*
echoes of cowardice (necromancy)*
eldritch abduction (conjuration)*
eldritch weapon (enchantment)*
flying step stance (transmutation)*
four-winds bag (conjuration)*
ghost armor (conjuration)*
ghoul gesture (necromancy)*
glamour blade (illusion)*
glowglory (evocation)*
invasive id (enchantment)*
Jalartan's miraculum (enchantment)*
junglerazer (necromancy)*
lance of disruption (evocation)*
life drain (necromancy)*
master of the mind (transmutation)*
Melf's slumber arrow (enchantment)*
mystical awareness (divination)*
nightscar (illusion)*
Otiluke's acid cloud (evocation)*
poisonous touch (necromancy)*
predatory shards (transmutation)*
protection from normal missiles (abjuration)*
random casualty (transmutation)*
ray of exhaustion (necromancy)*
shroud of undeath (necromancy)*
sleep of horror (necromancy)*
target of all (transmutation)*
tattoo projectiles (illusion)*
Tenser's eye of the eagle (transmutation)*
thief's lament (enchantment)*
undead battlemight (necromancy)*
unleash devastation (evocation)*

whip of pain (evocation)*
whip of Shar (evocation)*

4th Level

absorb strength (necromancy)*
backlash curse (transmutation)*
balor's nimbus (evocation)*
blacksphere (evocation)*
blade of flickering shadows (necromancy)*
blood lightning (evocation)*
bloodstar (conjuration)*
boiling oil (conjuration)*
brainkill (enchantment)*
burning blood (necromancy)*
call nightmare (conjuration, ritual)*
chaos hammer (evocation)*
cloud of pestilence (conjuration)*
consumptive field (necromancy)*
darkbolt (evocation)*
eldritch isolation (conjuration)*
eldritch pursuit (conjuration)*
elemental foible (necromancy)*
enervation (necromancy)*
finger of agony (necromancy)*
firequench (abjuration)*
firestride exhalation (evocation)*
forceful missile (transmutation)*
Galkyn's bolt (evocation)*
hellfire harrowing (evocation)*
inspire terror (necromancy)*
killing ground (conjuration)*
kiss of torment (necromancy)*
lesser guardian seal (abjuration, ritual)*
lesser water to poison (transmutation)*
life bolt (evocation)*
lifebane (necromancy)*
lungs of water (conjuration)*
magma blade (conjuration)*
magma jet (conjuration)*
magma shield (conjuration)*
mask of death (necromancy)*
meteors of Celestian (evocation)*
misfire (enchantment)*
Mordenkainen's electric arc (evocation)*
murderous mist (conjuration)*
negative energy aura (necromancy)*
Nystul's blacklight burst (evocation)*
Odeen's impenetrable lock (transmutation)*
Otiluke's dispelling screen (evocation)*
pain (enchantment)*
plague bearer's masque (illusion)*
psychic poison (abjuration)*
rain of blood (necromancy)*
seed of fire (evocation)*
seek eternal rest (necromancy)*
sensory deprivation (illusion)*
serpent arrows (transmutation)*
shadow monsters (conjuration)*
Sinsabur's baleful bolt (necromancy)*
sinuous horrors (transmutation)*
sunbolt (evocation)*
temporal push (conjuration)*
Tenser's masters of arms (transmutation)*
thunderous reprisal (evocation)*
touch of the blackened soul (transmutation)*
turn pebble to boulder (transmutation)*
venom bolt (evocation)*
vision stone (divination)*
word of law (evocation)*

5th Level

acid for blood (transmutation)*
acid sheath (conjuration)*
anesthetic gaze (necromancy)*
animate legion (necromancy)*
arc of lightning (evocation)*
Astaroth's augmentation (transmutation)*
barrier of retention (abjuration)*
bite of the werebeast (transmutation)*
bolts of bedevilment (enchantment)*
caging glaive (conjuration)*
call forth the beast (enchantment)*
charnel fire (necromancy)*
coat of arms (evocation)*
crimson scourge (necromancy)*
death throes (necromancy)*
doomtide (illusion)*
drain vitality (necromancy)*
dread word (evocation)*
duplicate text (transmutation)*
eyefire (evocation)*
Fallion's fabulous fireball (evocation)*
fire and brimstone (conjuration)*
greater water to poison (transmutation)*
Grimwald's greymantle (necromancy)*
hornet shot (transmutation)*
Jaggar's strengthened bastion (transmutation)*
Jergal's mind probe (divination)*
jungle's rapture (transmutation)*
life steal (necromancy)*
misfortune & misery (enchantment)*
Otiluke's electrical screen (evocation)*
Otiluke's polar screen (evocation)*
Otiluke's radiant screen (evocation)*
pocket cave (conjuration)*
rip creature (transmutation)*
servant army (conjuration)*
shadow form (illusion)*
shadow magic (illusion)*
soul scour (necromancy)*
spidersilk slash (enchantment)*
tendrils of Thurban (conjuration)*
Tenser's destructive resonance (evocation)*
undead focus (necromancy)*
undead regeneration (necromancy)*
unexpected clarity (enchantment)*
water to poison (transmutation)*
weaken ability (necromancy)*
windlance (evocation)*

6th Level

ability rip (necromancy)*
acidic armor (abjuration)*



animate blood (necromancy)*
aura of terror (necromancy)*
awaken undead (necromancy)*
blackmantle (necromancy)*
capacitor box (transmutation)*
fellblade (necromancy)*
fire spiders (conjuration)*
flesh shiver (necromancy)*
gemjump (conjuration, ritual)*
goad of misfortune (conjuration)*
gravedust cloud (necromancy)*
Hell's own blade (evocation)*
Hoar's revenance (necromancy)*
inevitable winter (necromancy)*
Otiluke's diamond screen (conjuration)*
Otiluke's excruciating screen (evocation)*
Otiluke's orb of containment (evocation)*
programmed image (illusion)*
ray of entropy (necromancy)*
spirit annihilation (necromancy)*
spirit of flame (conjuration)*
tentacular transformation (transmutation)*
thunder riposte (enchantment)*
unleash instincts (transmutation)*
vampiric lash (necromancy)*
vampiric mists (necromancy)*
volcanic rage (enchantment)*
whirl of fangs (evocation)*

7th Level

arrow of bone (necromancy)*
avasculate (necromancy)*
blood to water (necromancy)*
bone javelin (transmutation)*
create revenant (necromancy)*
death dragon (necromancy)*
evil glare (necromancy)*
eyes of the mage (divination)*
Glasya's stride (transmutation)*
heart of ice (necromancy)*
hellfire burst (evocation)*
hiss of sleep (enchantment)*
inevitability of the grave (necromancy)*
instill vulnerability (necromancy)*
kiss of the vampire (necromancy)*
mantle of the slime lord (abjuration)*
Mordenkainen's penultimate cogitation (enchantment)*
Otiluke's death screen (evocation)*
Otiluke's fire and ice (evocation)*
Otiluke's siege sphere (evocation)*
shadow walk (abjuration)*
Tartarean tomb (conjuration)*
vipergout (conjuration)*
wing gifting (evocation)*
withering palm (necromancy)*

8th Level

avascular mass (necromancy)*
barbed construct (conjuration)*
bite of the king (necromancy)*
blackstaff (transmutation)*
bodak's glare (necromancy)*
burn path (enchantment)*
curse of the fey king (evocation)*
gateway (transmutation)*
heart of stone (necromancy, ritual)*
heat drain (necromancy)*
horrid withering (necromancy)*
necrotic web (evocation)*
reverse teleport (conjuration)*
superior invisibility (illusion)*
trait rip (necromancy)*
wasting (necromancy)*
wave of death (necromancy)*
wrathful castigation (enchantment)*

9th Level

Alamather's return (transmutation)*
apocalypse from the sky (conjuration)*
brainblaze (transmutation)*
burst of glacial wrath (evocation)*
cast in stone (transmutation)*
conflagration (evocation)*
crushing fist of spite (evocation)*
Khelben's dweomerdoom (abjuration)*
monstrous thrall (enchantment)*
moonfire (conjuration)*
Mordenkainen's disruption (enchantment)*
pierce any shield (transmutation)*
reality maelstrom (evocation)*
sphere of ultimate destruction (conjuration)*
succor (transmutation)*
tempestcone (abjuration)*
unname (necromancy)*
vampiric youthfulness (necromancy)*
virus charm (enchantment)*
vorpal doom (enchantment)*

Wizard Spells

Cantrips (0 Level)*

amanuensis (transmutation)*
blazing starfall (conjuration)*
blood curse (necromancy)*
conjure caltrops (transmutation)*
challenger's mark (enchantment)*
create item (conjuration)*
echoing blow (abjuration)*
far hearing (divination)*
Far Realm gaze (divination)*
fell strike (necromancy)*
Feywild guardian (conjuration)*
focused discipline (evocation)*
frostwind blade (evocation)*
glimmering blade (conjuration)*
icon of fear (necromancy)*
inevitable wave (enchantment)*
intent laid bare (divination)*
irregular dispersal (abjuration)*
jinx touch (necromancy)*
know school (divination)*
launch ammunition (transmutation)*
looming shadow (illusion)*
luring strike (enchantment)*
magecraft focus (divination)*
minor disguise (illusion)*
phantasmal assault (illusion)*
project object (conjuration)*
punishing strike (necromancy)*
quickling step (transmutation)*
reaver's touch (necromancy)*
seize mind (enchantment)*
shifting shadow (conjuration)*
silent portal (illusion)*
static shock (abjuration)*
steal speed (necromancy)*
uncanny balance (transmutation)*
winged horde (illusion)*

1st Level

active momentum (abjuration)*
alienated mind (enchantment)*
appraising touch (divination)*
arcane sensitivity (divination)*
arrow mind (divination)*
battle guardian's aura (enchantment)*
battlefate (transmutation)*
blade of nightmares (necromancy)*
blood wind (evocation)*
blur of motion (illusion)*
chameleon stance (illusion)*
chill air (evocation)*
chill of the grave (necromancy)*
coalstone (transmutation, ritual)*
corpse link (necromancy)*
corpse visage (illusion)*
create poison (transmutation, ritual)*
critical strike (divination)*
dead man's tell (divination, ritual)*
deep breath (conjuration)*
defensive casting (abjuration)*
deflecting shield (abjuration)*
disarming force (evocation)*
Drawmij's light step (transmutation)*
dread revelation (illusion)*
eldritch alertness (transmutation)*
eldritch speed (enchantment)*
elemental burst (transmutation)*
energy alteration (transmutation)*
exploit opening (divination)*
fiery wrath (conjuration)*
fist of stone (transmutation)*
flare (evocation)*
foesnare (enchantment)*
frightful strike (enchantment)*
Gemidan's icicle (transmutation)*
ghoul light (necromancy, ritual)*
grasping limb (transmutation)*
guided shot (divination)*
indisputable possession (conjuration)*
insightful feint (divination)*
inspire dread (necromancy)*
iron scarf (transmutation)*

know faction (divination)*
know protections (divination)*
Laeral's cutting hand (transmutation)*
liberating memory (abjuration)*
lightning bug (evocation)*
lightning clash (evocation)*
living link (divination)*
lord's armor (conjuration)*
magic fist (conjuration)*
magmin grasp (conjuration)*
mark of the vigilante (enchantment, ritual)*
marshal's mark (enchantment)*
nerveskitter (transmutation)*
nightshield (abjuration)*
Nybor's gentle reminder (enchantment)*
Nystul's flash (evocation)*
Otiluke's bubbling buoyancy (conjuration)*
Otiluke's smoky sphere (evocation)*
Quivaelyn's wind stepping stance (transmutation)*
seeking missile (transmutation)*
serpent missile (evocation)*
shadow missile (conjuration)*
shadowing mark (divination)*
shieldbearer (transmutation)*
shielding cube (abjuration)*
skulking spy (illusion)*
Snilloc's snowball (evocation)*
sorcerous scribe (conjuration, ritual)*
speed of thought (transmutation)*
spirit mask (divination)*
spy's recovery (evocation)*
surge of speed (transmutation)*
sword of sigils (abjuration)*
tearing claws (conjuration)*
telekinetic slam (evocation)*
thundering armor (abjuration)*
trapspringer (enchantment)*
wandbane (enchantment)*
weightless pursuit (enchantment)*

2nd Level

action trance (transmutation)*
alter time (transmutation)*
analyze portal (divination)*
arcane instincts (abjuration)*
arcane springboard (transmutation)*
armathor's step (conjuration)*
attuned wards (abjuration)*
backbiter (enchantment)*
bafflement (enchantment)*
balancing lorecall (transmutation)*
baleful transposition (conjuration)*
battering ram (evocation)*
black talon (transmutation)*
blade of dark whispers (necromancy)*
blast of force (evocation)*
blastbones (necromancy)*
body of the sun (transmutation)*
bonefiddle (necromancy)*
bothersome babble (enchantment)*
charge object (transmutation)*
claws of darkness (illusion)*
compose mind (enchantment)*
daggerspell stance (abjuration)*
dance of ruin (necromancy)*
darkfire (necromancy)*
dazzling flash (evocation)*
death armor (necromancy)*
decastave (conjuration)*
desperate gambit (abjuration)*
disguise undead (illusion)*
distracting ray (abjuration)*
dramatic entrance (enchantment)*
Drawmij's breath of life (transmutation)*
earthen grace (abjuration)*
ebony hand (necromancy)*
eldritch tactics (conjuration)*
elemental blade (transmutation)*
Elonia's Glamour (illusion)*
embalming touch (necromancy, ritual)*
fire trap (evocation)*
fog of viscidity (conjuration)*
force hammer (evocation)*
glitterdust (conjuration)*
glyph of revealing (transmutation)*
hail of stone (conjuration)*
impart knowledge (divination)*
inquisitive intuition (divination, ritual)*
Leomund's trap (illusion)*
lesser fabricate (transmutation)*
lifetap (necromancy)*
lively step (transmutation)*
masochist's salvation (enchantment)*
mountain stance (transmutation)*
murderous twin (conjuration)*
Otiluke's boiling oil bath (conjuration)*
phantom wind (illusion)*
portrait (illusion)*
protection from aerial attack (abjuration)*
protection from cantrips (abjuration)*
Quivaelyn's silversteel veil (abjuration)*
Quivaelyn's sloth strike (transmutation)*
rainbow beam (evocation)*
ray of Ondovir (enchantment)*
seal mouth (enchantment)*
secret page (transmutation, ritual)*
shadow burst (necromancy)*
shadow sight (divination)*
skip time (transmutation)*
sow confusion (illusion)*
sudden transposition (conjuration)*
suffer the flesh (transmutation)*
unluck (enchantment)*
vocalize (enchantment)*
whirling blade (transmutation)*
wieldskill (divination)*

3rd Level

abolish shadows (abjuration)*
absorb mind (divination)*
acid breath (evocation)*
aegis of assault (abjuration)*
aegis of ensnarement (abjuration)*
aegis of shielding (abjuration)*
Alahandra's questing call (divination, ritual)*
altered extremity (transmutation)*
analyze contraption (divination)*
battlefield shuffle (transmutation)*
bend time (abjuration)*
berseker curse (enchantment)*
bewildering charm (enchantment)*
blacklight (transmutation)*
blade of black wind (necromancy)*
blade of pain and fear (evocation)*
bladeweave (illusion)*
blast rod (evocation)*
circle dance (divination, ritual)*
clarity of mind (abjuration)*
cloak of Khyber (illusion, ritual)*
comfort ward (abjuration)*
control thoughts (enchantment)*
dancing chains (transmutation)*
death sight (illusion)*
death talisman (necromancy, ritual)*
deeper darkvision (transmutation)*
delay death (necromancy)*
distracting visions (enchantment)*
dragonskin (transmutation)*
dread carapace (transmutation)*
echoes of cowardice (necromancy)*
eldritch abduction (conjuration)*
eldritch weapon (enchantment)*
far dash (conjuration)*
flying step stance (transmutation)*
fool's speech (transmutation)*
ghoul gesture (necromancy)*
glamour blade (illusion)*
glowglory (evocation)*
great thunderclap (evocation)*
greater mage armor (abjuration)*
hailstones (evocation)*
hovering snare (conjuration)*
icelance (conjuration)*
invasive id (enchantment)*
iron mind (abjuration)*
Jalartan's miraculum (enchantment)*
junglerazer (necromancy)*
keen edge (transmutation)*
Khelben's suspended silence (illusion)*
know customs (divination)*
Laeral's dancing dweomer (illusion)*
Laeral's silver lance (illusion)*
lance of disruption (evocation)*



magnetism (transmutation)*
marshal's pursuit (transmutation)*
master of the mind (transmutation)*
Melf's slumber arrow (enchantment)*
memorize scene (divination, ritual)*
minor creation (illusion)*
mystical awareness (divination)*
nauseating breath (conjuration)*
nightscar (illusion)*
Otiluke's acid cloud (evocation)*
pinnacle of awareness (divination)*
predatory shards (transmutation)*
protection from normal missiles (abjuration)*
protection from normal weapons (abjuration)*
rainbow blast (evocation)*
ray of exhaustion (necromancy)*
redirect spell (abjuration)*
reflect elements (abjuration)*
regal procession (conjuration)*
reverse arrows (abjuration)*
scintillating sphere (evocation)*
see hidden doors (divination)*
sensate's rush (evocation, ritual)*
shockwave (evocation)*
shroud of undeath (necromancy)*
sign of sealing (abjuration)*
sleep of horror (necromancy, ritual)*
speechlink (divination)*
stony grasp (transmutation)*
target of all (transmutation)*
tattoo projectiles (illusion)*
Tenser's eye of the eagle (transmutation)*
thief's lament (enchantment)*
thought harvest (divination)*
tremorsense (transmutation)*
undead battlemight (necromancy)*
unleash devastation (evocation)*
whip of pain (evocation)*
whip of Shar (evocation)*

4th Level

absorb strength (necromancy)*
acid bolts (evocation)*
anyspell (transmutation)*
Azuth's fedensor (transmutation)*
backlash curse (transmutation)*
balor's nimbus (evocation)*
battle hymn (enchantment)*
blacksphere (evocation)*
blade of flickering shadows (necromancy)*
blistering radiance (evocation)*
blood lightning (evocation)*
bloodstar (conjuration)*
body clock (transmutation)*
boiling oil (conjuration)*
brainkill (enchantment)*
burning blood (necromancy)*
call nightmare (conjuration, ritual)*
chaos hammer (evocation)*
Daltim's flaming fist (evocation)*
darkbolt (evocation)*
delayed magic missile (evocation)*
dragon breath (evocation)*
Drawmij's toolbox (conjuration)*
eldritch isolation (conjuration)*
eldritch pursuit (conjuration)*
elemental foible (necromancy)*
enervating bolt (necromancy)*
fang trap (abjuration)*
finger of agony (necromancy)*
fire aura (abjuration)*
fire enchantment (enchantment)*
firequench (abjuration)*
firestride exhalation (evocation)*
flight of the dragon (transmutation)*
force orb (evocation)*
forceful missile (transmutation)*
fugue (evocation)*
fumbling curse (enchantment)*
Galkyn's bolt (evocation)*
gloom (transmutation)*
greater resistance (abjuration)*
hellfire harrowing (evocation)*
inspire terror (necromancy)*
know vulnerabilities (divination)*
lava eruption (transmutation)*
lesser guardian seal (abjuration, ritual)*
lesser water to poison (transmutation)*
life bolt (evocation)*
lifebane (necromancy)*
lungs of water (conjuration)*
magma blade (conjuration)*
magma jet (conjuration)*
magma shield (conjuration)*
marshal's resolve (abjuration)*
mask of death (necromancy)*
meteors of Celestian (evocation)*
misfire (enchantment)*
Mordenkainen's electric arc (evocation)*
Mordenkainen's force missile (evocation)*
murderous mist (conjuration)*
necrotic compulsion (necromancy)*
negative energy aura (necromancy)*
Nystul's blacklight burst (evocation)*
Odeen's impenetrable lock (transmutation)*
orb of cold (conjuration)*
Otiluke's dispelling screen (evocation)*
pain (enchantment)*
plague bearer's masque (illusion)*
positive energy aura (conjuration)*
prescient sense (divination)*
psychic poison (abjuration)*
rain of blood (necromancy)*

Rary's Mnemonic Enhancer (transmutation)*
seed of fire (evocation)*
seek eternal rest (necromancy)*
sensory deprivation (illusion)*
Serten's spell immunity (abjuration)*
serpent arrows (transmutation)*
shadow monsters (conjuration)*
shout (evocation)*
Sinsabur's baleful bolt (necromancy)*
sunbolt (evocation)*
temporal push (conjuration)*
Tenser's masters of arms (transmutation)*
thunderlance (evocation)*
thunderous reprisal (evocation)*
touch of the blackened soul (transmutation)*
turn pebble to boulder (transmutation)*
unshakable bond (divination)*
venom bolt (evocation)*
vision stone (divination)*
watchware (abjuration, ritual)*
word of law (evocation)*
wrack (necromancy)*

5th Level

acid for blood (transmutation)*
acid sheath (conjuration)*
anesthetic gaze (necromancy)*
animate legion (necromancy)*
arc of lightning (evocation)*
Astaroth's augmentation (transmutation)*
azure flame (evocation)*
Azuth's exalted triad (transmutation)*
ball lightning (evocation)*
barrier of retention (abjuration)*
bestow enchantment (enchantment)*
bite of the werebeast (transmutation)*
bolts of bedevilment (enchantment)*
caging glaive (conjuration)*
charnel fire (necromancy)*
chilling frost (evocation)*
coat of arms (evocation)*
conduit (enchantment)*
crimson scourge (necromancy)*
death throes (necromancy)*
draconic might (transmutation)*
dragonsight (transmutation)*
drain vitality (necromancy)*
dread word (evocation)*
duel ward (abjuration)*
duplicate text (transmutation)*
earth reaver (transmutation)*
echo skull (divination)*
eyefire (evocation)*
Fallion's fabulous fireball (evocation)*
fire and brimstone (conjuration)*
greater water to poison (transmutation)*
Grimwald's greymantle (necromancy)*
hidden lodge (conjuration)*
hornet shot (transmutation)*
immunity to poison and disease (abjuration)*
indomitability (abjuration)*
Jaggar's strengthened bastion (transmutation)*
Jergal's mind probe (divination)*
lesser ironguard (abjuration)*
life steal (necromancy)*
lightning reflection (abjuration)*
marshal's triumph (evocation)*
moonbow (evocation)*
Otiluke's electrical screen (evocation)*
Otiluke's polar screen (evocation)*
Otiluke's radiant screen (evocation)*
pocket cave (conjuration)*
prismatic ray (evocation)*
Rary's superior spell enhancer (transmutation)*
rip creature (transmutation)*
servant army (conjuration)*
shadow form (illusion)*
shadow magic (illusion)*
shard storm (evocation)*
shift glyph (transmutation)*
sleeper awakens (divination)*
tendrils of Thurban (conjuration)*
Tenser's destructive resonance (evocation)*
undead focus (necromancy)*
undead regeneration (necromancy)*
unexpected clarity (enchantment)*
valiancy (transmutation)*
water to poison (transmutation)*
weaken ability (necromancy)*
windlance (evocation)*
xorn movement (transmutation)*

6th Level

ability rip (necromancy)*
acid fog (conjuration)*
acid storm (conjuration)*
acidic armor (abjuration)*
animate blood (necromancy)*
awaken undead (necromancy)*
Azuth's alteration mantle (abjuration)*
Azuth's firing frenzy (evocation)*
Azuth's spell shield (abjuration)*
Bigby's besieging bolt (evocation)*
blackmantle (necromancy)*
capacitor box (transmutation)*
claws of the umber hulk (transmutation)*
death spell (necromancy)*
dream sight (divination, ritual)*
dust of death (transmutation)*
energy immunity (abjuration)*
fellblade (necromancy)*
fire spiders (conjuration)*
flesh shiver (necromancy)*
gemjump (conjuration, ritual)*
gravedust cloud (necromancy)*
greater sign of sealing (abjuration)*
harden object (transmutation)*
Hell's own blade (evocation)*
howling chain (evocation)*
imbue undead with spell ability (necromancy, ritual)*
inevitable winter (necromancy)*
javelin of retribution (evocation)*
Lorloveim's shadowy transformation (illusion)*
metal to rust (transmutation)*
multi-lock (transmutation)*
opportune lacuna (illusion)*
Otiluke's diamond screen (conjuration)*
Otiluke's excruciating screen (evocation)*
Otiluke's orb of containment (evocation)*
probe thoughts (divination, ritual)*
programmed image (illusion)*
ray of entropy (necromancy)*
read object (divination, ritual)*
spirit annihilation (necromancy)*
spirit of flame (conjuration)*
stone body (transmutation)*
superior resistance (abjuration)*
tentacular transformation (transmutation)*
undeath to death (necromancy)*
unleash instincts (transmutation)*
vampiric lash (necromancy)*
vampiric mists (necromancy)*

7th Level

amorphous blob (transmutation)*
antimagic ray (abjuration)*
arrow of bone (necromancy)*
avasculate (necromancy)*
brilliant blade (transmutation)*
create revenant (necromancy)*
elemental body (transmutation)*
evil glare (necromancy)*
eyes of the mage (divination)*
greater stone shape (transmutation)*
heart of ice (necromancy)*
hellfire burst (evocation)*
hiss of sleep (enchantment)*
ice claw (evocation)*
inevitability of the grave (necromancy)*
ironguard (abjuration)*
kiss of the vampire (necromancy)*
mantle of the slime lord (abjuration)*
master earth (transmutation)*
Mordenkainen's penultimate cogitation (enchantment)*
Otiluke's death screen (evocation)*
Otiluke's fire and ice (evocation)*
Otiluke's siege sphere (evocation)*
radiant assault (evocation)*
refuge talisman (conjuration)*
shadow walk (abjuration)*
Simbul's spell sequencer (enchantment)*

sphere of adaptation (divination)*
stone spiders (transmutation)*
symphonic nightmare (enchantment)*
synostodweomer (transmutation)*
Tartarean tomb (conjuration)*
vipergout (conjuration)*
wing gifting (evocation)*

8th Level

afterclap (transmutation)*
analyze dweomer (divination, ritual)*
avascular mass (necromancy)*
barbed construct (conjuration)*
blackfire (necromancy)*
blackstaff (transmutation)*
bodak's glare (necromancy)*
bombarding boulders (conjuration)*
brilliant aura (transmutation)*
burn path (enchantment)*
death spider (transmutation)*
flensing (transmutation)*
gateway (transmutation)*
heart of stone (necromancy, ritual)*
horrid withering (necromancy)*
Laeral's invisible blade (evocation)*
lasting breath (evocation)*
mass fire shield (evocation)*
necrotic web (evocation)*
Otiluke's telekinetic sphere (evocation)*
polar ray (evocation)*
Prismal's Wormhole (conjuration)*
reverse teleport (conjuration)*
shifting paths (illusion, ritual)*
shooting stars (evocation)*
spell engine (abjuration)*
superior invisibility (illusion)*
temporal stasis (transmutation)*
trait rip (necromancy)*
wasting (necromancy)*
wave of death (necromancy)*
wrathful castigation (enchantment)*

9th Level

absorption ward (abjuration)*
Alamather's return (transmutation)*
apocalypse from the sky (conjuration)*
awaken construct (necromancy)*
black blade of disaster (conjuration)*
brainblaze (transmutation)*
burst of glacial wrath (evocation)*
crushing fist of spite (evocation)*
crystalbrittle (transmutation)*
effulgent epuration (abjuration)*
energy drain (necromancy)*
eye of power (divination)*
glorious transmutation (transmutation)*
hindsight (divination)*
instant refuge (evocation, ritual)*
interplanar telepathic bond (divination)*
Khelben's dweomerdoom (abjuration)*
Laeral's crowning touch (necromancy)*
moonfire (conjuration)*
Mordenkainen's disruption (enchantment)*
Mycontil's last resort (evocation)*
obedient avalanche (conjuration)*
pierce any shield (transmutation)*
plague of undead (necromancy)*
reality maelstrom (evocation)*
sphere of ultimate destruction (conjuration)*
succor (transmutation)*
tempestcone (abjuration)*
transmute rock to lava (transmutation)*
unbinding (abjuration)*
unname (necromancy)*
vampiric youthfulness (necromancy)*
virus charm (enchantment)*
volcanic eruption (transmutation)*
vorpal doom (enchantment)*
wail of the banshee (necromancy)*

"Though Khelben 'Blackstaff' Arunsun spent so many of his years in Waterdeep, this grimoire includes spells from many worlds, useful across the multiverse. The utility of spells in different planes is a phenomenon I addressed recently in a treatise drafted certain newer apprentices."

—Mordenkainen

On Magic: How Spells Actually Work

All spell effects draw upon the magical energies which underlie the substance of reality itself. The raw stuff of magic, however, is not sufficient to enable actual spellcasting. By means of incantation, precise gestures, and the right materials, adepts access an existing metaphysical structure, which conveys eldritch energies in response to proper casting.

The mages of Abeir-Toril (the world known to some as "the Forgotten Realms") name that structure as the Weave. In other planes, that title is seldom used (though I hear more mages from elsewhere employing it of late, likely due to the wide distribution of Faerûnian arcane literature). Yet in every place where spellcasting functions in a way we would recognize, some similar structure exists.

In many worlds, the structure of magic is strongly identified with lines of power crossing the land. In others, it is directly connected with celestial objects (in one such world, a trio of moons fuels arcane casting, while divine casters tap into the favor of their gods via the stars). Rumors speak of worlds where magic is directly tied to the cycle of life itself, and of places where the mere act of casting a spell may have destructive effects, either on the nearby landscape or on the user's own mind.

The magical structures of different worlds disperse ambient energies at varying levels. In the world of Eberron, magic seems to suffuse every object. That world's underlying web of eldritch power is accessed by an unusually large portion of the mortal population (despite having many more spellcasters, however, the number of mages capable of casting spells higher than 3rd level is very low). Eberron's oldest myths speak of three "Progenitor Dragons," one of whom was slain and then became a great ring which can be seen in the sky, or possibly became the local expanse of the Astral Plane (the legends are contradictory and unclear). It may be the remaining energies of this 'dragon,' Siberys, which radiate magic throughout Eberron and all its adjoining planes.

Thankfully, such magical structures are similar enough in different planes (perhaps by divine design?) that most of the same spellcasting techniques seem to function across the known multiverse. Thus, mages in many worlds cast the spells of my peers from the Circle of Eight (including such well-known names as Bigby, Tenser, Otiluke, and Drawmij), while over the years, Elminster and I have both exercised some degree of our normal power in the domain of Barovia.

This remains true in the Inner and Outer Planes as well. In Outer Planes such as Mechanus, Limbo, the Nine Hells, or the Seven Heavens, these structures were clearly created by deities for their own use and that of their servants. In the Inner Planes, such as the Astral Plane, the Elemental Planes, and the Feywild, these structures seem to have emerged spontaneously, and they are less rigid and efficient, diffusing magical energies everywhere.

Whether a spell is "arcane" or "divine," the caster channels the same ambient magic. In general, the differences are matter of how one begins. To employ a metaphor, there are many ways to build a campfire: one might employ flint and steel, rub sticks together, use an existing torch, pour lamp oil on the wood, et cetera. However you start a campfire, once lit, it is still the burning of firewood that provides the desired heat and light.

Similarly, however a caster starts the process of gathering magic for their spell, the actual effect is always fueled by the Weave (or the equivalent structure for that plane).

There are many examples. Emotions become the lens by which a bard both perceives the Weave and focuses its power. A burst of the deity's power comes in answer to a divine caster's prayer to begin a spell (diminishing the god's might, but usually in a miniscule way, like a drop from an ocean; the faith of worshippers can replenish it). This holy spark may come directly, by the sacred covenant of a paladin's oath, or through a druidic connection to the land, it ignites the same drawing of magic from the Weave.

Do not confuse the way deities directly grant their clerics spark of their own power to with the more complicated way an otherworldly patron provides magic for a warlock. A patron negotiates access to the energies of the *plane* to which that patron is connected—not the patron itself. A warlock's pact creates a direct conduit to the magical essence of such a plane. The patron is not the source, which is why certain less powerful entities (such as lower-ranking devils) can act as patrons to warlocks whose power may eventually exceed their own. Warlocks who make pacts with a minor devils aren't using magic from one particular fiend; they literally wield the power of Hell itself.

"Mordenkainen uses my homeworld as an example to discuss universal truths of magic, but glosses over many unique details. For instance, surely he knows that 10th-level spells were once cast in Faerûn? When the ancient archmages of Netheril abused such magic, Mystra, the goddess who *is* the Weave, cut spells higher than 9th level out of our reality. To this day, no mage, no matter their power, can cast such epic spells."

——*Laeral Silverhand*

Spell Descriptions

The spells are presented in alphabetical order.

Ability Rip

6th-level necromancy

Casting Time: 1 action
Range: 5 feet
Components: V, S
Duration: Concentration, up to 1 minute

You can rob a creature of one of its inherent aptitudes and give that capability to an ally. Choose one ability score. One creature of your choice within range makes a saving throw with that ability score. On a failure, the target has disadvantage on checks and saving throws with the chosen ability score. In addition, the target has disadvantage on attack rolls using the chosen ability score, and deals only half damage with such attacks if they are weapon attacks.

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

At the end of each of the first target's turns, it can make a saving throw against the spell. It makes the saving throw with the ability score you chose, but the disadvantage inflicted by this spell does not affect saving throws against it. On a successful save, the spell ends.

"A poorly named spell. 'Rip' implies one tears it away forever, but in truth, one only borrows the ability for a brief while. Pity."

—Acererak

Ablative Armor

1st-level abjuration

Casting Time: 1 action
Range: Touch

Components: V, S, M (a piece of shattered armor)
Duration: 1 minute

You touch one suit of armor, which hardens with an extra layer of protection against attacks. The armor gains temporary hit points equal to 1d4 + your spellcasting ability modifier. While the armor still has these temporary hit points, its wearer has resistance to all damage except psychic damage. Each time the wearer takes damage that is not psychic damage, the same amount of damage is dealt to the armor's hit points.

The spell ends early if the temporary hit points are depleted, if the armor is doffed, or if the spell is cast again on the same suit of armor. You can also dismiss the spell as an action.

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

Abolish Shadows

3rd-level abjuration

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

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

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

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

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

—Elminster

Absorb Mind

3rd-level divination

Casting Time: 1 action
Range: Touch
Components: V, S, M (a piece of the brain of a recently slain creature)
Duration: Concentration, up to 10 minutes

You touch a corpse that has been dead for less than 1 hour. While you are touching the corpse, you can attempt to draw out and view a memory that the corpse may possess. The corpse must have been alive to create the memory. Make an Intelligence check and add your proficiency bonus. If the result is a 20 or above, you can view the memory with perfect clarity. No one else can see or hear the memory. For the duration, you can use an action to repeat the roll, and try and view another memory. If you fail three consecutive rolls, you fall unconscious for 1 hour.

"Fair warning. Corpses found in dungeons rarely die pleasant deaths. Viewing those memories can be enlightening, but hard to forget."

——*Laeral Silverhand*

Absorb Strength

4th-level necromancy

Casting Time: 1 reaction (when a creature within range is slain)
Range: 30 feet
Components: V, S
Duration: 1 round

As a creature's spirit exits its body, you reach out and use its essence to make yourself more powerful. You gain 20 temporary hit points and the next spell you cast is cast as if it were one spell level higher. If the spell does not benefit from being cast with a

higher spell level, then you only receive the temporary hit points. You must cast this spell during your next turn. The temporary hit points last until you finish your next long rest.

Absorption Ward

9th-level abjuration

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

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

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

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

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

"I carried a rod of absorption for many years, but lost it recently during an ambush on Avernus. The ambushers paid the price, but since that time I instead prepare this spell, which grants what is essentially the same effect."

—Mordenkainen

Accelerate Metabolism

5th-level evocation (ritual)

Casting Time: 10 minutes
Range: Touch
Components: V, S, M (incense made from rare herbs worth at least 50 gp, which the spell consumes)
Duration: 1 hour

When you finish casting this spell, you light the incense and then touch one target creature to accelerate the vital energies within it. The target must begin a short rest within one minute, otherwise the spell. At the end of the short rest, the target regains the maximum number of hit points for each Hit Die spent. In addition, the recipient can make a saving throw for each poison or disease affecting it. On a successful save, the target recovers from that poison or disease.

Accelerated Movement

2nd-level transmutation

Casting Time: 1 bonus action
Range: Self
Components: S, M (a dead cockroach)
Duration: Concentration, up to 1 minute

For the duration, it does not cost you extra movement to crawl, climb, squeeze, swim, or move across difficult terrain.

Acid Bolts

4th-level evocation

Casting Time: 1 action
Range: 150 feet

Components: V, S
Duration: Instantaneous

You conjure two watery globes of acid that appear in the air next to you. Both globes can target a single creature within range, or you can direct each to strike a different creature within range. For each globe you direct towards it, a target must make a Dexterity saving throw. On a failed save, the target takes 4d10 acid damage, or half as much damage on a successful one.

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

Acid Breath

3rd-level evocation

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



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

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

Acid Fog

6th-level conjuration

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

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

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

Acid for Blood

5th-level transmutation

Casting Time: 1 action
Range: 5 feet
Components: V, M (a slashing weapon)
Duration: Concentration, up to 1 minute

As part of the action used to cast this spell, you must make a melee attack with a weapon against one creature within the spell's range, otherwise the spell fails. On a hit, the target suffers the attack's normal effects and takes an extra 3d6 force damage from the hit. On a miss, the spell ends.

If the initial attack hits, at the end of each of the target's turns before the spell ends, the target must succeed on a Wisdom saving throw or take 5d8 acid damage. On a successful save, the spell ends.

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

> **"Watching your hated foe dissolve from the inside out is most gratifying."**
> **—Acererak**

Acid Sheath

5th-level conjuration

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

You sheath yourself in acid. You take no damage and can breathe normally. For the duration, at the start of each of your turns, if you have a creature grappled or a creature is grappling you, the creature you are in a grapple with takes 6d6 acid damage.

In addition, until the spell ends, when creature damages you with a melee attack, it must make a Dexterity saving throw. It takes 4d6 acid damage on a failure, or no damage on a success.

Acid Storm

6th-level conjuration

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

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

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

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

Acidic Armor

6th-level abjuration

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

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

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the acid damage increases by 1d10 for each slot level above 5th.

Action Trance

2nd-level transmutation

Casting Time: 1 bonus action
Range: Self
Components: V, M (licorice root shaving)
Duration: Concentration, up to 1 minute

You enter a state of pure action, untempered by thought, relying on reflex alone. Until the spell ends, you can gain the following benefits:

- ✧ You can take the Dash, Disengage, or Use an Object action as a bonus action
- ✧ You gain a +2 bonus to AC
- ✧ Whenever you make an attack roll or saving throw before the spell ends, you can roll a d4 and add the number rolled to the attack roll or saving throw. When the spell ends, you can't move or take actions until the end of your next turn.

Active Momentum

1st-level abjuration

Casting Time: 1 reaction, which you take when you would fail a Wisdom or Intelligence saving throw
Range: Self
Components: V
Duration: 1 round

You enter a state of complete instinct, temporarily making your thoughts a blank and protecting yourself against attempts to invade or control your mind. You can reroll the failed saving throw that triggered this spell, but must use the new roll, even if it is lower. In addition, until the end of your next turn, you have resistance against psychic damage.

At Higher Levels. When you cast this spell using a 3rd level spell slot, you cannot be charmed or

frightened until the end of your next turn. If you are already charmed or frightened, then the condition is suppressed until the end of your next turn. While the condition is suppressed it doesn't function but the time spent suppressed counts against its duration.

Adamantine Weapon

3rd-level transmutation

Casting Time: 1 action
Range: Touch
Components: V, S M (a nonmagical weapon made of metal)
Duration: Concentration, up to 10 minutes

Your weapon becomes adamantine, almost indestructible and capable of cutting steel. You have a +1 bonus to hit and damage rolls and the weapon deals double damage against structures and objects. The weapon counts as adamantine and magical, and its hit points are also doubled for the duration.

Aegis of Assault

3rd-level conjuration

Casting Time: 1 reaction, which you take when a creature within range succeeds on a melee attack roll that would hit one of your allies
Range: 30 feet
Components: V, M (a weapon)
Duration: 1 round

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

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

If you are unable to do either one, the spell ends. Otherwise, after the triggering attack is resolved, you mark the creature who made that attack until the end of your next turn. While it is within 5 feet of you, a creature marked by you has disadvantage on any attack roll that doesn't target you. This spell ends early if you are incapacitated or you die, or if someone else marks the creature.

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

Aegis of Ensnarement

3rd-level enchantment

Casting Time: 1 reaction, which you take when a creature within range succeeds on a melee attack roll that would hit one of your allies
Range: 30 feet
Components: V, M (a weapon)
Duration: 1 round

Your magic ensnares an attacking enemy, moving it so its attack targets you instead of your ally. The creature that made the triggering attack roll must roll a Charisma saving throw, which happens before the attack's damage is resolved. On a failed save, you teleport it to an unoccupied space within 5 feet of you. It then makes the triggering attack against you instead, comparing the same attack roll to your Armor Class to determine whether it hits or misses you.

Whether the saving throw succeeds or fails, after the triggering attack is resolved, the attacking creature takes 1d4 psychic damage and you mark it until the end of your next turn. While it is within 5 feet of you, a creature marked by you has disadvantage on any attack roll that doesn't target you. This spell ends early if you are incapacitated or you die, or if someone else marks the creature.

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

Aegis of Shielding

3rd-level abjuration

Casting Time: 1 reaction, which you take when a creature within range succeeds on a melee attack roll that would hit one of your allies
Range: 30 feet
Components: V, M (a weapon)
Duration: Instantaneous

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

After the triggering attack is resolved (whether it hits or misses), the creature that made the attack takes 1d4 force damage and and you mark it until the end of your next turn. While it is within 5 feet of you, a creature marked by you has disadvantage on any attack roll that doesn't target you. This spell ends early if you are incapacitated or you die, or if someone else marks the creature.

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

"The *aegis* spells were first researched and perfected by swordmages, warriors combining spellcasting and prowess with a blade. Swordmages were never common, but their numbers grew after the elves reclaimed ruined Myth Drannor for a time and began teaching the swordmage's art there. However, since that returned center of elvendom was again laid low by the fall of the City of Shade, few new swordmages have been trained.

"Of course, eldritch knights and elven bladesingers aren't too common either, but now it is their use of swordmage techniques in their own fighting arts that keeps this unique practice of magic from falling back into obscurity."

——*Laeral Silverhand*

Afterclap

8th-level transmutation

Casting Time: 1 action
Range: 50 feet
Components: V, S, M (mummified skin of a beholder)
Duration: Instantaneous

You choose one creature within range and force it to make a Wisdom saving throw. If the creature passes, the spell has no effect, if the creature fails it takes all the damage it has suffered since your previous turn. This damage is psychic damage.

For example, a giant has taken 30 points of cold damage, 8 points of slashing damage, and 12 points of piercing damage since your last turn. If the giant fails its Wisdom saving throw against this spell, it would immediately take 50 points of psychic damage.

Agile Defense

1st-level abjuration

Casting Time: 1 bonus action
Range: Self
Components: S
Duration: Instantaneous

As part of the action of casting this spell, you take the Dodge action.

"This spell briefly grants the defensive instincts of trained monks—but not, alas, any of their offensive capabilities."

—Mordenkainen

Air Jaunt

1st-level transmutation

Casting Time: 1 action
Range: Self
Components: V, S, M (a fan)
Duration: 1 round

You gain the ability to walk on air. You gain a flying speed equal to your walking speed until the end of

your next turn, at which point the spell ends, and if you are still aloft, you fall unless you can stop the fall.

Air Lens

3rd-level transmutation

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

You must cast this spell during the day. You create a lens in the air above you that concentrates the rays of the sun into a fiery beam. For the duration if the spell, you can use a bonus action to direct the beam at one target within range. Your must make a Dexterity save, and takes 3d10 fire damage and is blinded for 1 minute on a failed save. The target takes half damage and is not blinded with a successful save. A blinded target can repeat the Dexterity save at the end of each of its turns, ending the effect on a success.

Alahandra's Questing Call

3rd-level divination (ritual)

Casting Time: 1 minute
Range: 10-mile radius
Components: V, S, M (a looking glass)
Duration: Concentration, up to 1 minute

This spell shows you shadowy images of any adventurers that are currently taking a short or long rest. At the beginning of your turn you will see one resting adventurer within range. You have no control over which adventurer you are shown. You can see a 60-foot radius around the adventurer within the limitations of your own vision, but the spell does not tell you their exact location. You can communicate telepathically with the resting adventurer, but you can send no more than 25 words.

This spell is notoriously fickle, 30% of the time it shows the caster random images from other planes.

Alamanther's Return

9th-level transmutation

Casting Time: 1 reaction (when you are targeted by a spell of 8th-level or lower, or included in such a spell's area of effect)
Range: varies
Components: V, S, M (a silver mirror worth at least 1,000 gp)
Duration: Instantaneous

You can duplicate the spell of another spellcaster that targets you or includes you in its area of effect. The spell must be 8th level or lower and have a casting time of 1 action. As part of casting this spell, you immediately cast the triggering spell as well, changing the casting time to 1 reaction for this casting. The spell is cast using the same level of spell slot as the triggering casting, and any metamagic options applied to it are applied tyo your casting as well. The new spell originates from you, just as if you had cast it normally, and any required rolls (spell attacks, damage, saving throws, etc.)

Alicorn Lance

2nd-level evocation

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

A transparent alicorn (unicorn horn) forms about 2 inches from your brow. Starting the turn you cast this spell, for the duration you can use a bonus action during each of your turns to launch the horn at a creature you can see within range. The target must make a Dexterity saving throw, taking 3d6 radiant damage on a failed save. It is also outlined in silver faerie fire on a failed save, causing any attacks against it to be made with advantage until the start of your next turn. On a successful save the target takes half as much radiant damage, but

suffers no other effects. Once the alicorn is launched, the spell ends.

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

Alienated Mind

1st-level enchantment

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

You garble your own thought processes into maddening chaos, then force those thoughts onto everyone around you. Each living creature (not a construct or undead) within a 15-foot sphere originating from you must make an Intelligence saving throw. On a failed save, a creature takes 2d10 psychic damage, and until the end of your next turn it forgets any languages that it knows and is incapable of meaningful communication. On a successful save, the creature takes half as much damage but suffers no other effects.

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.

Align Weapon

2nd-level transmutation (ritual)

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

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

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

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

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

Allied Footsteps

2nd-level divination

Casting Time: 1 action
Range: 50 feet
Components: V, S, M (a piece of parchment)
Duration: 1 hour

Choose a willing target within range. For the duration, you and the target each know your exact direction and distance from each other. The spell will continue to function if you or your target dies. If you or the target travels to a different plane or enters an area where magic does not function (such as an *antimagic field*), the spell is temporarily interrupted.

Alter Time

2nd-level transmutation

Casting Time: 1 bonus action
Range: Self
Components: V
Duration: Instantaneous

You alter the flow of time around you, granting yourself and an ally a crucial moment to reposition yourselves. As part of the bonus action used to cast this spell, you can immediately take the Dash action. This movement does not provoke

opportunity attacks. If you move at least 10 feet, any ally within 5 feet of you when you end your movement can immediately use its reaction to move up to its speed.

Altered Extremity

3rd-level transmutation

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

With a sickening sound as your bones stretch beneath your skin, one of your arms extends, becomes unnaturally long and wiry. Until the end of your next turn, your reach with all melee attacks increases by 5 feet, and you have advantage on all rolls to make or escape a grapple.

Before the spell ends, you can give yourself advantage on one melee weapon attack roll. On a hit, that attack deals an extra 5d4 damage of the same type as the attack.

For the spell's duration, you also suffer disadvantage on Charisma (Persuasion) checks.

Alternate Reality

3rd-level divination

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

You touch an ally, and for an instant reality alters itself to suit their desires. Until the end of your next turn, one creature you touch can choose to reroll one attack roll, one saving throw, and one skill check. Whenever the target uses the effects of this spell to reroll, it must use the second roll even if it is worse. Any rerolls not used before the start of your next turn are lost.

Altruistic Healing

2nd-level necromancy

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

If you have at least 2 hit points when you cast this spell, you can transfer any number of your own hit points to a willing creature you touch. Each hit point you transfer deals one damage to you and heals your target for one hit point. You cannot give the target more hit points than their normal maximum, nor can you transfer any number of hit points from yourself that would reduce you to less than 1 hit point. You can heal the transferred hit points as if you had taken damage. This spell has no effect on constructs or undead.



Amanuensis

Transmutation cantrip

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

You choose any nonmagical writing you can see within range and it is magically copied onto blank paper you are holding. This spell copies 250 words per minute and creates a perfect duplicate of the original. It does not translate the text or make it clearer.

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

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

Amorphous Blob

7th-level transmutation

Casting Time: 1 action
Range: 90 feet
Components: V, S, M (a glass orb filled with the blood of a black dragon and squid ink, which is consumed by the spell)
Duration: Concentration, up to 1 hour

You shake the glass orb as the noxious mixture inside starts to bubble and smoke. You hurl the orb at a point you can see within range. When the orb reaches that point it shatters, releasing a sickening form of ooze, a **black pudding** (your DM has statistics for this creature). The black pudding turns into a disgusting puddle of sticky tar when it's reduced to 0 hit points or the spell ends.

The ooze is friendly to you. Roll initiative for the ooze, which has its own turns. The pudding follows your verbal commands (this does not require an action) to the best of its ability. If you don't give the pudding any commands it will move up to 20 feet towards the nearest creature that isn't you and attack.

Amplify Sound

1st-level transmutation

Casting Time: 1 action
Range: 300 feet
Components: S
Duration: Concentration, up to 10 minutes

This spell greatly increases the volume of all sound in a 15-foot radius sphere centered on a creature or object of your choice within range. If an unwilling creature is targeted by this spell, it must make a Wisdom saving throw; on a failed save, the spell successfully targets the creature. If the save is successful, the spell fails.

Once the spell takes effect, a creature outside of the spell's area listening to sounds coming from within the area has advantage on Wisdom (Perception) checks to discern sounds within the area. This amplifying effect isn't noticeable by creatures within the affected area. The spell has no effect when targeting a creature or object in an area affected by the *silence* spell or another effect that quiets all sound.

Analyze Contraption

3rd-level divination

Casting Time: 1 minute
Range: 10 feet
Components: V, S
Duration: Concentration, up to 10 minutes

For the duration, you gain advantage on Intelligence (Investigation) checks to figure out how a device, trap, or mechanism works. If you are successful on your Investigation check when analyzing one of these devices, you gain advantage on any ability checks used to disarm or operate the object's mechanisms for the duration.

Analyze Dweomer

8th-level divination (ritual)

Casting Time: 1 minute
Range: Self (30-foot radius)
Components: V, S, M (a tiny lens of ruby or sapphire set in a golden hoop worth at least 1000 gp)
Duration: Concentration, up to 10 minutes

Upon casting this spell, you can identify the magic affecting all creatures and objects within range. For magic items or other magic-imbued objects, you learn their properties and how to use them, whether they require attunement to use, and how many charges they have (if any). You also learn whether any spells are affecting the item and what they are. If the item was created by a spell, you learn which spell created it.

For creatures within range, you learn what spells, if any, are currently affecting them.

Analyze Portal

2nd-level divination (ritual)

Casting Time: 1 action
Components: V, S, M (a tuning fork)
Range: 60 feet
Duration: Concentration, up to 1 minute

You can see the outline of any magic portal within range. If you study a portal for 1 round, you can learn one of the following things:

- ✧ Any special key or command word required to activate the portal
- ✧ Any specific circumstance to activate the portal (a time of day for instance)
- ✧ Whether the portal is one-way or two-way
- ✧ Whether the portal is functioning correctly or not
- ✧ A glimpse of where the portal leads. The glimpse lasts for 1 second, and you can see about 20 feet beyond the portal

For every round you focus on the portal, you learn one more of the listed pieces of information.

Anathema

9th-lvel enchantment (ritual)

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

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

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

If you target a higher-level spellcaster than yourself with this spell, the spell fails. A creature targeted with this spell is instantly aware of all of its effects, and that you are the caster. You can pronounce an anathema effect upon any creature, even if it is on a different plane. You cannot pronounce an anathema against someone who is already dead. Some deities do not allow an anathema to be pronounced against the innocent or against their chosen, while others grant their most powerful servants free use of this most terrible of divine curses.

The *anathema* spell marks the subject as accursed to others of your faith. If they are aware that a creature is anathema, members of your faith feel instinctively that they will displease their deity if

they speak to that creature, look at it, or even acknowledge its existence. Clerics, paladins, druids, and rangers of your faith automatically detect an anathema effect simply by looking at the subject.

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

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

Changing Deities

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

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

If this does not occur before the character gains enough experience to gain a new level, they have two choices: Delay the process of leveling (continuing to accrue experience points but without the benefit of gaining a level) until confirmed in a new faith, or continue adventuring without the benefits of a Domain or Oath until they attain confirmation. They can still cast spells as normal for their class, but do not gain the spells from their Domain or Oath, nor any other Domain or Oath features.

If this continues too long, paladins in this position may be forced to accept the Oathbreaker paladin option from the *Dungeon Master's Guide*, and clerics may be forced to convert to the Defier Domain (from *Elminster's Guide to Magic* and the upcoming *Blackstaff's Archetypes of Magic.*

Anesthetic Gaze

5th-level necromancy

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

You fix your magically empowered gaze upon one creature you can see within range, forcing it to make a Wisdom saving throw. If it succeeds, the spell has no effect. On a failure, it gains resistance to all nonmagical bludgeoning, piercing and slashing damage until the spell ends. However, for the same duration, its movement rate is reduced by half, it has disadvantage on all Dexterity saves for the duration, and it can't use reactions or bonus actions until the spell ends. During the target's turn it can only take one action, and it cannot move unless that action is one that includes movement (such as the Dash action). Also, the target cannot cast spells for the duration. A creature affected by this spell can repeat the Wisdom saving throw at the end of each of its turns, ending the spell on a success.

> "Hearty minions of dubious intellect can often benefit from this spell if their enemies are close at hand."
>
> —Acererak

Anger of the Noonday Sun

6th-level evocation

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

A blast of brilliant energy bursts outward in a 20-foot radius around you and each creature caught in the blast must make a Constitution saving throw. On a failed save, the creature takes 8d8 radiant damage and is blinded for one minute. On a successful save, the amount of damage is halved and

the creature is not blinded. Undead creatures have disadvantage on this saving throw.

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

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

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

Angry Ache

1st-level necromancy

Casting Time: 1 action
Range: 50 feet
Components: V,S, M (a needle)
Duration: Concentration, up to 1 minute

You tear the muscles of a target in range, making attacking painful. Choose a target within range, which must make a Constitution saving throw. If it fails, it takes a penalty equal to your spellcasting ability modifier on attack rolls for the duration. They can repeat the Constitution saving throw at the end of each of their turns to end the spell.

Animal Spy

2nd-level divination

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

You can borrow some of the senses of a beast you touch. During each of your turns you can use a bonus action to see what the beast sees and hear what it hears until the start of your next turn, gaining the benefits of any special senses that beast may possess. During this time, you are deaf and blind with regard to your own senses. If the beast moves more than 1 mile away from you, the spell ends.

This spell can only affect beasts with an Intelligence score of 3 or less. You don't gain any control over the beast or communication with it other than seeing and hearing through its senses.

If you cast this spell on a beast that is tied to another intelligent creature by a class feature or spell (such as a wizard's familiar or a ranger's animal companion), then that intelligent creature can make a Wisdom saving throw when you cast this spell. On a successful save, the spell fails. Whether you succeed or fail, the intelligent creature tied to the beast gains no special awareness of this spell or its effects.

Animate Blood

6th-level necromancy

Casting Time: 1 action
Range: Self
Components: V, S, M (a drop of blood)
Duration: 1 hour

You deal yourself 1 slashing or piercing damage to yourself to shed some blood, which you animate into a tiny humanlike construct called a *bloodling*. Bloodlings look like tiny humanoids made out of dark red wax. Bloodlings are tiny, they have a speed of 40 feet, an AC 18, 5 hp, and darkvision out to 60 feet. They are ineffective in combat but have +10 to Dexterity (stealth) checks. They are too weak to carry anything that weighs more than 5 pounds.

As long as the bloodling is within 120 feet you can use an action to look through the bloodling's eyes and give it telepathic commands. You can specify a general action such as "climb that" or "open that book," or you can take complete control of the bloodling. The bloodling will take whatever actions you command it to and nothing else.

When you cast a spell with a range of touch, the bloodling can deliver the spell as if it had been the caster. The bloodling must be within 120 feet of you, and it must use its reaction to deliver the spell when you cast it. If the spell requires an attack roll, you use your attack modifier for the roll. Whether or not the spell is successful, when you have a bloodling deliver a spell in this way, your *animate blood* spell ends and the bloodling is destroyed.



Animate Legion

5th-level necromancy

Casting Time: 1 action
Range: Self (30-foot radius)
Components: V, S, M (the tongues of 5 dead men)
Duration: 1 hour

You send gathered necrotic energy cascading into the ground around you, and seconds later corpses within the area start to twitch and drag themselves to their feet. You choose a number of corpses within range equal to your spellcasting ability modifier and animate them, as if with the *animate dead* spell.

Treat these animated corpses as **zombies**, with the following exceptions. The zombies follow your commands to the best of their ability but are not intelligent and take things very literally. Each zombie's initiative is the same as yours, but its turn does not take place until yours ends. If you do not issue a new command to the zombie, it will continue to follow any previous orders if possible, otherwise it takes the dodge action. Undead animated by this spell cannot be turned. When reduced to 0 hit points or after the spell ends, each zombie turns back into a lifeless corpse.

Anticold Sphere

5th-level abjuration

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

This spell creates a comfortably warm 10-foot radius sphere centered on the spellcaster. Friendly creatures within the sphere are immune to cold damage. In addition, creatures made of ice or cold can't enter the spell's area; if such a creature is within the sphere when the spell is cast, it is pushed to the nearest unoccupied space outside the sphere.

Antimagic Ray

7th-level abjuration

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a pinch of iron filings mixed with ruby dust worth at least 100 gp)
Duration: Concentration, up to 1 minute

An invisible ray shoots from your hand toward a target within range. Make a ranged spell attack. On a hit, the target can't cast spells, nor can it be targeted by other spells for the duration. Any spell affecting the target is suppressed for the duration, though it is not dispelled, and resumes when the antimagic ray spell expires.

If a magic item is targeted by the ray, its magical properties are suppressed for the duration.

Anyspell

4th-level transmutation

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

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

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

Apocalypse from the Sky

9th-level conjuration

Casting Time: 1 hour
Range: Self (1 mile)
Components: V, S, M (an artifact once aligned to good that the caster has personally corrupted to evil, which the spell consumes)
Duration: Instantaneous

You channel the essence of Tharizdun, god of entropy, through yourself into the sky. Every creature within range must make a Dexterity saving throw. They take 10d6 acid, fire, or poison damage (caster's choice) on a failed saving throw and half as much on a successful one. This spell fouls rivers, destroys forests and devastates towns and castles. Thousands of innocent lives could be lost.

Casting this spell is an unquestionably evil act. Other gods take notice, and often warn their followers or send servants to deal with you directly. Channeling the essence of entropy takes a direct toll on the caster as well: when you cast this spell, you take 10d6 necrotic damage, and must roll 1d6 and permanently decrease your Constitution by the number rolled. This damage cannot reduced or resisted in any way.

Appraising Touch

1st-level divination

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

For the duration of the spell, you have advantage on Intelligence checks to determine the value of an item. You can appraise multiple items, but you must handle each item for at least 1 minute.

Arc of Lightning

5th-level conjuration

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (two small iron rods)
Duration: Instantaneous

Select two creatures that you can see within range that are within 30 feet of each other. A bolt of lightning jumps from one creature to the other, creating a line 5 feet wide and up to 30 feet long.

Each creature in that line must make a Dexterity saving throw. They take 10d6 lightning damage on a failed save, or half as much damage on a successful one

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

Arcane Allegro

3rd-level transmutation

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

You sing a lively and spirited magical song that grants astonishing speed to you and your companions. Choose up to six creatures that you can see within range. For the duration, you and each creature chosen can take the Dash action as a bonus action.

Arcane Instincts

2nd-level abjuration

Casting Time: 1 reaction, which you take when you take acid, cold, fire, lightning, necrotic, poison, psychic, radiant, or thunder damage from a spell
Range: 5 feet
Components: V, S
Duration: 1 round

When an enemy tries to harm you with a spell, you weave a quick defensive spell of your own that mitigates some of its destructive energy. Choose one type of damage the spell would inflict on you. You and every creature of your choice within 5 feet of you gain resistance to the triggering damage type (including against damage from the triggering spell) until the end of your next turn.

Arcane Sensitivity

Divination cantrip
Casting Time: 1 action
Range: Touch
Components: S
Duration: Instantaneous

With a touch you learn if your opponent can cast spell. Make a melee touch attack. If you hit you learn if your opponent can cast arcane or divine spell, and the maximum spell level it can cast.

Arcane Springboard

2nd-level transmutation

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a small square of specially prepared cloth)
Duration: Concentration, up to 1 minute

You infuse a section of the ground with arcane energy, creating a bouncy surface that launches any who step on it in the desired direction. Choose a 5-foot cube within range. Until the spell ends, any creature who sets foot on a surface within that area can immediately use its reaction to make a Strength (Athletics) check to jump. The creature's jump distance for that check is multiplied by 5. If a creature makes this jump during its turn, it can choose to do so a bonus action instead of using its reaction.

Arm Hammers

2nd-level transmutation

Casting Time: 1 action
Range: Self
Components: V, S
Duration: 8 hours

Both of your hands transform into adamantine hammers. These hammers are considered light for two weapon fighting and magical for the purposes of overcoming resistance and immunity to nonmagical attacks. These hammers deal magical bludgeoning damage equal to 1d8 plus your spellcasting ability modifier. These hammers do double damage to objects and structures. You can use a bonus action to dismiss the spell at any time during the spell's duration.

Armathor's Step

2nd-level conjuration

Casting Time: 1 bonus action
Range: Self
Components: V
Duration: Instantaneous

Sped through time by arcane energies, you teleport up to 15 feet to an unoccupied space that you can see. If the space you teleport into is within 5 feet of a creature, you have advantage on the first melee attack you make against that creature before the end of the turn.

> "The armathors were elite elven guards who protected the coronal, ruler of the lost city of Myth Drannor. Most of these formidable swordmages were eladrin, masters of the *misty step* spell, and they developed this more aggressive variant to aid in the performance of their duties."
>
> ——*Laeral Silverhand*

Arrow Mind

1st-level divination

Casting Time: 1 bonus action
Components: V, S, m (a flint arrowhead)
Range: Self
Duration: Concentration, up to 1 minute

For the duration, being within 5 feet of a hostile creature doesn't impose disadvantage on your ranged attack rolls, and when a hostile creature provokes an opportunity attack from you, you can use your reaction to make a ranged weapon attack against the creature, rather than making an opportunity attack.

Arrow of Bone

7th-level necromancy

Casting Time: 10 minutes
Range: Touch
Components: V, S, M (a tiny sliver of bone and a drop of magic oil)
Duration: 1 hour

You touch one nonmagical thrown weapon and transform it into an identical item made of bone. The affected weapon is considered magical.

A creature struck by the weapon takes the weapon's normal damage and must also make a Constitution saving throw. The target takes 10d10 necrotic damage on a failed save, or half as much damage on a successful one. Once the weapon is thrown, its magic fades, whether the attack hits or misses.

At Higher Levels. When you cast this spell using a spell slot of 8th level or higher, the necrotic damage increases by 1d10 for each slot level above 7th.

Arrow Storm

3rd-level transmutation

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

You can use your longbow or shortbow to make a ranged attack against a horde of enemies. As part of the action of casting this spell, choose one target within the weapons range. You make a ranged attack against that target and every target within 10 feet of them. Make one ranged attack and compare the result to the AC of every target within range. Struck targets take normal damage.

Articus's Devolutionary Warrior

5th-level transmutation

Casting Time: 1 action
Range: 120 feet
Components: V, S, M (a bone of a long dead mammal)
Duration: Concentration, up to 1 minute

Choose one humanoid creature within range. If the target is willing, the spell immediately takes effect. If the target resists, it must make an Intelligence

saving throw, and the spell only takes effect if it fails.

Until the spell ends, the target undergoes the following changes:

- ✧ Its Strength is increased to 20;
- ✧ Is Intelligence and Wisdom are reduced to 5;
- ✧ It has disadvantage on Charisma (Performance or Persuasion) checks;
- ✧ Its nails become thick claws, allowing it to deal 1d8 slashing damage with unarmed strikes instead of the normal damage;
- ✧ The target must drop any melee or ranged weapon in favor of its new claws;
- ✧ It gains +10 to its speed
- ✧ The target's posture becomes noticeably hunched, and its hair becomes thick and coarse.



Ashstar

2nd-level conjuration

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

You summon a bilious green star that hovers over an enemy. That enemy must make a Wisdom saving throw. If they fail any wounds taken while the star is over them deals plus 1d8 necrotic damage. This extra necrotic damage cannot be healed until the enemy has completed a long rest, after which they can heal normally. You may use a bonus action to move the star over another enemy within 30 feet.

Aspect of the Wolf

1st-level transmutation

Casting Time: 1 action
Range: Self
Components: V, S, M (a wolf's whisker)
Duration: 1 hour

You transform into a wolf. The spell lasts for the duration, or until you choose to end it, or until your wolf form drops to 0 hit points. While you are transformed, the following rules apply:

✧ Your game statistics are replaced by the statistics of a wolf, but you retain your alignment, personality, and Intelligence, Wisdom, and Charisma scores. You also retain all of your skill and saving throw proficiencies, in addition to gaining those of a wolf.

✧ When you transform, you assume the wolf's hit points and Hit Dice. When you

revert to your normal form, you return to the number of hit points you had before you transformed. However, if you revert as a result of dropping to 0 hit points, any excess damage carries over to your normal form.

- ✧ You can't cast spells, and your ability to speak or take any action that requires hands is limited to the capabilities of a wolf. Transforming doesn't break your concentration on a spell you've already cast, however, or prevent you from taking actions that are part of a spell, such as call lightning, that you've already cast.
- ✧ You retain the benefit of any features from your class, race, or other source and can use them if the wolf form is physically capable of doing so.
- ✧ You choose whether your equipment falls to the ground in your space, merges into your wolf form, or is worn by it. Your equipment doesn't change size or shape to match the wolf form, and any equipment that the new form can't wear must either fall to the ground or merge with it. You can't activate, wield, or otherwise benefit from any of your equipment that merges with your wolf form until you leave wolf form.

Astaroth's Augmentation

5th-level transmutation

Casting Time: 1 hour
Range: Self
Components: V, S, M (a dagger and a ruby worth at least 25,000 gp, which the spell consumes, also see below)
Duration: Concentration, up to 1 hour

As part of the action of casting this spell you must stab an unconscious celestial with the dagger. The celestial must be one you have hunted and defeated through combat, and it must have been reduced to 10 hit points or fewer. It cannot be one you have summoned through magic. The celestial must have a CR equal to half your level or greater.

The celestial is immediately slain and you gain +4, to a maximum of 22, to one ability score for the duration. The evil of this spell sticks to you like a miasma, residents of the Upper Planes and their servants will find you uncomfortable at best and react violently at worst.

At Higher Levels. You can cast this spell using a spell slot of 6th level or higher. The duration increases by 1 hour for each slot level above 5th.

Astral Seal

Evocation cantrip

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

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

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

Attuned Wards

2nd-level abjuration

Casting Time: 1 bonus action
Range: 30 feet
Components: V, M (a patch of cloth from your own clothing)
Duration: 1 round

You cover nearby allies in arcane cloaks attuned to your spells, protecting them from your magic. Choose up to three creatures within range. Until the end of your next turn, those creatures take no damage from spells you cast.

At Higher Levels. You can cast this spell using a spell slot of 3rd level or higher. You can protect one additional creature for every slot level above 2nd.

Aura of Glory

2nd-level transmutation

Casting Time: 1 bonus action
Range: Self (15-foot radius)
Components: V
Duration: Concentration, up to 1 minute

This spell creates an aura centered on you that bathes all friendly creatures within a 15-foot radius in a warm and comforting light. Each affected creature has advantage on saving throws against being frightened for the duration. The aura moves with you.

At Higher Levels. You can cast this spell using a spell slot of 3rd level or higher. The radius increases by 10 feet for every slot level above 2nd.

Aura of Terror

6th-level necromancy

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

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

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

Avascular Mass

8th-level necromancy

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

You fire a blood red ray from your hand at a creature that you can see within range, causing blood to violently erupt from its pores, nose, mouth and eyes. The target must make Constitution save. On a failure, its hit points are reduced to half their current total and it is poisoned until the start of your next turn.

If the initial target fails the Constitution save, blood and other bodily fluids ejected from the body form thick sticky tendrils of decomposing tissue. Anyone within 20 feet of the target must make a Strength saving throw or be restrained for the duration of the spell. The initial target is automatically restrained. A creature restrained by the spell can make a Strength save at the end of each of its turns, escaping on a success. This spell has not effect on undead or constructs.

Avasculate

7th-level necromancy

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

You fire a blood red ray from your hand that strikes a target that you can see within range. The target begins to violently erupt blood from its pores, nose, mouth and eyes. The creature must make Constitution save. If they fail, their hit points are reduced to half their current total and they are poisoned until the start of your next turn. This spell has no effect on undead and constructs.

Awaken Construct

9th-level necromancy

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

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

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

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

"Few spells ever inspire anything in me that would be akin to fear. Yet *awaken construct* is one of these, for a simple reason: I cannot determine the source of the intelligence that takes up residence in a subject's unliving form. It isn't the consciousness that was in the brain, nor is it an extraplanar entity.

"It seems to come from nowhere."

——*Laeral Silverhand*

Awaken Undead

6th-level necromancy

Casting Time: 10 minutes
Range: 5 feet
Components: V, M (a small humanoid skull carved in jade worth at least 5,000 gp, which the spell consumes)
Duration: Instantaneous

You whisper a secret incantation to an undead creature, awakening a glimmer of intelligence in its dead mind. Choose a Huge or smaller undead creature within range that is not hostile to you. The target must have either no Intelligence score or an Intelligence of 3 or less. The target gains an Intelligence of 10. If its Intelligence was higher than 10 when it died, it may or may not regain that Intelligence score, at the DM's discretion. The target also gains the ability to speak one language of your choice that you know, as well as any languages it knew in life. It also gains proficiency in simple weapons. If the DM rules it had any other skill, tool, weapon, or armor proficiencies in life, it regains those as well.

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

Axe Storm of Clangeddin

4th-level transmutation

Casting Time: 1 action
Range: Self (50 foot radius)
Components: V, S, M (a battleaxe devoted to Clangeddin or Morain)
Duration: Concentration, up to 1 minute

For the duration of the spell, every dwarf within range (including duergar, derro, and even creatures that are only half-dwarf) is immune to being frightened and gains an additional action on each of its turns. That extra action can be used only to take the Attack action and make one weapon attack only. If an affected dwarf is armed with a handaxe, battleaxe, or greataxe, their attacks with that weapon count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Azure Flame

5th-level evocation

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a small piece of azurite)
Duration: Concentration, up to 1 minute

Choose a point you can see within range. Every creature or object in a 20-foot radius sphere

centered on the point you selected bursts into azure colored flames. Creatures caught in the sphere's area must make a Dexterity saving throw or take 3d8 fire damage and catch on fire. A successful save halves the damage and avoids catching on fire. Unattended objects take the full damage and catch on fire.

A creature or object that starts its turn on fire takes 1d8 fire damage. The flames can be snuffed out with an action, ending the spell for the affected creature. However, if an affected creature is a fiend, only a dispel magic, remove curse, or greater restoration will end the flames, which burn for the spell's full duration and deal radiant instead of fire damage.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the initial fire damage increases by 1d8 for each slot level above 5th. If you cast this spell using a spell slot of 7th level or higher, the ongoing fire damage increases by 1d8 for every two slot levels above 5th.

Azuth's Alteration Mantle

6th-level abjuration

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

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

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

Azuth's Exalted Triad

5th-level transmutation

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

If you do not have any spells prepared (via the Spellcasting feature of a class that prepares spells, such as wizard, paladin, druid, or cleric), this spell has no effect. When you cast this spell, choose any spell of 1st or 2nd level that you have prepared. Once the spell is chosen, that selection can't be changed until the duration ends.

Until this spell ends, the first time you cast the chosen spell by expending a spell slot as usual, you gain the ability to cast that same chosen spell two more times before the spell ends without expending a spell slot. This ability to cast the chosen spell without using spell slots is immediately lost when duration of this casting of *Azuth's exalted triad* ends, even if that ability has not been used.

Azuth's Fedensor

4th-level transmutation

Casting Time: 1 bonus action
Range: Touch
Components: V, S, M (a spellcasting focus)
Duration: Concentration, up to 10 minutes

You can imbue your normal spellcasting focus with the power to substitute for a costly spell component. For the duration, the focus can replace any one non-consumable spell component with a cost of 250 gold pieces or less. Once the fedensor is used to cast a spell with a costly material component, the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the spellcasting focus can substitute for an additional 250 gold pieces worth of costly material components for each slot level above 4th.

Azuth's Firing Frenzy

6th-level evocation

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

You instantly launch four volleys of three magical projectiles. This spell works just like *magic missile*, but you produce a total of 12 magical darts instead of three.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the spell creates two more darts for each slot above 6th.

Azuth's Spell Shield

7th-level abjuration

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

You are completely immune to all magical spells and effects until the start of your next turn. This immunity prevents any effect that could possibly be affected by the casting of the *dispel magic* spell. If you are already subject to any such effects, those effects are suppressed until the spell ends, but the durations of this effects are not increased.

"In his mortal life, Azuth was an ambitious wizard who became the first Magister, then the lover of the goddess Mystra, and finally a god himself. As a mortal, he was his age's greatest researcher of new arcane effects."

——*Laeral Silverhand*

"I consider Azuth's deification to be a waste; who knows what further spells he might have invented, had he not settled for the bland omnipotence of a demigod?"

—Mordenkainen

Backbiter

2nd-level enchantment

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

You place a dark curse on an enemy that causes its own weapons to work against it. Choose a creature you can see within range. The creature must roll a Wisdom saving throw. It takes 2d8 psychic damage on a failed save, or half as much on a successful one.

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

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

Backlash Curse

4th-level transmutation

Casting Time: 1 action
Range: 70 feet
Components: V, S, M (a snare)
Duration: Concentration, up to 1 minute

Choose one creature within range, which must make a Wisdom saving throw. On a success, the spell has no effect. On a failure, the next time the target tries to cast a spell, it backfires horribly. The target takes 1d8 fire damage for every level of the spell slot use to cast it (or for every level of the spell itself, if a spell slot is not used).

Bafflement

2nd-level enchantment

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

Duration: Concentration, up to 10 minutes

You must make eye contact with a target creature that you can see within range. As you speak to the creature, it must make a Wisdom saving throw. Creatures that cannot be charmed are immune to this spell. On a failed save, the target can't speak coherently for the duration, nor can it cast spells with verbal components.

An affected creature can make a new saving throw at the end of each of its turns, ending the spell on a success.

Balagarn's Iron Horn

2nd-level transmutation

Casting Time: 1 action
Range: Self (30-foot cone)
Components: V, S, M (an iron horn)
Duration: Instantaneous

You send out a thunderous blast of sound. Creatures caught in the cone must make a Strength saving throw. Those that fail fall prone and are pushed 5 feet away from you.

At Higher Levels. You can cast this spell using a 3rd level or higher spell slot. You launch creatures that fail their Strength saving throws back 5 more feet for each spell level above 2nd.

Balancing Lorecall

2nd-level transmutation

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

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

While this spell is active, you do not sink when moving over soft or brittle terrain, such as dust, silt, mud, snow, or thin ice (though you cannot walk on actual liquid with this effect), and difficult terrain of those types does not require extra movement.

If you are already sinking into soft terrain when you cast this spell, the spell instantly moves you up to 5 feet towards the surface. When this spell ends, if you are standing in a place where you would normally fall or sink, you do so unless you have some other means of remaining there.

Baleful Transposition

2nd-level conjuration

Casting Time: 1 action
Range: 70 feet
Components: V, S
Duration: Instantaneous

Choose targets, which can include yourself, within range and within 50 feet of each other. Those targets switch places. The targets can try to resist by making a successful Wisdom saving throw. If one target successfully saves, the spell fails. The switch happens instantly and does not provoke attacks of opportunity.

Ball Lightning

5th-level evocation

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

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

As a bonus action on each of your turns, you can move the ball of lightning up to 30 feet vertically or horizontally. The ball stops moving for the round

and deals 5d8 lightning damage if it touches a creature during its movement. A creature takes half the lightning damage on a successful Dexterity saving throw.

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

Balliard's Rejuvenating Touch

2nd-level enchantment

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

Your hand glows with a soft, white light, and you touch one exhausted creature. The creature is immediately filled with energy and a new sense of purpose, as your touch removes one level of exhaustion from that creature.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you remove an extra level of exhaustion for each spell level above 2nd.

Balor's Nimbus

4th-level evocation

Casting Time: 1 action
Range: Self (10-foot radius)
Components: V, S, M (a handful of rubies worth 500 gp)
Duration: Concentration, up to 1 minute

You surround yourself with the burning rage of the demon lords, emitting a 10-foot aura around yourself. For the duration, at the start of each of your turns, each creature within this 10-foot aura must make a Dexterity saving throw, and flammable objects in the aura that aren't being worn or carried ignite. A creature takes 4d6 fire damage on a failed saving throw, or half as much on a success. Any creature that touches you or hits you with a melee attack while it is within 10 feet of you must also make this saving throw. A creature cannot take damage from this spell more than once in the same turn.



Bane of Beshaba

2nd-level necromancy

Casting Time: 1 action
Range: Touch
Components: V, S, M (a holy symbol and a sliver from a broken mirror)
Duration: Special

Make a melee spell attack against one creature within 5 feet of you. On a hit, the creature has disadvantage on its next saving throw. This spell's magic is permanent until its effect is triggered. A *dispel magic* will not end the spell, but *remove curse* cast with a spell slot of a level higher than the one used to cast this spell will end it.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the number of saving throws made with disadvantage increases by 1 for each slot level above 2nd.

Barbed Construct

8th-level conjuration

Casting Time: 1 minute
Range: 90 ft
Components: V, S, M (a small knot of inscribed barbed wire)
Duration: Concentration, up to 1 minute

You hurl a small knot of inscribed barbed wire, which grows and springs to life, attacking your foes and protecting you from harm. The magical construct you summon appears in an unoccupied space that you can see within range. The barbed construct has the same statistics as a **shield guardian** (your DM has these statistics) except that it does not have the spell storing trait, its fist attacks inflict piercing damage, and the amulet to which it is bound appears as a temporary glowing tattoo around your neck (your DM has statistics for shield guardians). The barbed construct disappears when it drops to 0 hit points or when the spell ends.

The barbed construct obeys any verbal commands you issue to it. Roll initiative for the barbed construct, which has its own turns. If you don't issue any commands to the construct, it defends itself from hostile creatures and uses its Shield reaction to protect you but otherwise takes no actions.

Barrier of Retention

5th-level abjuration

Casting Time: 1 action
Range: 100 feet
Components: V, S, M (a small loop of silver wire)
Duration: Concentration, up to 10 minutes

You create a hemisphere 10 feet in diameter anywhere within range. Creatures moving into the warded area are unhindered., but creatures trying to leave the warded area are stopped by an invisible barrier. Treat creatures trying to leave the area as it was surrounded by a wall of force. Once a creature is trapped in the warded area, no physical or spell attack can pass through the wall. A disintegrate spell will destroy the barrier. The barrier will not stop someone from teleporting, or a similar effect, out of the area.

Basilisk Glare

9th-level transmutation

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a medusa's eye)
Duration: Concentration, up to 1 minute

Your eyes turn to stone, although you can see normally. You can use your action to force any creature within range to make a Constitution saving throw. On a failure, it is restrained and its skin begins turning to stone.

A creature restrained by this spell must repeat the Constitution saving throw at the end of each of its turns. If it successfully saves three times, the spell ends and the creature is no longer restrained. If the creature fails three Constitution saving throws before it attains three successes, it is petrified, turning permanently into stone.

Bastion of Clarity

2nd-level abjuration

Casting Time: 1 reaction, which you take when you would roll an Intelligence or Charisma saving throw
Range: 10 feet
Components: V, S
Duration: 1 round

You erect a psychic shield to protect your mind from assault, and you ward your allies as well. Choose a number of creatures within range of this spell. Until the start of your next turn, you and the creatures you choose have advantage on Intelligence and Charisma saves (including against the triggering effect).

Bastion of Words

3rd-level enchantment

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

When tensions erupt into battle, you can exclaim a magically empowered warning that distracts your foes, giving you time to move somewhere safer. Roll 7d8 and add the results together, then make a Charisma (Deception) check and add your result to that total. The final total is how many hit points of creatures this spell can affect. Creatures within range of you that are hostile to you are affected in ascending order of their current hit points (ignoring unconscious creatures and creatures that cannot see or hear you).

Starting with the creature that has the lowest current hit points, each creature affected by this spell is incapacitated and restrained until the end of the current turn. At the beginning of your next turn, each affected creature becomes incapacitated and restrained again until the end of that turn, at which point the spell ends.

Subtract each creature's hit points from the total before moving on to the creature with the next lowest hit points. A creature's hit points must be equal to or less than the remaining total for that creature to be affected. If you attack one or more affected creatures, harm one or more of them with a spell, or force one or more of them to make a saving throw, this spell's effects end immediately. Undead, constructs, and creatures immune to being charmed aren't affected by this spell.

Bat Sense

2nd-level divination

Casting Time: 1 action
Range: Touch
Components: V, S, M (a bit of fur from a bat's ear)
Duration: Concentration, up to 10 minutes

You touch a creature and grant it blindsight in a 60-foot radius for the duration.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the spell's duration increases by 10 minutes for each slot level above 2nd.

Battering Ram

2nd-level evocation

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

You create a small ball of force at a point you choose within range; the ball can be used to batter your foes and attack objects that are not worn or carried. As part of the action used to cast the spell, and by using an action on each of your turns, you can move the ball up to 30 feet within the spell's range, and make a melee spell attack against a creature or object.

If you hit a creature or object with the ball of force, it takes 1d6 force damage and must make a Strength saving throw. On a failed save, the creature is pushed 10 feet in the opposite direction and falls prone. On a successful save, the creature isn't pushed and doesn't fall prone.

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

Battle Cry

1st-level enchantment

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

Your battle cry fills your allies with righteous fury, making their strikes more sure and deadly. Until the start of your next turn, the first time each turn that you or a creature friendly to you makes a melee attack, that creature gains a +2 bonus to the attack roll. If an attack that benefits from this bonus hits, the damage of the attack is increased by an amount equal to your spellcasting ability modifier.

Battle Guardian's Aura

1st-level enchantment

Casting Time: 1 bonus action
Range: Self
Components: V, M (a melee weapon)
Duration: Concentration, up to 1 minute

You emit an aura of battle magic that helps you punish foes who avoid engaging you in combat. Until this spell ends, when a creature within 5 feet of you makes an attack that does not target you, you can use your reaction to make a melee weapon attack against the attacking creature. In addition, for the duration, any weapon attack you make as part of your reaction (including opportunity attacks) inflicts an additional 1d4 psychic damage on a hit.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the psychic damage inflicted increases by 1d4 for every two slot levels above 1st.

Battle Hymn

4th-level enchantment

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

This spell creates an inspiring tune that bolsters the will of all allies within range. For the duration, whenever an ally that can hear you is within 30 feet of you, it gains advantage on all Wisdom saving throws and immunity to the frightened condition.

Battlefate

1st-level transmutation

Casting Time: 1 bonus action
Range: 30 feet
Components: V, S, M (an electrum coin)
Duration: Concentration, up to 1 minute

Choose one creature you can see within 30 feet of you as the spell's target. At the start of each of its turns until the spell ends, the target gains a d6 *battlefate die.* During that turn, when the target makes an an attack roll, ability check, saving throw, or damage roll, it can choose to roll the battlefate die and add the result to the total for that roll.

If the target ends its turn with an unused battlefate die, it must roll the die immediately, gaining a bonus to its armor class equal to half the result. This bonus ends at the start of its next turn.

If a creature would have ever have more than one battlefate die (such as from multiple castings of this spell), it chooses only one of the battlefate dice to keep; the others are lost.

At Higher Levels. The battlefate die increases when you cast this spell using a higher-level spell slot. With a 3rd or 4th level slot, the die increases to a d8. A 5th or 6th level slot increases the die to a d10, and a 7th level or higher slots increases it to a d12.

Battlefield Shuffle

3rd-level transmutation

Casting Time: 1 reaction, which you take when you make a Dexterity check for initiative and dislike the result
Range: Self (60 feet)
Components: V
Duration: Instantaneous

You channel the shifting energies of battle from chaotic Ysgard, twisting space and time and hoping for the best. You reroll your Dexterity check for initiative and must use the new roll. You also roll a d6. You and each creature within range that is friendly to you adds the the result of the d6 to its initiative roll, while each creature that is hostile to you subtracts the same result from its initiative roll unless it is immune to being charmed.

Beast Claws

1st-level transmutation

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

When you cast this spell, your fingers transform into razor-sharp talons. For the duration, your unarmed strikes deal magical slashing damage instead of bludgeoning, and you can roll a d6 in place of the normal damage of your unarmed strike.

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

Beastlands Ferocity

1st-level enchantment

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

This spell imbues a creature you touch with the ferocity of a wild beast. The next time the target takes damage that would reduce it to 0 hit points before the spell ends, it makes a Constitution saving throw. The DC equals 10 + the damage taken, unless it is less than 10 damage, in which case the saving throw succeeds automatically. On a success, the creature is reduced to 1 hit point instead, and the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the spell does not end the first time the target succeeds on the required saving throw. For a spell slot of 3rd or 4th level, the spell doesn't end until the second time the target succeeds on the save. If the spell slot is 5th or 6th level, the spell doesn't end until the third successful saving throw. If the slot is 7th or 8th level, it is the fourth successful save that ends the spell. For a 9th-level spell slot, the spell last for the full duration, no matter how many times the target succeeds on the saving throw.

Been There

2nd-level abjuration

Casting Time: 1 reaction, which you take when a creature would hit you with an attack or force you to make a saving throw
Range: Self
Components: V, M (a personal journal)
Duration: 1 round

Instantly searching your own memories and the experiences of others around you for insight into a current threat, you predict how a creature will attack you and give yourself protection against it. Until the start of your next turn, you gain a +5 bonus to AC against attacks made by the creature that triggered this spell, and a +5 bonus on saving throws the same creature forces you to make. This bonus applies to the attack or saving throw that triggered this spell.

Bend Time

3rd-level abjuration

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

You wrap yourself in a shimmering stasis field, temporarily warding yourself from the triggering damage. You roll 3d8, add your spellcasting ability modifier to the number rolled, and reduce the triggering damage by that total.

However, this damage has only been delayed. At the end of your next turn, you take damage equal to the amount by which the damage was reduced, or the total damage you would have suffered if you had not cast this spell (whichever is lower). This damage is of the same type as the triggering damage, and it cannot be reduced by any means.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can roll an additional 1d8 to for each spell level above 2nd.

Berserker Curse

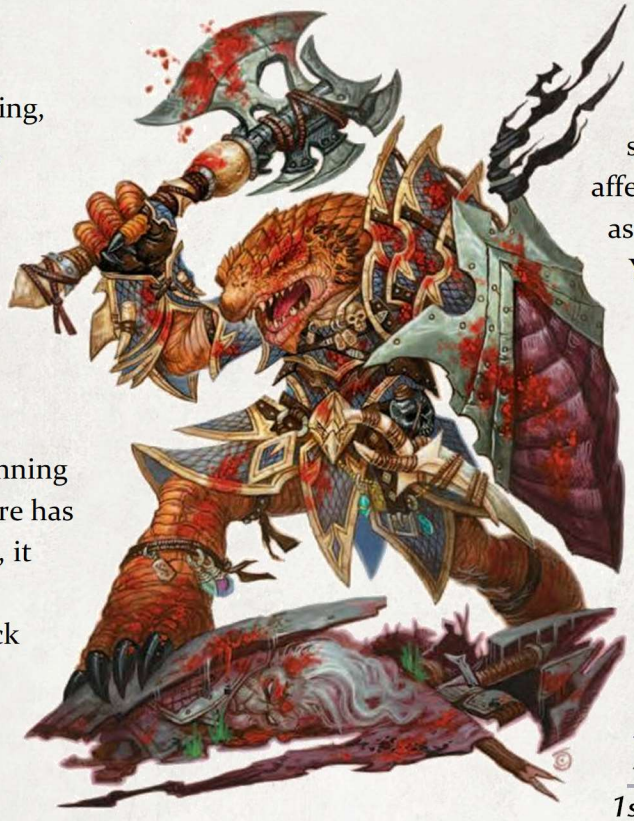
3rd-level enchantment

Casting Time: 1 action
Range: 120 feet
Components: V, S, M (a bear claw)
Duration: Concentration, up to 1 minute

You drive an intelligent creature around you into a frenzied rage. Choose one creature within range, which must make a Wisdom saving throw. On a failure, the target gains temporary hit points equal to your spellcasting ability score + the level of the spell slot used to cast this spell, and it is temporarily overwhelmed by an unreasoning battle fury.

While berserk, the target has the following traits:

- ✧ It has advantage on Strength checks, Strength saving throws, and melee weapon attacks.
- ✧ When it makes a melee weapon attack using Strength, on a hit it adds your proficiency bonus to the damage.
- ✧ It gains resistance to nonmagical bludgeoning, piercing, and slashing damage.
- ✧ It is unable to cast or concentrate on spells.
- ✧ Attack rolls against it have advantage.



In addition, at the beginning of their turn, if the creature has no creatures within reach, it must move towards the nearest creature and attack it. Otherwise, the target must use its action before moving on each of its turns to make a melee attack against a creature other than itself. If, after moving at its full speed towards the nearest creature, the target still has no creatures within reach, it uses the Dash action to move towards the nearest creature. If it cannot do so, it attacks an object within range, which may be the ground or a wall. Whenever there are multiple creatures equally close to the target, the DM randomly chooses which one it moves towards or attacks.

At the end of each of its turns, if the target has made a melee attack since the end of its previous turn, it can make a Wisdom saving throw. On a success, the spell ends. It also ends early if the target is incapacitated.

Bestow Enchantment

5th-level enchantment

Casting Time: 1 bonus action
Range: Touch
Components: V
Duration: Varies

When you use your action to cast a spell that has a range of self, you can immediately use your bonus action to cast this spell and touch one creature (this is an exception to the rule that you can only cast one non-cantrip spell each turn). That creature is affected by that spell instead of you, as if it were the source of the spell. You are still the caster of the spell, and if it requires concentration, you must maintain your concentration as normal for to keep the spell from ending. If the creature does not want the effects of the spell you are casting, it can make a Constitution saving throw against this effect. On a success, the spell fails.

Bestow Wound

1st-level transmutation

Casting Time: 1 reaction (when you are hit by a melee attack)
Range: Touch
Components: V, S
Duration: Instantaneous

You use your reaction make a melee spell attack against the creature that made the triggering attack. On a hit, the triggering attack inflicts its damage normally, but you also inflict necrotic damage equal to half the amount of damage the triggering attack inflicted on you.

Bewildering Charm

3rd-level enchantment

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (the eye of a creature and a piece of wool)
Duration: Concentration, up to 1 minute

Choose a 20-foot radius area you can see within range. All creatures of your choice within the area must make a Wisdom saving throw. On a failed save, the creature is charmed by you for the duration. A creature charmed by this spell also has trouble remembering its actions, and it can't take bonus actions or reactions until the charmed condition created by this spell ends.

An affected creature can make a new saving throw at the end of each of its turns, ending the effect on itself with a success.

Bewitching Glare

2nd-level conjuration

Casting Time: 1 reaction, which you take when a hostile creature you can see within 15 feet of you would make an attack that does not target you
Range: 15 feet
Components: V, S
Duration: Instantaneous

Your unsettling gaze catches the enemy's eye just as it attacks, rattling it enough to interfere with its strike. The target suffers disadvantage on the triggering attack. If the attack misses, the target takes 2d6 psychic damage, and you can pull the target up to 5 feet closer to you.

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

Bigby's Besieging Bolt

6th-level evocation

Casting Time: 1 action
Range: 300 feet
Components: V, S, M (a small stone sprinkled with diamond dust worth at least 50 gp, which the spell consumes)
Duration: Concentration, up to 1 minute

As part of the action used to cast this spell, and on each of your turns for the duration by using your action, you launch a large bolt of force like that fired from a ballista. You can launch the bolt at a creature or object you can see within range. Make a ranged spell attack. On a hit, the target takes 5d10 force damage. This spell does double damage to objects and structures.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the bolt deals an extra 1d10 force damage for each slot level above 6th.

"At first I wondered why Khelben included this spell, as he had always strongly disliked its creator——the same Oeridian wizard famous for the many hand-themed spells he developed, which were later consolidated into the single spell *Bigby's hand*. Khelben often said that Bigby 'comes up with one good gimmick, and beats it to death with a rock.'

"I asked him why he copied this spell into so many of his grimoires, given this acrimony. Khelben said he enjoyed 'the novelty of Bigby finally having one spell he didn't base on appendages.'"

——*Laeral Silverhand*

"My understanding was that Khelben's true rivalry with my former apprentice Bigby began when they both competed for the love of the same woman."

—Mordenkainen

"Ye need not have the intellect of an archmage to discern why Lady Laeral might leave out details of that sort."

—Elminster

Binding Winds

2nd-level evocation

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

You cause howling winds to surround a creature of Large size or smaller that you can see within range. The creature must make Dexterity saving throw or it is restrained by the winds. In addition, an affected creature is considered deafened to any sounds originating from outside its space and it must make a Constitution saving throw (concentration check) to cast spells with somatic components, as the howling winds block sounds and hinder its gestures. The creature can use its action to attempt to break free of the winds by succeeding on a Strength check against your spell save DC. On a success, it breaks free, and the spells ends.

Bite of the King

8th-level necromancy

Casting Time: 1 action
Range: 5 feet
Components: V
Duration: Concentration, up to 1 minute

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

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

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

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

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

Bite of the Werebeast

5th-level transmutation

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

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

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

While in this form, at the start of each of your turns, you must make a Wisdom saving throw against

your own spellcasting DC. If you fail, you cannot cast spells until the beginning of your next turn.

Black Blade of Disaster

9th-level conjuration

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

You create a black, blade-shaped planar void that you grasp with your hand. For the duration, you can use your action to make a melee spell attack against any target within 5 feet of you. On a hit, your target takes 10d6 + 40 force damage. A creature reduced to 0 hit points by the blade is disintegrated (as if by the *disintegrate* spell). A disintegrated creature and everything it is wearing and carrying, except magic items, are reduced to a pile of fine gray dust. The creature can be restored to life only by means of a *true resurrection* or a *wish* spell. If you drop the blade or let go of it for any reason, the spell ends if it is not back in your hand at the end of your next turn.

Black Talon

2nd-level transmutation

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

One of your arms becomes rubbery and full of jagged bone spikes. For the duration, you can use your transformed appendage to make a melee spell attack against any target within 10 feet, with the arm obscenely stretching and then snapping back. On a hit, this attack deals magical piercing damage equal to 4d4 plus your spellcasting ability modifier.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can increase the damage by 2d4 or the reach by 5 feet for each level above 2nd.

Blackfire

8th-level necromancy

Casting Time: 1 action
Range: 120 feet
Components: V, S, M (a pinch of dust from an immolated vampire)
Duration: Concentration, up to 1 minute

You exhale black flame toward a creature of your choice within range. Make a ranged spell attack. On a hit, your target is engulfed in numbing black flame and becomes poisoned for the duration. Until the spell ends, the target must make a Constitution saving throw at the end of each of its turns. Each time it fails, it takes 1 level of exhaustion. If the target makes three successful Constitution saves, the fire goes out and the spell ends.

While the spell is still active, at the start of each of the target's turns, anyone within 5 feet of it must make a successful Dexterity saving throw. On a failure, it suffers the same effects as the target, becoming poisoned by engulfing blackfire.

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

> "Cast this on a smaller, faster minion, like a goblin, a halfling, or an orc child, and then send it into the midst of your foes. The result is most amusing."
>
> —Acererak

Blacklight

3rd-level evocation

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a piece of coal and a dried eyeball from any creature)
Duration: Concentration, up to 1 minute

You invoke a stationary 20-foot radius sphere of magical darkness that emanates from a point you can see within range. This darkness blocks darkvision and all nonmagical light sources, but you can see normally through the area. You can cast the darkness on an object and carry it with you. The darkness radiates from such an object, and you can block the darkness by covering the object, as if hiding the light of a lantern. If the area of the darkness intersects with an area of magical light created by a spell of 3rd level or lower, the spell that created the light is instantly dispelled.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the radius of the sphere increases by five feet for every slot level above 3rd.

Blackmantle

6th-level necromancy

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a tiny mummified animal)
Duration: Concentration, up to 10 minutes

Choose a 15-foot radius area within range. Any living creature within the area must make a Constitution saving throw. On a failed save, the creature is outlined with a dark aura and it can't regain hit points for the duration. In addition, the creature can't benefit from invisibility while affected by this spell. An affected creature can make another saving throw at the end of each of its turns, ending the spell's effect on it with a success.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the radius of the effect increases by five feet for every slot level above 6th.

Blackrot

2nd-level necromancy

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

As part of the action of casting this spell, you can choose to make a melee spell attack against one target within 5 feet of you. On a hit, your target takes 2d10 necrotic damage and must make a Constitution saving throw. On a failure, it takes an additional 2d10 necrotic damage at the start of your next turn.

If you choose not to make the melee spell attack, as part of the action of casting this spell you can choose one weapon you touch and coat it in a sticky, black poison. The next time a melee attack made with the weapon hits a living creature before the end of your next turn, the target takes 2d8 poison damage and must make a Constitution saving throw. On a failure, it takes an additional 2d8 poison damage at the start of your next turn.

Undead and constructs never take damage from this spell. However, when you damage a plant with this spell, you deal maximum damage instead of rolling.

Blacksphere

4th-level evocation

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a small piece of charcoal and a small piece of onyx)
Duration: Concentration, up to 1 minute

A burst of black force erupts in a 10-foot radius sphere centered at a point you can see within range. Creatures caught within the area must make a Dexterity saving throw, taking 4d6 force damage on a failed save, or half as much on a success.

For the duration, the area of the sphere remains encased in a barried of black force. A creature cannot move out of the sphere's area unless it uses its action to make a Strength check against your spell save DC. On a success, the creature can move out of the sphere, though when it does its speed is reduced by half until the end of the turn. On a failure, the creature takes 1d6 force damage and is unable to move out of the area.

The sphere is opaque and substantial, and it cannot be seen into from outide. Creatures within

the sphere have total cover against attacks made from outside of it, and vice-versa.

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

Blackstaff

8th-level transmutation

Casting Time: 1 action
Range: Touch
Components: V, S, M (a specially crafted staff worth at least 500 gp, which is consumed by the spell at the end of the duration)
Duration: 1 minute

You touch a staff and imbue it with a shimmering black radiance. For the duration, the staff has the following qualities:

- The staff can't harm the caster or any creature that was touching it when the spell was cast.
- Melee attacks with the staff are made with advantage.
- The staff is considered a magic weapon that deals 3d4 bludgeoning damage on a hit.
- The staff absorbs any spell cast upon it, and can't be affected by any spell other than a wish, antimagic ray, or antimagic shell.

In addition, at the beginning of each of the wielder's turns, the wielder can choose one of the following special effects:

- On a successful melee attack with the staff, the target's hit point maximum is reduced by 3d4. The target's hit point maximum can only be restored by greater restoration or similar magic.
- On a successful hit, the staff casts dispel magic on the target as if you had cast it at its lowest level.
- On a successful hit, the target must make a successful Wisdom saving throw, or it can't cast spells until the end of its next turn.
- On a successful hit, the target is indecisive and can't use an Attack action on its next turn.
- On a successful hit, roll for a random effect on the following table:

d100 Roll	Effect
01-45	No effect.
46-65	The target must make a successful Wisdom saving throw or be affected by confusion until the end of its next turn.
66-75	The target must make a successful Constitution saving throw or be stunned until the end of its next turn.
76-85	Plus 2d8 force damage and the target must make a successful Wisdom saving throw or be affected by fear until the end of its next turn.
86-95	The target must make a successful Strength saving throw or be pushed 10 feet in the opposite direction and knocked prone.
96-00	The target must make a successful Intelligence saving throw, or be affected by feeblemind until the end of its next turn.

The blackstaff can be used by any creature proficient with staffs; However, for the duration, a creature touching the staff can't cast spells. In addition, if a creature within reach tries to cast a spell, the staff's wielder can make an opportunity attack against the caster. On a hit, the caster's spell fails.

> "Obviously, the esteemed archmage who compiled this grimoire created this spell as well."
>
> —Elminster

Blade of Black Wind

3rd-level necromancy

Casting Time: 1 bonus action
Range: Self
Components: V, M (a melee weapon worth at least 1 sp)
Duration: Concentration, up to 1 minute

You assume a supernatural combat stance that channels terror through your weapon in the form of a howling wind. Until the spell ends, whenever you

hit a creature with a melee weapon attack, it takes an additional 3d4 psychic damage and must make a Wisdom saving throw. On a failure, the next attack roll made against this target before the end of your next turn has advantage, and you can push the target up to 5 feet away from you.

Blade of Dark Whispers

2nd-level necromancy

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

As you wield your weapon in a sweeping strike, it whispers menacingly, filling your foes' minds with despair. Choose any number of creatures you can see within range. Make a melee spell attack against each target. On hit, a target takes psychic damage equal to 2d6 + your spellcasting ability modifier and suffers disadvantage on the next saving throw it makes before the end of your next turn.

Blade of Flickering Shadows

4th-level necromancy

Casting Time: 1 bonus action
Range: Self
Components: V, M (a melee weapon worth at least 1 sp)
Duration: Concentration, up to 1 minute

You temporarily become a creature of shadow, flickering in and out of a demiplane on the borders of the Shadowfell as your weapon ripples with dark magic. Until the spell ends, you have resistance to necrotic damage, you inflict 3d4 additional necrotic damage whenever you hit a creature with a melee weapon attack.

For the duration, you roll a d20 at the end of each of your turns. On a roll of 11 or higher, you vanish from your current plane of existence and appear in a shadowy reflection of it, which lies somewhere on the planar boundary between your current location



and the Shadowfell. (If you are already in the Shadowfell when you cast this spell, the spell fails and the casting is wasted.) At the start of you next turn, and when the spell ends if you are in the shadowy reflection, you return to an unoccupied space of your choice that you can see within 10 feet of the space you vanished from. If no unoccupied space is available within that range, you appear in the nearest unoccupied space (chosen at random if more than one space is equally near). You can dismiss this spell as an action.

While in the shadowy reflection, you can see and hear the plane you originated from, but everything is lightly obscured, and you can't see anything more than 30 feet away. You are not truly in the Shadowfell nor in your previous location during that time, but somewhere in between the planes.

Whenever you are in the shadowy reflection, only other creatures with resistance or immunity to necrotic damage can see you or affect you, or be affected by you.

Blade of Nightmares

1st-level necromancy

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

The next time you hit a creature with a weapon attack before this spell ends, your weapon is weathed in dark energy that freezes your foe in terror. The attack deals an extra 1d6 psychic damage, and if the target is not immune to the frightened condition, its speed is reduced to 0 until the end of its next turn. If the attack was an opportunity attack, the target is also frightened until the end of its next turn.

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

Blade of Pain and Fear

3rd-level evocation

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

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

The blade is not a real weapon. You can't drop it, and it remains on your person until the spell ends.

Blade Storm

3rd-level transmutation

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

Once you cast this spell, your speed is reduced to 0 until the start of your next turn. However, as part of the action used to cast this spell, you can choose any number of creatures within 5 feet of you and make one melee weapon attack against each one, making a separate attack roll for each target. Each melee attack must be made with a weapon that does not have the two-handed or heavy property.

If you are wielding two weapons (one in each hand) that both inflict piercing or slashing damage, for each of these melee attacks you choose which of the two weapons you use to make the attack.

At the end of the turn, each creature you attacked as part of the action of casting takes magical slashing damage equal to your spellcasting ability modifier, whether you hit or missed.

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

Bladeweave

2nd-level illusion

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

You give a war cry and unleash a dazzling display of skill with your weapon. Once, on each of your turns, you can force a creature you hit with your melee weapon to make a Wisdom saving throw. On a failed save, the creature is stunned until the end of its next turn.

Blast of Force

2nd-level evocation

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

You blast your opponents with pure force, sending them flying. Make a ranged spell attack. If you hit you inflict 2d10 force damage and your opponent must make a Constitution saving throw. If they fail they are knocked back 10 feet and fall prone.

At Higher Levels. You can cast this spell using a 3rd level or higher, and you inflict plus 1d10 for each spell level above 3rd.

Blast Rod

3rd-level evocation

Casting Time: 1 action
Range: Touch
Components: V, S, M (an adamantine rod worth at least 150 gp)
Duration: Instantaneous

You charge an adamantine rod with energy that an ally unleash on your enemies. Casting this spell gives the rod 6 charges. You or an ally can spend one or more charges to make a ranged attack. If you hit you inflict 1d8 lightning damage for every charge expended. Unused charges last for 1 hour before fading.

At Higher Levels. You can cast this spell using a 4th level or higher spell slot, and the rod gains one more charge for each spell level above 3rd.

Blastbones

2nd-level necromancy

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

This spell must be cast on an exposed skeleton within range. It cannot be cast on the bones of a living creature if they are still a part of its body, but the spell can be cast on an undead skeleton. The targeted set of bones explodes, dealing 2d4 + 2 piercing damage to creatures within a 10-foot radius of it.

If you cast this spell on an undead skeleton, the skeleton must make a Wisdom saving throw. If the skeleton fails the save, it takes additional force damage equal to the amount of piercing damage the spell inflicts when the bones detonate.

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

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the amount of piercing damage is increased by 1d4 + 1 for each slot level above 2nd. If you cast it using a spell slot of 4th level or higher, the maximum length of the optional delay increases to 4 hours. If the spell slot is 6th level or higher, it increases to 8 hours. If the slot is 8th level or higher, it increases to 24 hours.

Blazing Starfall

Conjuration cantrip

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

A shower of radiance falls upon your enemies and then bursts out, creating a cage of burning embers that are painful to pass through. Choose a 10-foot cube within range. Each creature in the cube must make a Dexterity saving throw, taking 1d4 radiant damage if it fails. Until the start of your next turn, the area of the cube is lightly obscured, and the next time a creature leaves the area, it takes 1d4 fire damage and the spell ends. When you reach 5th level, the radiant damage and fire damage both increase to 2d4. Both damage rolls increase to 3d4 at 11th level, and 4d4 at 17th level.

Blessed Aim

1st-level divination

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

You invoke divine inspiration to bolster the ranged attacks of your allies. Each ally within range gains a +2 bonus to ranged attack rolls for the duration.

Blinding Spittle

2nd-level transmutation

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

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

Blistering Radiance

4th-level evocation

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

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

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

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

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

Blood Bond

2nd-level enchantment (ritual)

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

Blood Curse

Necromancy cantrip

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

You gamble some of your own life force on a curse that bedevils your enemy but may empower you. You can not cast this spell if you currently have less than 5 hit points. Choose a conscious living creature within range that can see or hear you. The target makes a Wisdom saving throw. If it fails, the target takes 1d4 psychic damage. You also take the same amount of psychic damage, which cannot be reduced or redirected in any way.

Before the beginning of your next turn, if the target is hit with an attack, it takes an additional 1d4 necrotic damage, and the spell ends. When this happens, you also gain temporary hit points equal to your spellcasting ability modifier plus the amount of necrotic damage the creature took.

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

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

—Elminster

Blood Frenzy

2nd-level transmutation

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

You touch a creature and cause it to go into a frenzied rage. The creature gains an extra 10 feet to its base walking speed and it can use a bonus action on each of its turns to make a single melee weapon attack. After the blood frenzy ends, the creature suffers one level of exhaustion.

Blood Lightning

4th-level evocation

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

You cast this spell on a willing creature. The next time that creature takes damage from a melee attack a bolts of crimson lightning explode from the wound. Each creature within 20 feet of the target of this spell must make a Dexterity saving throw. They take 8d6 lightning damage on a failed save, or half as much on a successful one.

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



Blood Mantle

4th-level transmutation

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

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

You can use an action to throw the droplets up to 10 feet from you and reform them into a stationary bulwark made of an iron-like red metal. The bulwark is 10 feet tall, 10 feet wide, and 1-inch thick. The bulwark has AC 15 and 30 hit points. The bulwark has resistance to cold damage and vulnerability to lightning damage. Once you have thrown the droplets, they will remain in the form of the solid bulwark until the spell ends, but you no longer gain the bonus to AC.

Blood to Water

7th-level necromancy

Casting Time: 1 action
Range: 50 feet
Components: V, S, M (a garnet worth 100 gp)
Duration: Instantaneous

You vomit up a blob of sickly green water. It hovers in air for split second before flying toward a target you choose within range. Your target must make a Constitution save. If they fail their Constitution is reduced by 1d6 and they are poisoned for 1 minute. If they succeed the spell fails. A poisoned victim can make a Constitution save at the end of each of its turns, ending the condition on a success. The victim's Constitution is restored after a long rest, or by *lesser restoration* or similar magic.

Blood Wind

1st-level evocation

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

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

Bloodhound

1st-level divination

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

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

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

Bloodstar

4th-level conjuration

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

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

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

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

Blur of Motion

1st-level illusion

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

Until the end of the turn, you are invisible and can take the Dash action as a bonus action. This effect ends early if you make an attack roll or cast another spell.

Blurred Step

Conjuration cantrip

Casting Time: 1 reaction, which you take when a creature within 5 feet of you uses the Disengage action
Range: 5 feet
Components: V, M (a weapon)
Duration: 1 round

As part of the reaction used to cast this spell, you must a melee attack with a weapon against the triggering creature, otherwise the spell fails. On a hit, the target suffers the attack's normal effects, and if the target is more than 5 feet away from you at the start of your next turn, you can immediately use a bonus action to teleport up to 30 feet to an unoccupied space adjacent to that creature. After you make the choice of whether or not to use your bonus action to teleport, the spell ends. After this spell ends, until the end of your next turn, your speed is halved and you cannot benefit from any bonus to your speed.

"The blurred step cantrip was developed in imitation of a psionic power, taught in an intriguing tome known as the Talaric Codex. This ancient document now exists only in fragments, but it posits the theory that psionic powers become more common on any world in direct proportion to how much of a threat invading aberrations from the Far Realm pose to that plane.

"Of course, that is a difficult theory to prove or disprove. What few can deny is that the psychic warriors who mastered the blurred step, known as battleminds, were relentless in hunting down descendants of the Far Realm such as illithids and aboleths. This particular power made it very difficult for their quarry to escape."

—Mordenkainen

Bodak's Glare

8th-level necromancy

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (the eyes of a lawful good paladin)
Duration: Instantaneous

As you chant your eyes vanish into swirling black voids. You can choose one creature that you can see within 30 feet that has less than 50 hit points and force it to make a Constitution save. On a failure, it is reduced to 0 hit points and must immediately make its first death saving throw.

Anyone killed by this spell rises as a **bodak** 24 hours later (your DM has statistics for bodaks). If the body has been destroyed or buried, the undead god Orcus will create a new body for the bodak near where it died. The bodak is not under your control. In fact, a bodak you create in this way will likely seek you out to take a long and bloody revenge upon you.

Body Blades

2nd-level transmutation

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

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

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

Finally, you have advantage on all ability checks or saving throws made to escape a grapple, and

whenever a creature tries to grapple you, it takes piercing damage equal to 1d6 + your Strength modifier, whether they succeed or fail in their grapple attempt.

"I suspect this spell was inspired by the bladelings, a race hailing from the plane of Acheron. They have skin of a dull metallic hue, sported with patches of keen metallic spines, and eyes that gleam like shards of purple ice. It is likely they are not truly native to Acheron, but immigrated there, pershaps from the Hells, Gehenna, or some unknown metal-based plane."

——Laeral Silverhand

Body Clock

4th-level transmutation

Casting Time: 1 action
Range: Touch
Components: V, S, M (a kernel of corn, and a drop of water)
Duration: 12 hours

The target gains the following benefits for 12 hours or until the next time it finishes a long rest (whichever comes first), at which point the spell ends:

- ✧ The need for rest is reduced. The target gains the benefits of a short rest after 30 minutes.
- ✧ The target can hold its breath 10 times longer than normal.
- ✧ The target can set an internal alarm clock to go off after a set amount of time, up to the duration. Once the time has elapsed, the target can hear a faint ringing.

Body Harmonic

5th-level transmutation

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a water-filled crystal goblet worth at least 500 gp)
Duration: Concentration, up to 1 minute

You rub the crystal goblet while chanting a poetic verse, and it begins to resonate with an earsplitting tone. Choose a creature within range as your target; the piercing tone wracks the target's body with painful vibrations, and it must make a Constitution saving throw. On a failed save, the creature takes 3d10 thunder damage and has disadvantage on ability checks and saving throws with one ability score of your choice until the end of its next turn.

The creature must make a new Constitution saving throw at the end of each of its turns, with the effects described above happening on a failed save. This is repeated every round until the spell ends.

Body of the Sun

2nd-level transmutation

Casting Time: 1 action
Range: Self (5-foot radius)
Components: V, S
Duration: Concentration, up to 1 minute

Your body emanates blazing fire in a 5-foot radius. When a creature enters the spell's area for the first time on a turn or starts its turn there, the creature must make a Dexterity saving throw. The target takes 2d4 fire damage on a failed save, or half as much damage on a successful one.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the fire damage increases by 1d4 for each slot level above 2nd.

Boiling Oil

4th-level conjuration

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

You create four 10-foot cubes within range, and boiling oil rains down inside those cubes, burning all the unfortunate creatures inside. Each cube must share at least one side with another cube. Every creature inside the cube must make a Dexterity save. They take 4d6 fire damage on a failed save and half as much on a successful one.

At Higher Levels. You can cast this spell using a 5th level or higher spell slot, and the damage increases by plus 1d6 for each level above 4th.

Bolt of Glory

6th-level evocation

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

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

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

Bolts of Bedevilment

5th-level enchantment

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

You cast magical disrupting bolts that prevent a creature from taking actions. Select a creature you can see within range. The target must make a successful Wisdom saving throw or be unable to take any actions until after the end of its next turn. Until the spell ends, you can make the attack again on each of your turns as an action, though it must be against the same target. This spell doesn't prevent a creature from taking lair actions or legendary actions.

Bone Blade

8th-level transmutation

Casting Time: 1 action
Range: Touch
Components: V, S, M (a bladed weapon and a bone from any creature)
Duration: Concentration, up to 1 minute

You touch a bladed weapon and transform it into an identical weapon made of white ivory. After the transformation, the weapon has the exact damage, size, and weight of the original, but has the following special properties:

- ✧ It is unbreakable, though it crumbles to dust when the spell ends.
- ✧ It is considered magical.
- ✧ The blade inflicts an extra weapon die of damage against undead.
- ✧ An undead creature struck with the weapon takes an additional 1d4 necrotic damage each round for the duration.
- ✧ Once per turn, you can force an undead creature you hit with the bone blade to make a Wisdom saving throw. On a failed save, the creature is disintegrated. If an undead creature disintegrated by this weapon has a CR of 4 or more, the blade also crumbles to dust.

Bone Javelin

7th-level transmutation

Casting Time: 1 action
Range: 300 feet
Components: V, S, M (a tiny replica of a javelin carved from bone)
Duration: 1 minute

You create a magical javelin that hovers above your head. When the javelin appears, make a ranged spell attack against a target of your choice within range. The javelin ignores up to three-quarters cover as it turns in flight to avoid obstacles. On a successful hit, the target takes 3d6 piercing damage.

Regardless of whether you hit or not, the javelin reappears above your head. Until the spell ends, you can use a bonus action on each of your turns to repeat this attack against the same target or a different one.

Bonefiddle

2nd-level necromancy

Casting Time: 1 action
Range: 50 feet
Components: V, S, M (a miniature silver fiddle)
Duration: Concentration, up to 1 minute

An ethereal fiddle bow appears next to one creature that you can see within range. The fiddle bow immediately starts to "play" the bones of your target creature. Your target must make a Constitution save. If they fail, they take 2d8 slashing damage at the beginning of their turn for the duration. The target make a Constitution save at the end of each of its turns to end the spell. The spell's effects continue even if the target moves out of your line of sight or beyond the spell's range. The spell ends if it enters an area of magical silence (such as the *silence* spell).

The music produced by bonefiddle is hauntingly beautiful and harmonizes with your victim's screams of pain.



Boon of Fortune

3rd-level transmutation

Casting Time: 1 action
Range: Touch
Components: V, S, M (a four-leaf clover)
Duration: 1 minute

The creature touched gains proficiency with all weapons (including improvised weapons) and tools for the duration. In addition, the recipient gains double the proficiency bonus with any tools and ability checks with which it is already proficient.

Though, the caster could gain the benefits of this spell, it is considered sinful by the faithful of Tymora to do so.

Boon of the God

4th-level transmutation

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

You regain 2d8 + 8 hit points, but you are blinded for the duration. The blinded condition can't be removed by any means until the spell ends. For the duration, you regain 1 hit point at the start of each of your turns unless you are killed outright. You can regenerate severed body members (fingers, legs, tails, and so on) by the end of the full duration.

Bothersome Babble

2nd-level enchantment

CastingTime: 1 action
Range: 50 feet
Components: V, S, M (a tuning fork)
Duration: Concentration, up to 1 minute

Choose one creature within range, which must make a Wisdom saving throw. On a failure, its mouth rebels against it. At the end of each turn, if the creature spoke even once during that turn (including casting a spell with a verbal component), it takes 1d8 psychic damage. The target may repeat the Wisdom saving throw at the end of each of its turns, ending the spell on a success.

Boulder Bombardment

8th-level conjuration

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

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

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

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

Brain Spider

8th-level divination (ritual)

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

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

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

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

Brainblaze

9th-level transmutation

Casting Time: 1 action
Range: Self
Components: V, S, M (a diamond worth 5000 gp which the spell consumes)
Duration: 1 round

Your skin sloughs off and the rest of your body transforms into pure energy. For this round you have a fly speed of 120 feet and you can fly through solid objects. However, If you end your turn inside a solid object, you will be moved to the nearest empty space.

Brainblaze bolts. While in this form you may use spell levels to power up to 4 bolts. Use your bonus action to make a ranged spell attack. On a hit, you deal 2d8 damage for every spell level you sacrificed to power the bolt. You may choose to make the bolts force, radiant, or psychic damage. You may change the damage type for each bolt.

Brainkill

4th-level enchantment

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

Choose one target within range, which must make a Wisdom saving throw. On a failure, the target takes a -20 penalty on the roll for its next ability check before the spell ends.

Once the target takes that penalty on an ability check, until the spell ends, the target must repeat the Wisdom saving throw any time it would make an ability check. On a failure, its roll for that ability check suffers the same -20 penalty.

If the target succeeds on the Wisdom saving throw three times, the spell ends.

Brand of Fire

8th-level evocation

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

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

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

Breath of the Elements

4th-level transmutation (ritual)

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

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

Breathsense

2nd-level divination

Casting Time: 1 action
Range: Self (150-foot radius)
Components: V
Duration: Concentration, up to 10 minutes

You can detect the presence of all breathing creatures within 150 feet of you. The size of each creature and its general direction can be determined, but not its exact location. You can sense the general size of a creature by its breathing. However, the breath signature of a creature can be muffled if it is behind total cover or in another room. You'll detect a creature as one size smaller if it is behind total cover.

Briar Web

2nd-level transmutation

Casting Time: 1 action
Range: 150 feet
Components: V, S
Duration: Concentration, up to 10 minutes

Thorny plants sprout from the ground in a 40-foot radius, starting from a point within range. For the duration, these plants turn the ground in the area into difficult terrain. A creature takes 1d4 piercing damage when it enters the area and for every 5 feet it travels through the area.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the piercing damage increases by 1d4 for each slot level above 2nd.

Brilliant Aura

8th-level transmutation

Casting Time: 1 action

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

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

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

Brilliant Blade

7th-level transmutation

Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Concentration, up to 10 minutes

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

In addition, undead creatures are considered vulnerable to the damage caused by a weapon affected by this spell. However, these weapons also inflict damage on constructs as if they had resistance to radiant damage.

Brittleskin

3rd-level transmutation

Casting Time: 1 action
Range: 50 feet
Components: V, S, M (a shattered crystal)
Duration: Concentration, up to 1 minute

You make a creature's armor or other outer covering crystalline and brittle, so that each time the creature is struck, shards of crystal break and are driven into its skin. Choose one target within range, which must make a Wisdom saving throw. On a failure, the target suffers a penalty to its Armor Class equal to your spellcasting ability modifier (minimum 1). For the duration, whenever a target that failed the saving throw against this spell takes bludgeoning, piercing, or slashing damage, it takes additional damage of the same type equal to your spellcasting ability modifier.

Burn Path

8th-level enchantment

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a thin sheet of acid etched platinum worth 3000 gp)
Duration: Concentration, up to 1 minute

You temporarily close off a spellcasting foe's access to a particular type of magic. Choose one creature within range, which must make a Wisdom saving throw. On a failure, you choose one school of magical spell (abjuration, conjuration, divination, etc.); for the duration, that creeature cannot cast any spell from that school of magic. The target can repeat the Wisdom saving throw at the end of each of its turns, ending the spell on a success. The spell also ends early if the target would suffer the effects of another *burn path* spell.

Burning Blade

2nd-level evocation

Casting Time: 1 action
Range: Self
Components: V, M (a bladed weapon)
Duration: Concentration, up to 1 minutes

The blade in your hand is limned with crimson flame. As part of the action used to cast this spell, you must make a melee attack with the weapon, otherwise the spell fails. On a miss, the spell ends. On a hit, the target suffers the attack's normal

effects and takes an additional 3d6 fire damage, and until the spell ends, your attacks with the weapon deal an extra 1d6 fire damage on a hit.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, whenever you deal fire damage with his spell, the fire damage is increased by an amount equal to your spellcasting ability modifier.

Burning Blood

4th-level necromancy

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

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

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

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

Burrowing Claws

2nd-level transmutation

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

You grow short, thick claws. They are useless for combat, but ideal for tunneling through the earth. You gain a burrow speed equal to your walking speed.

Burst of Glacial Wrath

9th-level evocation

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

You gather an orb of pure cold in your hand, concentrating for an instant before sending it cascading over your enemies, freezing your enemies down to the bone. Creature caught in the area of effect must make a Constitution saving throw. Creatures take 20d6 cold damage on a failed save, and half as much on a successful one. Enemies reduced to 0 hit points by this blast are turned to ice and instantly slain. A creature that dies in this way can only be returned to life by a *true resurrection* or *wish* spell, or divine intervention.

> "What once were foes are now statues of ice. A fine way to decorate!"
>
> —Acererak

Cacophonic Burst

5th-level evocation

Casting Time: 1 action
Range: 150 feet
Components: V, S
Duration: Instantaneous

You give a high-pitched scream that erupts into a thunderous 20-foot radius burst at a point you choose within range. Each creature in the affected area must make a Constitution saving throw or take 10d8 thunder damage on a failed save, or half as much damage on a successful one. This spell fails if cast into an area affected by silence.

A creature made of inorganic material such as stone, crystal, or metal has disadvantage on this saving throw. A nonmagical object that isn't being worn or carried also takes the damage if it's in the spell's area. The sound of this spell can be heard up to 900 feet away (or farther with a successful Wisdom (Perception) check as determined by your

DM).

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

Cacophonic Shield

5th-level evocation

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

You emit a rhythmic droning sound that creates a 10-foot radius sonic barrier around you, and which moves with you. Creatures on either side of the barrier perceive it as a harmless buzzing sound. However, the barrier disrupts both magical and nonmagical missiles fired into or out of it, causing disadvantage on ranged attack rolls.

The barrier can also disrupt spells that deal thunder damage. A spellcaster attempting to cast a spell that deals thunder damage into the area must make an ability check for their spellcasting ability, against a DC equal to your spell save DC. On a successful check, the spell works normally, but it is dispelled on a failed check.

A creature that attempts to cross the barrier in either direction must make a Constitution saving throw. On a failed save, the creature is deafened for 1 minute and takes 4d6 thunder damage. The creature can attempt a new saving throw at the end of each of its turns, and on a success, it is no longer deafened. If the creature succeeded on its saving throw when it crossed the barrier, it takes half the thunder damage and isn't deafened. A creature made of inorganic material such as stone, crystal, or metal has disadvantage on this saving throw.

A creature that is forced to cross the barrier is not affected by the *cacophonic shield* for that movement.

A creature made of inorganic material such as stone, crystal, or metal has disadvantage on this saving throw.

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

Caging Glaive

5th-level conjuration

Casting Time: 1 bonus action
Range: Self
Components: V, S
Duration: Concentration, up to 1 minute
Both your hands must be empty when you cast this spell, which causes an otherworldly polearm made of smoldering green iron to appear in your two free hands. This magic polearm lasts until the spell ends. It counts as a martial melee weapon with which you are proficient, and you can use your spellcasting ability instead of Strength for the attack and damage rolls of melee attacks using that weapon. It deals 4d10 necrotic damage on hit and has the heavy, reach, and two-handed properties.

In addition, when you hit a creature with the polearm, the target's speed is reduced by half, you pull it 5 feet closer to you, and all melee attacks against the target are made with advantage until it starts its turn further than 5 feet away from you.

If you drop the weapon, it dissipates at the end of the turn. Thereafter, while the spell persists, you can use a bonus action to cause the polearm to reappear in your hand.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the damage increases to 5d10.

Call for Capitulation

2nd-level enchantment

Casting Time: 1 reaction, which you take when you or an ally within range reduces a hostile creature to 0 hit points
Range: 30 feet
Components: V, S
Duration: 10 minutes

When their comrade falls, you convince beleaguered foes they would be wiser to surrender. Roll 6d6 and add the results together, then make a Charisma (Intimidation) check and add your result to that total. The final total is how many hit points

of creatures this spell can affect. Creatures within range of you that are hostile to you are affected in ascending order of their current hit points (ignoring unconscious creatures and creatures that cannot see or hear you).

Starting with the creature that has the lowest current hit points, each creature affected by this spell drops any weapons it is holding, and for the duration it can take no action except the Dodge, Disengage, or Dash actions. You can make any creature affected by this spell indifferent about creatures of your choice that it is hostile toward.

Subtract each creature's hit points from the total before moving on to the creature with the next lowest hit points. A creature's hit points must be equal to or less than the remaining total for that creature to be affected. This spell ends early on any target that is attacked or harmed by a spell, or that witnesses any of its friends being harmed. When the spell ends, a target remains indifferent unless the DM rules that it becomes hostile again. Undead, constructs, and creatures immune to being frightened aren't affected by this spell.

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



Call Forth the Beast

5th-level enchantment

Casting Time: 1 action
Range: 50 feet
Components: V, S, M (the eyes of a werewolf)
Duration: Instantaneous

Choose a target within range, which must make a Wisdom saving throw. On a failure, the next time the target falls asleep, it awakens 30 minutes later mad with rage, immediately moving towards the nearest creature that moves and making a melee attack against it. While enraged by this spell, target does not cast spells or make ranged attacks, but is compelled to continue making melee attacks against its target.

This mad rage continues for 1 minute, during which time it continues to attack its target relentlessly. It only willingly stops if the target creature is dead or somehow completely removed from the situation, in which case it chooses the nearest creature that moves as its new target and attacks it in the same way.

The creature enraged by this spell can repeat the Wisdom saving throw at the end of each of its turns, ending the spell on a success. Otherwise, the spell ends 1 minute after the creature awoke in its rage.

When this spell ends, the target falls unconscious and goes back to sleep. Unless awakened, it sleeps for whatever length of time it would normally sleep. The target retains no memory of what happened while it was ensorcelled by this spell.

Call Nightmare

4th-level conjuration (ritual)

Casting Time: 1 minute
Range: Self (30 feet)
Components: V, S, M (an offering, see spell)
Duration: 1 week

You summon a nightmare from the lower planes to serve as mount. You must present an offering to the nightmare to ensure its loyalty, but what the nightmares want varies wildly from one to another. A soul of a young child is the often a safe choice. If the nightmare approves of the offering it will serve the spellcaster for one week before returning to the lower planes. Casting this spell again will summon a new nightmare or the same one, depending on the caster's desire. If the nightmare disapproves of the offering it disappears in a cloud of rancid smoke. If the offering is particularly lacking, the nightmare may return with allies.

Calm Winds

4th-level evocation

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

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

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

Candletrick

1st-level transmutation

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

Choose a candle or torch. For the duration of the spell, that candle or torch will not be extinguished, even if placed under water or in high winds. He flame is sustained by magic. Any fires caused by the candle or torch are normal fires.

Capacitor Box

6th-level transmutation

Casting Time: 1 action
Range: Touch
Components: V, S, M (a bit of fur and a metal rod)
Duration: Instantaneous

You enchant a small (no more than 6" to a side) wooden box and choose a password. As long as the box is closed, the spell has no effect, but will still be detectable by *detect magic.* If the box is placed on the ground, opened, and the password said aloud, the spell takes effect. For 10 minutes any creature that comes within 10 feet of the box without saying the password is hit by a bolt of lightning and must make a Dexterity saving throw. They take 6d6 lightning damage on a failed saving throw and half as much on a successful one. Destroying or closing the box ends the spell. You must complete a short rest before you can cast this spell again.

Cast in Stone

9th-level transmutation

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

When you cast this spell, your eyes transform into dimly lit gray orbs that can petrify your foes. For the duration, at the end of each of your turns, you can force any creature within 30 feet of you who can see you to make a Constitution saving throw. If the creature fails its saving throw, it is restrained and must make another Constitution saving throw at the end of its next turn.

If the second saving throw is successful, the effect

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

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

Castigating Sanction

4th-level evocation

Casting Time: 1 action
Range: Self (10-foot radius)
Components: V
Duration: Instantaneous

You pronounce a divine sanction against those who oppose your creed. Choose one of the following alignment types: chaotic, good, evil, or lawful. You cannot choose an alignment type that includes your own alignment. All creatures you choose within 10 feet that have an alignment of the type you chose must make a Constitution saving throw. On a failed save, a target takes 7d6 psychic damage. On a successful save, a target takes half the psychic damage.

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

Catfeet

Abjuration cantrip

Casting Time: 1 reaction, which you take when you would take damage from falling
Range: Self
Components: V
Duration: Instantaneous

You gain resistance to damage from falling, including against the triggering damage. If you fall less than 30 feet, you can land on your feet instead of falling prone unless you take damage from the fall equal to half your maximum hit points or higher.

Caustic Blade

Evocation cantrip

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

As part of the action used to cast this spell, you must make a melee weapon attack against one creature within the spell's range, otherwise the spell fails. On a hit, the target suffers the attack's normal effects, and magically conjured acid traces the path your weapon cut through the air.

If the target ends its next turn within 5 feet of one or more other creatures you can see, you can inflict acid damage equal to your spellcasting ability modifier on your choice of one of those creatures. Whether or not this happens, at the end of the target's next turn, the spell ends.

This spell's damage increases when you reach higher levels. This spell's damage increases when you reach higher levels. At 5th level, the melee attack deals an extra 1d10 acid damage to the target, and the acid damage to the second creature increases to 1d10 + your spellcasting ability modifier. Both damage rolls increase by 1d10 at 11th level and 17th level.

Celebration Song

3rd-level enchantment

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

You perform a magical drinking song that causes listeners to become highly intoxicated. Choose up to six creatures that can hear you within range. For the duration of the spell, on each of your turns you can use a bonus action to make a DC 10 Charisma (Performance) check. If you succeed, each of the creatures must make a Wisdom saving throw. A creature that fails this saving throw is charmed by you and poisoned until the end of your next turn, as if it were heavily intoxicated due to drinking.

Creatures that have succeeded on a saving throw against this spell within the past minute have advantage on subsequent saving throws against it.

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

Celestial Fist

1st-level conjuration

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

You conjure a great fist of light that smashes down on your enemy and seeks to hold that foe fast in its grip. Choose a large or smaller creature within range. The target must make a Dexterity saving throw. On a failed save, it takes 4d4 radiant damage and is restrained until the end of its next turn. On a successful save, it takes half as much damage, and isn't restrained.

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

Chain Madness

6th-level enchantment

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

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

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

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

Challenger's Mark

Enchantment cantrip

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

As part of the action used to cast this spell, you must make a melee weapon attack against one creature within the spell's range, otherwise the spell fails. On a hit, the target suffers the attack's normal effects, and you mark the creature until the end of your next turn, bellowing a magical challenge it cannot ignore. This spell ends early if you are incapacitated or you die, or if someone else marks the creature.

The next time a creature marked by you with this spell makes an attack roll that doesn't target you while it is within 5 feet of you, it has disadvantage on the attack.

If a creature marked by you with this spell willingly moves more than 30 feet away from you, or if makes an attack that suffers disadvantage from this spell, it immediately takes 1d8 psychic damage, and the spell ends.

At Higher Levels. At 5th level, the melee attack

deals an extra 1d8 psychic damage to the target, and you add an additional 1d8 to the damage a creature you marked with this spell suffers for moving more than 30 feet away from you or attacking you with the disadvantage imposed by this spell. Both damage rolls increase by 1d8 at 11th level and 17th level.

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

—Elminster

Chameleon Stance

1st-level illusion

Casting Time: 1 bonus action
Range: Self
Components: V, S, M (a lizard scale or tail)
Duration: Concentration, up to 1 hour

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

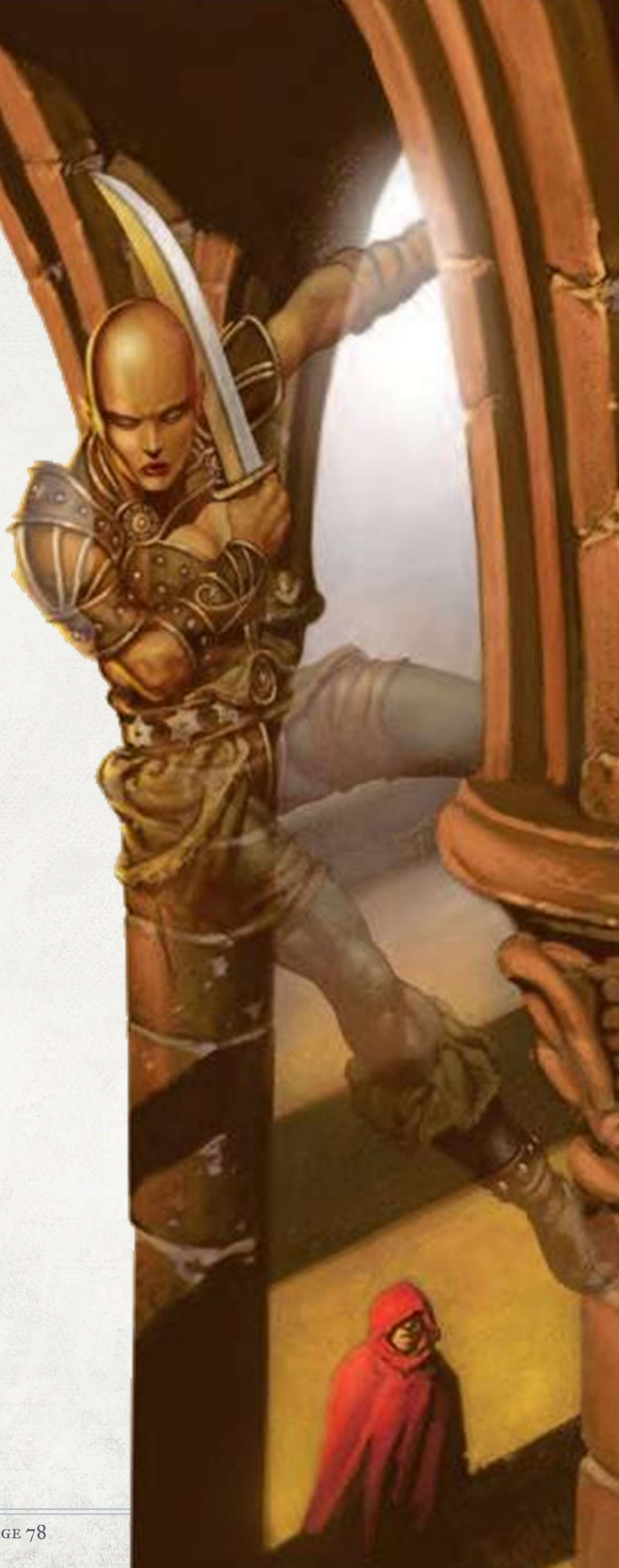
Champion's Strength

5th-level transmutation

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a gold chain of five links worth 1,000 gp)
Duration: Concentration, up to 1 minute

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

If at least one creature chooses to make the sacrifice, for the duration, it gains disadvantage on attack rolls, Strength checks, and Strength saving throws, but the champion gains advantage on those same rolls. If more than one creature chooses to



make the sacrifice, each of the other sacrificing creatures also gains disadvantage on attack rolls, Strength checks, and Strength saving throws, for the duration but the champion inflicts an extra 1d12+5 force damage on melee attacks and attacks with thrown weapons for each creature that made the sacrifice beyond the first.

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

Changestaff

7th-level transmutation

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

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

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

Chaos Dice

2nd-level transmutation

Casting Time: 1 reaction, which you take when you roll a d20 and dislike the result
Range: Self
Components: V, M (a pair of dice)
Duration: Instantaneous

You ally yourself with the otherworldly randomness of the plane of Limbo, changing your fortunes for good or for ill. You roll a d10 and a d4. You add the number rolled on the d10 to the result of the triggering d20 roll. You then subtract the number rolled on the d4 from the same d20 roll.

Chaos Hammer

4th-level evocation

Casting Time: 1 action
Range: Self (30 foot radius)
Components: V, S, M (a slaad's eye)
Duration: Instantaneous

A shimmering hammer made of multicolored light appears above you and slams into the ground, exploding into a terrifying energy blast. Every creature within range must make a Dexterity saving throw. Creatures that are not of chaotic alignment take 8d8 damage on a failed save, or half as much on a success. Creatures of chaotic alignment do not take damage equal to the total rolled; instead, such creatures only take damage equal to the highest number rolled on any one of the damage dice, or half that much on a success.

Creatures that are not of lawful or chaotic alignment (such as neutral or unaligned creatures) have resistance against all damage from this spell.

Immediately after you roll dice for the damage of this spell, you count the total number of those damage dice that roll an even number. That total determines the type of the damage, as follows:

Number of Damage Dice that Rolled Even Numbers	Damage Type
None	Psychic
1	Poison
2	Acid
3	Cold
4	Fire
5	Lightning
6	Thunder
7	Necrotic
8 or more	Radiant

At Higher Levels. You can cast this spell using a 5th level or higher spell slot. It does an extra 1d8 damage for every spell slot above 4th.

Charge Object

2nd-level transmutation

Casting Time: 1 action
Range: Touch
Components: V, S, M (a strand of copper wire wrapped around a loadstone)
Duration: Until discharged

You imbue an inanimate object you touch with an electrical charge. The first creature besides you who touches the object must make a Dexterity saving throw or take 3d10 lightning damage on a failed save, or half as much on a success. Once the charge is expended, the spell ends. Once you have cast this spell, you must complete a short rest before you can cast it again.

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

Chariot of Sustarre

7th-level conjuration (ritual)

Casting Time: 1 minute
Range: Self (10 feet)
Components: V, S, M (a fire source the size of a torch, some yew wood, and a ruby worth 500gp which is consumed by the spell)
Duration: 12 hours

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

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

Charnel Fire

5th-level necromancy

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

You touch a zombie or skeleton you control and it bursts into flames. After a few seconds, the zombie or skeleton is a roaring bonfire. For the duration, the zombie or skeleton is immune to fire and does an extra 2d6 fire damage with its melee attacks. Until the spell ends, during each of your turns, you can use an action to cause the zombie or skeleton to explode. Every creature within 10 feet of the exploding zombie or skeleton when you do so must make a Dexterity saving throw. Creatures take 6d6 fire damage on a failed saving throw, or half as much damage on a successful one.

Chill Air

1st-level evocation

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

The air around you grows deathly cold. You can see your breath and a thin layer of frost forms on any surface you touch. For the duration of the spell you can use a bonus action to have this aura of cold lance out and attack a creature in range. Make a ranged spell attack, if you hit the creature damage equal to 1d4 + your spellcasting ability modifer.

Chill of the Grave

1st-level necromancy

Casting Time: 1 action
Range: 50 feet
Components: V, S, M (a knuckle bone)
Duration: Concentration, up to 1 minute

Choose one undead creature within 50 feet. For the duration, whenever the target hits with a melee attack, that attack inflicts an extra 1d8 cold damage.

Chilling Blow

1st-level evocation

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

As part of the action used to cast this spell, you must make a melee attack with a weapon against a target within range, otherwise the spell fails. On a hit, the target suffers the attack's normal effects and takes an additional 1d6 cold damage as it is enveloped in a crust of frost until the start of your next turn. If the target makes an attack roll before then, it immediately takes an additional cold damage equal to 1d6 + your spellcasting ability modifier, and the spell ends.

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

Chilling Frost

5th-level evocation

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

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

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

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

Chilling Scythe

2nd-level necromancy

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

You create a weightless 7-foot scythe. As part of the action of casting this spell, and as an action on each of your turns for the duration, you can make a melee spell attack. If the target is undead, you inflict force damage equal to 4d6 + your spellcasting ability modifier on a hit, otherwise if you hit you inflict magical slashing damage equal to 2d6 + your spellcasting ability modifier. Undead hit by the scythe must also make a successful Strength save or be hurled 20 feet away from the wielder.

Choking Hands

2nd-level necromancy

Casting Time: 1 action
Range: 90 feet
Components: V, S, M (a handkerchief with a knot tied in its center)
Duration: Concentration, up to 1 minute

You conjure a pair of spectral hands that begin to choke a humanoid you can see within range. The hands remain attached to the victim for the duration. At the beginning of each of the target's turns, it must make a Constitution saving throw. On a failed save, the target takes 1d10 bludgeoning damage, and has disadvantage on attack rolls until the end of its next turn. On a successful save, the target is unaffected that round, but the hands remain attached.

For the duration, as a bonus action on each of your turns, you can force the target to make a new Constitution saving throw or suffer the bludgeoning damage and disadvantage on attack rolls until the

end of its next turn. The spell ends if the creature dies or loses consciousness.

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.

> "*Choking Hands*: an ideal spell for when a minion has failed you for the last time."
>
> —Acererak

Choose Future

3rd-level divination

Casting Time: 1 action
Range: Touch
Components: V, S, M (two grains of sand and a rose petal)
Duration: 1 minute

You alter the luck of a creature you touch. The creature gains three d20 luck dice to use before the duration expires. The creature can roll a luck die after rolling a d20 for an attack roll, ability check, or saving throw, but before the Dungeon Master says whether the result was successful or not; the creature can choose which result to use. Only one luck die can be used per attack roll, ability check, or saving throw.

Circle Dance

3rd-level divination (ritual)

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

While casting this spell you name one creature you know firsthand. You begin to slowly spin, as the spell takes hold you spin faster and faster, becoming a blur. When the spell ends you stop, with your extended arm pointed directly toward that creature. You also get a sense of the target's physical and emotional wellbeing (whether it isinjured, sleepy, hungry, etc.). If the target is on a different plane, the spell fails.

If the target is unwilling to be located, it can make a Wisdom saving throw. On success, the spell fails.

Circle of Privacy

4th-level transmutation (ritual)

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

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

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

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

Clarifying Impact

2nd-level divination

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

Your touch hurts and confuses your opponent, allowing you to psychically track its panic and anger to prevent its escape.

Make a melee spell attack against a creature within range. On a hit, the target takes 2d10 psychic damage, and you gain the following benefits until the end of your next turn:

- ✧ You and friendly creatures within 5 feet of you ignore half cover and threequarters cover when attacking the target creature.
- ✧ The target can't become hidden from you, and if it's invisible, it gains no benefits from this condition against you.



- The target provokes opportunity attacks from you even if it takes the Disengage action before leaving your reach.
- You gain advantage on all Wisdom checks to find the target or discern information about it.
- If you and the target share a language, you can communicate telepathically with it as long as it is within 30 feet.

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

Clarity of Mind

3rd-level abjuration

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

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

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

Claws of Darkness

2nd-level illusion

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

Your hands turn into featureless black claws. You are considered proficient with claws for the duration of the spell. The claws have the light property and a reach of 10 feet. On a successful hit the claws inflict 1d6 plus your spellcasting ability modifier cold damage. While this spell is in effect you cannot cast spells with somatic components or hold anything in your hands.

Claws of the Umber Hulk

6th-level transmutation

Casting Time: 1 action
Range: Self
Components: V, S, M (an umber hulk claw)
Duration: Concentration, up to 1 hour

Your fingers and nails transform into diamond-hard claws. The skin on your hands and forearms thickens and turns into a hardened shell. For the duration, you gain a burrowing speed of 30 feet, a +4 bonus to your AC, and advantage on Strength checks and Strength saving throws. You can also use an action on each of your turns to make two melee

spell attacks with a reach of 10 feet, inflicting 1d8 + 4 magical slashing damage when one hits.

Cleansing Touch

1st-level transmutation

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

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

Cloak of Adeamoz

Abjuration cantrip

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

A transparent cloak wraps around you, warding you from your enemies. For the duration, you have resistance to damage from melee spell attacks.

Cloak of Bravery

3rd-level abjuration

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

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

Cloak of Khyber

3rd-level illusion (ritual)

Casting Time: 1 action
Range: Self
Components: V, S, M (a khyber dragonshard worth at least 50 gp and small enough to be held in one hand)
Duration: 10 days

When you cast this spell, you must already have taken a form other than your own (by polymorph, shapechanging, or another supernatural means), and you must have been in the form for at least 8 hours, otherwise this spell fails. Until this spell ends, as long as you bear the dragonshard you enchant in the casting of this spell on your person, no divination spell of 8th-level or lower can discern any information that would reveal that your current form to be a disguise. In addition, your alternate form deceives even *truesight,* and creatures with *truesight* perceive your current form as being your original one.

"How this most secret of our spells came to be in a spellbook previously unknown to the Lords of Dust is a mystery. Even more intriguing, the tome seems to have found its way to the library of Ashtakala from some distant, alien realm beyond the thirteen planes...
"Sul Khatesh whispers that I must seek answers."
— Hektula the First Scribe

"It is very interesting that a copy of this grimoire seems to have found its way to Eberron, which is locked away from the rest of the multiverse. Travel there requires a unique and specific means of traversing the Deep Ethereal, one better not discussed in these pages.
"Given what my research has turned up about the name Sul Khatesh, and the rakhasa mage Hektula, this note is also a cause for grave concern."
—Mordenkainen

Cloud of Pestilence

4th-level conjuration

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

You create a heavily obscured 15-foot radius sphere of yellow-green fog centered on a point you can see within range. The fog spreads around corners but is stationary and lasts the duration unless dispersed by a strong wind (at least 20 miles per hour), which ends the spell after 1 round.

When a creature first enters the cloud or starts its turn there, that creature must make a Constitution saving throw or take 4d6 poison damage or half as much on a successful save. Creatures are affected even if they hold their breath or don't need to breathe.

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

Cloudburst

3rd-level evocation (ritual)

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

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

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

Cloudwalkers

6th-level transmutation

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

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

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

Clutch of the Mire

2nd-level transmutation

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

As part of the action used to cast this spell, you must make a melee attack with a weapon against one creature within the spell's range, otherwise the spell fails. On a hit, the target suffers the attack's normal effects, and its speed is reduced by half until the end of your next turn. Whether or not the attack hits, your weapon strikes the ground, opening up a shallow bog which hinders movement. A 15-foot cube that includes the space occupied by the target of your attack becomes difficult terrain until the end of your next turn.

Whenever a creature ends its turn within difficult terrain created by this spell, it must make a Strength saving throw. Creatures wearing medium or heavy armor have disadvantage on this save. On a failure, until the end of the creature's next turn its speed is reduced by 10 feet and it cannot take reactions or bonus actions. On a success, the creature's speed is reduced by 10 feet until the end of its next turn, but it suffers no other effects.

Clutch of Orcus

3rd-level necromancy

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

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

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

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

"Despite the name, clutch of Orcus is not the direct creation of Orcus, the Demon Prince of Undead. The first confirmed caster was Orcus's minion Zhengyi, the Witch-King of Vaasa. After unifying the untamed tundra-lands northeast of the Moonsea into his kingdom, this powerful warlock raised the Castle Perilous and summoned the region's monsters to serve him. The *clutch of Orcus* was one of many vile spells Zhengyi employed in repeated attacks on the neighboring nation of Damara."

——*Laeral Silverhand*

Coalstone

1st-level transmutation (ritual)

Casting Time: 1 action
Range: Touch
Components: V, S, M (a burning coal and a diamond worth at least 25 gp)
Duration: 1 year

You fuse a diamond and a burning coal into one stone called a coalstone. The coalstone radiates dim light out to 5 feet, and is always hot. Holding the coalstone without protection heals 1 point of fire damage every round. Placing the coalstone in flammable liquid or material will cause it to instantly ignite. Placing the coalstone in 5 gallons or less of water will make the water boil after 1 round. The coalstone stays lit for 1 year, then it goes out. You may only have one coalstone active at a time.

Coat of Arms

5th-level evocation

Casting Time: 1 action
Range: Self
Components: V, S, M (a chain mail
Duration: Concentration, up to 1 minute

A number of spinning blades equal to your spellcasting ability modifier begin to spin around you. You gain a bonus to your AC equal to your spellcasting ability modifier. You can use your reaction to launch one of these blades at a creature that has just missed you in melee combat. Make a melee spell attack. If you hit the blade does 2d6 force plus your spellcasting ability modifier damage. Launching the blade lowers the AC bonus provided by this spell by one. The spell ends once you have launched all the blades or the duration expires.

Cobra Strike

3rd-level conjuration

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

A spectral cobra appears above you and spits a stream poison at the eyes of a creature you can see within range. Make a ranged spell attack. On a hit, the creature takes 4d10 poison damage, and it must make a Constitution saving throw. On a failed save, the creature is blinded and poisoned until the end of its next turn. On a successful save, the creature takes the full damage, but isn't blinded or poisoned.

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.

Code of Secrecy

5th-level enchantment

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

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

Cold Fire

1st-level transmutation

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a source of fire within range)
Duration: Concentration, up to 10 minutes, or instantaneous

Choose a fire within the spell's range that has a maximum area of a 20-foot cube. This fire is transformed into magical cold fire for the duration, with blue-tinged flames. The affected area deals 1d6 cold damage to any creature that starts its turn within the cube.

You can alternatively target a fire elemental or a creature that has vulnerability to cold damage. In this case, the spell's effect is instantaneous, and the target must make a Constitution saving throw. The target takes 2d10 cold damage on a failed save, or half as much damage on a successful one.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the spell scales in two different ways. If you cast the spell to affect a fire, the volume increases by 10 cubic feet and the cold damage increases by 1d6 for each slot level above 1st. However, if you targeted a creature, the cold damage increases by 1d10 for each slot level above 1st.

Combined Effort

3rd-level enchantment

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

As part of the action used to cast this spell, you must make a melee attack with a weapon against one creature within the spell's range, otherwise the spell fails. You gain a bonus on this attack roll equal to the number of your allies you can see within 10 feet of the target (maximum 5). If the attack hits, it deals an extra 3d6 psychic damage to the target, and the target must make a Wisdom saving throw. On a failed save, until the end of its next turn it cannot take reactions, and it has disadvantage on attack rolls against you and your allies.

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

Cometfall

6th-level conjuration

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

When you cast this spell, a blazing comet plummets to the ground at a point you choose within range. Once the comet touches the ground it explodes with a thunderous roar. Each creature within 20 feet of the exploding comet must make a Dexterity saving throw. On a failed save, the creature takes 5d6 bludgeoning and 5d6 thunder damage, and is pushed 10 feet back and knocked prone. On a successful save, the creature takes half the damage and isn't pushed or knocked prone.

In addition, the comet's impact area is filled with rubble and is considered difficult terrain. The sound of the impact can be heard up to 1 mile away (or farther with a successful Wisdom (Perception) check as determined by your DM).

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the bludgeoning and thunder damage both increase by 1d6 for each slot level above 6th.

Comfort Ward

3rd-level abjuration

Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: 8 hours

Choose yourself and up to three other creatures within range. The chosen creatures gain advantage on all saving throws against effects that cause exhaustion, fear, the poisoned condition, or disease, they are considered naturally adapted to both hot and cold climates. and they don't require food, drink, or rest for the duration.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you can affect one additional creature for each slot level above 3rd.

Command Minor Beast

2nd-level enchantment

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

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

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

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

Compose Mind

2nd-level abjuration

Casting Time: 1 action
Range: Self
Components: V, M (a stick of incense, which is consumed by the spell)
Duration: 1 minute

You maintain a calm mind in the face of danger. For the duration, you have advantage on Constitution saving throws to maintain your concentration.

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

Conduit

5th-level enchantment

Casting Time: Special
Range: Touch
Components: V, S, M (up to 2 missiles)
Duration: Instantaneous

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

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

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

Conflagration

9th-level evocation

Casting Time: 1 action
Range: 120 feet
Components: V, S, M (a wax doll)
Duration: Concentration, up to 1 minute

You select a creature you can see within range, and it bursts into flame. The target must make a Constitution saving throw at the beginning of each of its turns for the duration. The target takes 2d8 fire damage on a failed save, or half as much damage on a successful one. All unattended objects within 10 feet of the target catch on fire from the intense heat.

In addition, if a creature ends its turn within 10 feet of the target, it must make a Dexterity saving throw, taking 2d6 fire damage on a failed save, or half as much damage on a successful one.

If the target dies while under the effects of this spell, it is consumed by fire and turns into a fire elemental under the spellcaster's control, which requires concentration and lasts for up to 1 minute. The fire elemental disintegrates when the spell ends.



Conjure Caltrops

Transmutation cantrip

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

You cause iron caltrops to appear in a 5-foot square area within range, remaining until the spell ends. Any creature that moves into the spell's area must choose to either treat that area as difficult terrain or make a Dexterity saving throw. On a failed save, the creature stops moving and takes 1 piercing damage, and its speed is reduced by 10 feet until the end of its next turn.

Conjure Dragon

8th-level conjuration

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

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

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

Conjure Remorhaz

7th-level conjuration

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

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

The remorhaz is friendly to you and your allies for the duration. The remorhaz acts on its own

initiative each turn, but obeys your verbal commands if they do not violate its alignment. If you do not give the remorhaz any commands, it defends itself, but takes no other actions.

Conquering Smite

2nd-level evocation

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

The next time you hit a creature with a weapon attack before this spell ends, you drive your foe to the ground. The attack deals an extra 2d6 psychic damage to the target, and the target must make Dexterity saving throw. If they fail the save, the target falls prone. Until the start of your next turn, if the target stands up from being prone, you may use your reaction to make one melee attack against the target.

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

Consumptive Field

4th-level necromancy

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

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

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

Until the spell ends, once during each of your turns you can use your action to force another creature with half its hit point maximum or less to make the Constitution saving throw against the same effects. For the duration, you also know when any creature within range has been reduced to half its hit point maximum or less.

Contagious Touch

6th-level necromancy

Casting Time: 1 action
Range: touch
Components: V, S
Duration: 7 days

This spell works like contagion, except that you may touch a number of target equal to your spellcasting ability modifier. Make one melee spell attack and compare the result against all your target's AC.

Control Temperature

3rd-level transmutation (ritual)

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

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

> "I once had to use this spell to walk through an arctic tundra wearing naught but a loincloth. Well, I didn't *have* to... but that be another tale entirely."
>
> —Elminster

Control Thoughts

3rd-level enchantment

Casting Time: 1 action
Range: 90 feet
Components: V, S, M (a metal ring)
Duration: 1 round

You project your thoughts into another creature's mind so completely that for a moment it takes on your intentions instead of its own. As an action, you target a creature within range that you can see or which has communicated with you since the beginning of your last turn. The target must make an Intelligence saving throw. On a failed save, the target is charmed by you until the end of its next turn, and during that turn, you choose the target's movement and its action. On a successful save, the target is unaffected.

Corpse Link

1st-level necromancy

Casting Time: 1 action
Range: 300 feet
Components: V, S, M (a fresh corpse or animated zombie)
Duration: Concentration, up to 10 minutes

You select a fresh corpse (less than an hour old) within range and gain one of its senses. For example, you could cast the spell on a recently slain monster and gain sight through its eyes. The effect is stationary unless you move the corpse (or its sensory organs). You do not benefit from any special senses the corpse possessed in life.

While you use the senses of the corpse, your own equivalent sensory organ is occupied. You can end the spell at any time.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the range increases by 100 feet and the duration increases by 10 minutes for each slot level above 1st.

Corpse Visage

1st-level illusion

Casting Time: 1 action
Range: Touch
Components: V, S, M (a rag or piece of cloth taken from a corpse)
Duration: Concentration, up to 1 minute

This spell transforms the face of a friendly creature you touch into the horrifying visage of a rotting corpse. Any creature with a challenge rating of 1 or lower viewing it must make a Wisdom saving throw. On a failed save, the creature is frightened for the duration. The frightened creature can make another Wisdom saving throw at the end of each of its turns. On a successful save, the spell ends.

Courtier's Cover

1st-level enchantment

Casting Time: 1 reaction, which you take when a willing ally within range rolls a Charisma check and you dislike the result
Range: 30 feet
Components: V
Duration: Instantaneous

You can make a Charisma check and use your result in place of the Charisma check that triggered this spell. Regardless of your normal proficiencies, you make this roll with Expertise, meaning you add twice your proficiency bonus to this roll.

Crawling Darkness

6th-level evocation

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

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

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

Create Item

Conjuration cantrip

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

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

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

When the spell ends, the item disappears.

Create Poison

1st-level transmutation (ritual)

Casting Time: 1 action
Range: Self (one vessel on your person)
Components: V, S, M (a small bottle or other container that can hold a draught of water)
Duration: Instantaneous

You use some combination of scavenged substances, focused meditation, and magic to transform the water in a container you have on your person into one dose of improvised poison. This dose can be applied to one weapon, up to three pieces of ammunition, or up to three separate portions of food or drink. Once applied, the poison retains potency until someone must roll a saving throw against it, or for 1 minute, after which point it dries or dissolves. If a creature is struck with the poisoned weapon or ammunition, or if it ingests the poisoned food or drink, it must make a Constitution save or be poisoned for 1 minute and take 1d8 poison damage, or 2d8 if the poison is ingested). Creatures that succeed on their save take half damage, but suffer no other effects.

A poison you create can only be used by you, and has no value if you try to sell it. If you cast this spell again, any doses of poison you have previously created with this spell instantly become water again. Otherwise, poison doses created with this spell retain their potency until the next time you finish a long rest, at which point they return to being water.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you create one additional dose of poison for every two levels above 1st. When you cast this spell using a spell slot of 4th level or higher, the poison gains an extra effect: if a creature fails the saving throw by 5 or more, its Constitution score is reduced by 1d4 until the creature finishes a long rest or its ability score is restored by magic.

Create Revenant

7th-level necromancy

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

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

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

When you cast this spell, you must choose one unfriendly creature within 1 mile of you on which you wish to seek revenge, and against whom the revenant also swears vengeance (though only for the duration). If you do not choose a target for vengeance, the revenant ceases to be under your control.

If you don't issue any commands to the revenant, it attacks the subject of its sworn vengeance, moving toward that creature if it can, and defends

itself from hostile creatures. If you cast this spell while you already have a revenant under your control from a prior casting of this spell, the previous spell ends and the existing revenant leaves your service as described above.

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

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

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

> "'Tis a very foolish thing to turn a creature ye just killed into a revenant.!"
>
> —Elminster

Creeping Cold

2nd-level transmutation

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

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

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

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

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

Creeping Doom

7th-level conjuration

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

You summon a number of swarms of poisonous snakes equal to your spellcasting ability modifier. These swarms have maximum hit points. While you remain within 100 feet of the swarms, you may use a bonus action to command one swarm to move up to 30 feet or attack an adjacent creature.

You summon each swarm into a space of your choice within range. You can summon a swarm in the same space as a creature, and the swarm will immediately attack. The swarms will not move unless you command them to move, but will attack creatures within their reach with-out prompting. The swarms act on initiative 1, and lose all initiative ties.



Crimson Scourge

5th-level necromancy

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

You choose one target with range, which must make a Constitution saving throw. On a failure, blood fills its eyes, seeps from its pores, and gushes from its mouth and ears, dealing 10d8 necrotic damage to the creature and blinding it for the duration. On a success, a creature takes half as much damage but suffers no other effects. A target blinded by this spell can repeat the Constitution saving throw at the end of each of its turns, ending the spell on a success. This spell has no effects on constructs, elementals, or undead, except for vampires (including both vampire spawn and vampire lords). Vampires make the initial Constitution save versus this spell with disadvantage.

Critical Strike

1st-level divination

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

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

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

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

Crown of Glory

8th-level enchantment

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

When you cast this spell, the magnificence of your deity emanates from you in an aura that makes you appear larger than life and bolsters nearby allies. For the duration, any creature friendly to you (including you) gains immunity to being frightened and advantage on all attack rolls, ability checks, and saving throws while it is within 10 feet of you. If a creature friendly to you is within 10 feet of you when you first cast the spell, it also gains 10 temporary hit points.

The aura is centered on you, but if you move more than half your speed in a single turn, the spell ends early.

Crown of Light

4th-level abjuration

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

Blazing light coalesces over your ally to form a crown of radiance that sears surrounding foes. Choose an ally you can see within range. Every hostile creature within 5 feet of that ally must make a Dexterity saving throw. A creature takes 4d6 radiant damage on a failed save, or half as much damage on a successful one.

In addition, the chosen ally gains temporary hit points equal to 5 + your spellcasting ability modifier, and it is considered proficient with all saving throws until the end of its next turn.

At Higher Levels. When you cast this spell using

a spell slot of 5th level or higher, the damage increases by 1d6 for each slot level above 4th.

Crushing Fist of Spite

9th-level evocation

Casting Time: 1 action
Range: 120 feet
Components: V, S, M (a severed hand)
Duration: Concentration, up to 1 minute

Dark clouds swirl above your enemies, creating a massive fist. Make a ranged spell attack against an opponent within range. If you hit, the target takes 10d6 bludgeoning damage. For the duration, you may use a bonus action to make another ranged spell attack against a target within range. If you hit, they take 10d6 bludgeoning damage.

Crystalbrittle

9th-level transmutation

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

You touch any metal object up to 30 cubic feet in volume and turn it into a fragile crystalline substance that shatters easily upon impact. You can transform any metal object or even a creature made of metal such as an iron golem.

If you target an item worn or carried by another creature, or if you target a creature made of metal, you must make a successful melee spell attack against the target. If the target object is magical, your attack is made with disadvantage. On a hit, the target object or creature is affected by the spell. Artifacts are not affected by this spell.

Once transformed, the object or creature has AC 10 and 1 hit point.

Curse Blade

4th-level necromancy

Casting Time: 1 bonus action
Range: Touch
Components: V, S, M (one melee weapon of up to 10 ranged weapons)
Duration: Concentration, up to 10 minutes

Your chosen weapon leaves trails of thick black smoke. Wounds dealt by this weapon cannot be healed by any means until the spell ends. If a creature is targeted by one of the following spells, it becomes immune to this spell's effects for 10 minutes: *remove curse*, *lesser restoration, greater restoration,* or any spell of 6th-level or higher that causes a creature to regain hit points.

Curse of Ill Fortune

2nd-level transmutation

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

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

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

Curse of Impending Blades

2nd-level necromancy

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (an iron nail through a piece of leather)
Duration: Concentration, up to 1 minute

You make a creature highly susceptible to attacks. Choose a creature that you can see within range; that creature must make a Wisdom saving throw. On a failed save, all attacks against the target are

made with advantage. The affected creature can make another Wisdom saving throw at the end of each of its turns. On a successful save, the spell ends. This effect can't be dispelled, but a remove curse negates it.

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

Curse of the Everbleeding Wounds

6th-level necromancy

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

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

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

—Elminster

Curse of the Fey King

8th-level evocation

Casting Time: 1 action
Range: 150 feet
Components: V, S
Duration: Instantaneous

You launch a bolt that shreds your enemy's mind. Make a ranged attack roll. On a hit, you inflict 8d10 psychic damage and the target must make a Charisma saving throw. On a failure, the next time it rolls 20 on a d20 roll, the roll becomes a 1 instead.

Daggerspell Stance

2nd-level abjuration

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

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

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

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

"Any mage worth the name should know their way around a blade or staff well enough to defend themselves without their spells. I favor the dagger myself, so this spell is one I use often.

"*Daggerspell stance* was first researched by the Daggerspell Guardians, an order seeking to preserve the work of good folk and balance the concerns of civilized communities against the sanctity of nature.

"Sources disagree one whether the Daggerspell Guardians have a good relationship with that other, more famous faction with very similar goals, the Emerald Enclave."

——*Laeral Silverhand*

Daltim's Flaming Fist

4th-level evocation

Casting Time: 1 bonus action
Range: 60 feet
Components: V, S, M (a glove)
Duration: 1 minute

You cause a small hovering fist made of fire to appear at a point you can see within range, which lasts for the duration or until you cast this spell again. When you cast this spell, you can make a melee spell attack against a creature or object within 5 feet of the fist. On a hit, the target takes fire damage equal to 2d8 + your spellcasting ability modifier. If the fist hits an unattended flammable object, the target catches on fire, taking 1d8 fire damage at the start of each of your turns for the duration.

As a bonus action on each of your turns, you can move the fist up to 20 feet and repeat the attack as described above.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the fire damage from the fist's attack increases by 1d8 for every two slot levels above 4th.

Dance of Ruin

2nd-level necromancy

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

You dance and cavort wildly, throwing off waves of chaotic lightning before energy explodes out of you. After a full round of dancing every creature within range must make a Dexterity saving throw. They take 3d12 necrotic damage on a failed saving throw, and half as much on a successful one.

Dancing Chains

4th-level transmutation

Casting Time: 1 action
Range: Self (15-foot radius)
Components: V, S, M (a link of chain from a kyton)
Duration: Concentration, up to 1 minute

The link of chain in your hand stretches and grows barbed spikes to attack a target within range. Make a melee spell attack. If you hit the target takes 3d6 plus your spellcasting ability modifier piercing damage.

If you successfully hit your target, you can use your bonus action to release the chain which wraps around your opponent. You target must make a Strength saving throw. If they fail they are grappled by the chain. A grappled target may make a Strength (Athletics) or Dexterity (Acrobatics) check against your spell save DC to escape. If the grappled character escapes the spell ends.

If you do not release the chain then you may use your action on your next turn to attack another target.

Darkbolt

5th-level evocation

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

You summon one bolt of dark force that immediately streaks toward a target you choose within range. Make a ranged spell attack against the target. On a hit, if the target is a living creature, it takes 5d8 force damage, and it must make a Wisdom saving throw. On a failed save, the creature is stunned until the end of its next turn. If a target is undead, then it doesn't take the force damage, but it must make a Wisdom saving throw, or be stunned until the end of its next turn.

At the start of each of your turns for the duration, one more bolt of dark force appears. You can use an action to make a ranged spell attack with the bolt at a target you can see within range.

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

Darkfire

2nd-level necromancy

Casting Time: 1 action
Range: Touch, or 15 feet
Components: V, S, M (a pinch of ash from a cremated creature)
Duration: Instantaneous

Dark blue fire surrounds your body and encircles the ground on which you stand. As part of the action used to cast the spell, you can either make a melee spell attack and touch a creature as you strike it with darkfire or you can make a ranged spell attack against a creature you can see within 15 feet as rays of darkfire shoot from your eyes. On a hit, the creature takes 3d10 necrotic damage.

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

Dazzling Flash

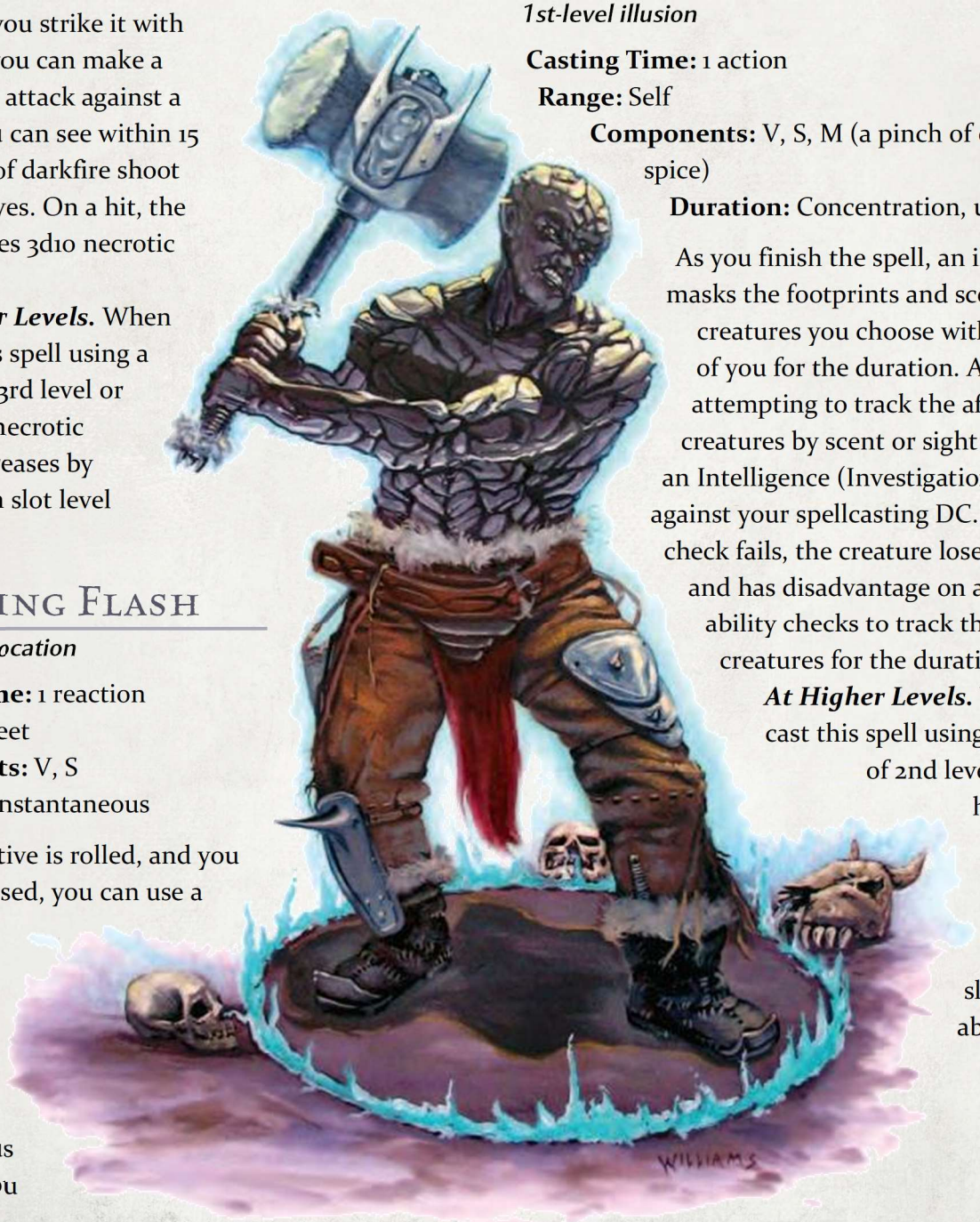
2nd-level evocation

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

When initiative is rolled, and you aren't surprised, you can use a reaction to cause a blinding flash of light to erupt in a 15-foot radius at a point you can see within range. Each creature caught in the area must make a Constitution saving throw or suffer disadvantage on the initiative roll and on attack rolls until the end of their next turn.

Creatures that don't rely on eyesight are immune to this spell.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the radius of the effect increases by 5 feet for every slot level above 2nd.



Dead End

1st-level illusion

Casting Time: 1 action
Range: Self
Components: V, S, M (a pinch of odoriferous spice)
Duration: Concentration, up to 1 hour

As you finish the spell, an illusion masks the footprints and scent of creatures you choose within 30 feet of you for the duration. Any creature attempting to track the affected creatures by scent or sight must make an Intelligence (Investigation) check against your spellcasting DC. If the check fails, the creature loses the trail and has disadvantage on all further ability checks to track the affected creatures for the duration.

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

Dead Magic Shield

5th-level abjuration

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

A round transparent shield about 2 feet in diameter appears on your arm. If you are already using a shield, this shield hovers about an inch in front of it and follows its movements. For the duration, if you are the target of, or included in the area of effect of , a spell that allows you to save for half damage, you take no damage on a successful save. You may cast this spell as a reaction to making a saving throw versus a spell for half damage, but it effects will only last until the beginning of your next turn.

Dead Man's Tell

1st-level divination (ritual)

Casting Time: 1 minute
Range: Touch (one dead body part)
Components: V, M (one part of a criminal's corpse, which must be flexible in some way)
Duration: Until dispelled

You imbue a body part taken from a criminal's corpse—such as a hand, finger or head—with divinatory powers that cause it to react. Choose one of the categories of things it can detect and react to below. When something that falls within the chosen category or selected subcategories comes within 30 feet of the body part that has become the *dead man's tell* item, it activates. You can choose one of the following categories of things to activate the *dead man's tell* item:

- ***Alignment.*** Choose one of the following alignments: good, evil, lawful, or chaotic. The *dead man's tell* item activates when it is within 30 feet of a creature that has such an alignment.
- ***Consecration/Desecration.*** The *dead man's tell* item activates when it is within 30 feet of a place or object that has been magically consecrated or desecrated (as with the hallow spell).
- ***Creature.*** Select one or more types of creatures from the following list: aberrations, beasts, constructs, dragons, elementals, fey, fiends, giants, monstrosities, oozes, plants, or undead. You can also choose one or more races of humanoids (such as humans or goblins). You can choose as many or as few of these types as you like. The *dead man's tell* item activates when it is within 30 feet of one of the chosen creature types.
- ***Disease.*** The *dead man's tell* item activates when it is within 30 feet of an object or creature that carries a disease with which it can infect other creatures.
- ***Magic.*** Choose magic items, spellcasting, scrying attempts, or general magical effects. The *dead man's tell* item activates when it is within 30 feet of one of the chosen effects.
- ***Poison.*** The *dead man's tell* item activates when it is within 30 feet of poison or poisonous creatures,
- ***Secret Door.*** The *dead man's tell* item activates when it is within 30 feet of a secret door.
- ***Trap.*** The *dead man's tell* item activates when it is within 30 feet of a hidden trap or disguised pit or snare.

The first time the *dead man's tell* item detects one or more of the chosen category or subcategories of subjects within 30 feet, it activates. When activated, the item violently spasms for one round; a hand clenches, a finger jerks, jaws chatter and the like. The *dead man's tell* item does not indicate the power or location of the subject it has detected, merely its presence within 30 feet at the time of its activation. After being activated, the spell ends, and the body part rapidly decays and dessicates (meaning the same body part cannot be used for this spell again once it has been activated).

A creature is not detected by the *dead man's tell* item if it is separated from it by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet

of wood of dirt, or if it is protected by an effect that prevents divination (such as a *nondetection* spell).

The same spellcaster cannot have multiple *dead man's tell* items affected with this spell at once. When you cast the *dead man's tell* spell again, any previous castings of this spell end immediately.

Deadfall

8th-level conjuration

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

You summon a 20-foot radius by 40-foot high towering pile of wood and branches that collapses to the ground at a point you choose within range. A creature caught in the area when the pile collapses must make a Dexterity saving throw. On a failed save, the creature takes 12d10 bludgeoning damage, is knocked prone, and is restrained under the pile. On a successful save, the creature takes half the bludgeoning damage, isn't knocked prone, and isn't restrained.

A restrained creature can attempt to free itself by using an action on its turn to make a Strength check against a DC of 20. Another creature can spend its actions every round for 1 minute to clear the rubble around the trapped creature. The area affected by this spell is considered difficult terrain until it is cleared.

Death Armor

2nd-level necromancy

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

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

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

> "This simple spell is both effective and very dramatic to behold."
>
> —Elminster

Death Dragon

7th-level necromancy

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

When you cast this spell, spectral black scales appear and form a protective coat all over your body, while shadowy claws sprout from your fingers. Attack rolls made against you are made at disadvantage for the duration. You can use your spellcasting ability score instead of Strength for the attack and damage rolls of your unarmed strikes, and you can roll a d6 in place of the normal damage for your unarmed strikes.

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

Death Knell

2nd-level divination

Casting Time: 1 bonus action
Range: Self
Components: V, S, M (a blackened iron bell)
Duration: Instantaneous

You can see the life force ebbing from wounded creatures nearby. At the beginning of your turn, you know which enemy creature within 30 feet has the lowest hit point total. You must attack that creature this turn, you have advantage on your attack rolls

and inflict an extra 1d8 necrotic damage to the target. If you reduce that creature to 0 hit points this turn, you have advantage on your next attack roll and you inflict an extra 1d8 necrotic damage.

At Higher Levels. You can cast this spell using a spell slot of 3rd level or higher. You inflict an extra 1d8 damage per level above 2nd.

Death Sight

3rd-level illusion

Casting Time: 1 action
Range: 90 feet
Components: V, S, M (an eye from a zombie)
Duration: Concentration, up to 10 minutes

Choose one creature within range. That creature must make a Wisdom saving throw. If they succeed, they experience a sudden chill, but no other effect. If they fail, every creature they see looks like grasping, clawing zombies. The target is frightened of every creature it can see. If the target failed the save by 5 or more, it is rendered unconscious.

Death Spell

6th-level necromancy

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

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

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

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

Death Spider

8th-level transmutation

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

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

Dispel magic can only halt the spell and save the limb if it is cast before the end of your next turn after *death spider* is cast. Otherwise, the spider limb must be hacked off (15 AC, 40 hp, vulnerable to slashing damage), which kills the spider. If the spider is not stopped, it will continue to inflict damage on its host, consuming it when it reaches 0 hp, and then growing into a **giant spider** over the next 24 hours.

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

> "Elminster is a wasteful gossip with no regard for efficiency. This spell replaces an enemy with a servant, or an incompetent servant with a better one. I only wish it were quicker about it."
>
> —Acererak

Death Talisman

3rd-level necromancy (ritual)

Casting Time: 1 action

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

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

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

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

Death Throes

5th-level necromancy

Casting Time: 1 action
Range: Personal
Components: V, S
Duration: 8 hours

As life leaves your body you have one final act of revenge. If you are slain while this spell is in effect your body explodes. Everyone within 50 feet must make a Dexterity save. They take 10d8 fire damage on a failed save, and half as much on a successful one. Your body is destroyed and you cannot be brought back to life by any means short of a true resurrection or wish.

Deathwatch

1st-level necromancy

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

You grant yourself a heightened sense for the energies of life and death. For the duration, you always know whether each creature within range that is not behind total cover is near death (at 0 hit points) or fragile (less than 25% of their hit point maximum). You also know if a creature is undead, alive, or neither (an unliving construct, for example).

If something appears to be a creature, but is not, or if it is something that has never been alive (such as a statue), you sense that as well.

This spell does not penetrate illusions (causing illusory creatures to appear alive), and if a creature is under the effects of a feign death spell or a similar effect, you detect it as being dead. If a creature is a construct but also alive (such as a warforged), you detect it as being alive.

Decastave

2nd-level conjuration

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

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

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

At Higher Levels. When you cast this spell using

a spell slot of 3rd level or higher, the necrotic damage increases by 1d8 for each slot level above 2nd.

Decelerating Slash

4th-level transmutation

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

As part of the action used to cast this spell, you must make a melee attack with a weapon against one creature within the spell's range, otherwise the spell fails. On a hit, the target suffers the attack's normal effects, its speed is reduced by 5 feet for the duration, and it cannot take reactions until the start of its next turn. On a miss, the target takes psychic damage equal to your spellcasting ability modifier, and the spell ends. This spell also ends early if you are incapacitated or you die.

For the duration, the target you hit with the melee weapon attack for this spell must make an Intelligence saving throw at the start of each of its turns, ending the spell on a success. If it fails the save, until the spell ends, the creature cannot take reactions, bonus actions, or the Dash action.

In addition, each time a creature fails its saving throw against this spell, its speed is reduced by an additional 5 feet (which is cumulative with previous reductions to its speed from this spell), and one ally of your choice that you can see within 10 feet of you or the target can move up to 5 feet without provoking opportunity attacks.

Decomposition

2nd-level necromancy

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

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

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

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

Deep Breath

1st-level conjuration

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

For the duration, your lungs continue to fill with air. Once the spell ends, you are treated as if you had just taken in a lung full of air. You can cast this spell with a simple word, allowing you to cast it in response to being pulled underwater or caught in a poisonous cloud.

Deeper Darkvision

3rd-level transmutation

Casting Time: 1 action
Range: Touch
Components: V, S, M (a pinch of dried carrot or an agate)
Duration: 8 hours

You touch a creature and grant it darkvision out to a range of 90 feet for the spell's duration. If the target already has darkvision to a range of 90 feet or more, then its vision is extended another 30 feet.

In addition, the target can see in magical darkness cast at the same level or lower as if it were lightly obscured.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you can touch and affect one additional creature for every two slot levels above 3rd.

Defensive Casting

1st-level abjuration

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

You gain a +1 bonus to Armor Class against all opportunity attacks and all other attacks made as part of a creature's reaction. Each time you cast another spell of 1st-level or higher while concentrating on this one, the bonus from this spell improves. The bonus increases by a number equal to the level of the spell slot you used to cast the spell. While the bonus from this spell is +2 or higher, your spell attacks deal an extra 1d4 force damage on a hit.

At Higher Levels. If you cast this spell using a spell slot of 2nd level or higher, the initial bonus improves by +1 for each spell level above 3rd.



Deflecting Shield

1st-level abjuration

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

You cause a shield of shimmering force to appear and thwart attacks against a creature you can see within range. Ranged attacks have disadvantage against the affected creature. In addition, it gains a +1 bonus to its AC against melee attacks.

Delay Death

3rd-level necromancy

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a chip from a tombstone or a sliver of wood from a coffin)
Duration: 1 round

You choose one creature you can see within range to benefit from this spell. If the affected creature's hit points are reduced to 0, it remains conscious and can act normally until the start of your next turn. However, if the recipient takes damage from a single blow or source equal to its Constitution score while it has 0 hit points, then it immediately falls unconscious and misses it first death saving throw. Likewise, if the spell ends while the recipient's current hit points are 0, then it falls unconscious and misses its first death saving throw.

If the creature dies while under the effects of this spell, it can be raised from the dead by normal means.

Delayed Magic Missile

4th-level evocation

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

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

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

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

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

Demand Obedience

5th-level enchantment

Casting Time: 1 action
Range: 15 feet
Components: V, S, M (a weapon)
Duration: Instantaneous

You utter a primal word of command, forcing enemies to bow down while your allies better their tactical positions. Choose up to five creatures you can see within range. Each one must roll a Wisdom saving throw, taking 5d10 psychic damage on a failed save or half as much on a success. Creatures immune to being charmed have advantage on this saving throw. Each creature that fails the save also falls prone, and if it stands up from being prone before the end of your next turn, doing so provokes opportunity attacks from any creatures that have it within their reach.

If at least one creature fails its saving throw, every ally of your choice with range can immediately use its reaction to move up to 15 feet.

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

Desecrate

2nd-level evocation (ritual)

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (25 gp worth of silver dust, and a vial of unholy water)
Duration: 24 hours

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

Desperate Gambit

2nd-level abjuration

Casting Time: 1 reaction, taken when a creature within range inflicts damage on you that reduces your current hit points to half your hit point maximum or fewer
Range: 60 feet
Components: V
Duration: Instantaneous

Make a melee or ranged spell attack (your choice) against the creature that dealt the triggering damage. If the attack roll hits, the target takes 4d4 force damage, and you regain a number of hit points equal to the force damage you inflict. If the attack roll misses, you take necrotic damage equal to your level, which cannot be reduced or redirected

by any means. If damage from this spell reduces you to 0 hit points, you immediately fail one death save.

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

Detect Dragonblood

Divination cantrip

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

Until the end of your next turn, you know the location of any dragon, dragonborn, or half-dragon within 60 feet of you that is not behind total cover. If you cast this spell again when you have already cast it within the last minute, if you detect any dragon or half-dragon within range, you must make a Wisdom saving throw against your spell save DC. On a failed save, you are frightened by the nearest dragon or half-dragon you detect until the end of your next turn.

> "This cantrip be one of a handful of divinations which offer powerful glimpses into the true nature of creatures around ye. Glimpse too often, however, and the creatures ye seek glimpse back, much to the caster's peril."
>
> —*Elminster*

Detho's Delirium

3rd-level enchantment

Casting Time: 1 action
Range: Touch
Components: V, S, M (a small silver or brass bell)
Duration: Concentration, up to 1 minute

You touch a creature that is either drugged, drunken, unconscious, or sleeping, and it must make a Wisdom saving throw. The saving throw is made with disadvantage if the creature is asleep or unconscious. On a failed save, the creature begins to talk randomly. At the start of the creature's turn each round, roll 1d4; on a roll of 1, the creature speaks a password, a word to activate an item, the name of a secret location, the direction toward a hideout, or other similar secret information.

The creature can't be asked specific questions. At the end of each of the creature's turns, it can attempt a new Wisdom saving throw. On a successful save, the creature is no longer affected by this spell. If the creature is awakened or cured of its current condition at any time, the spell ends.

Dictation

1st-level evocation (ritual)

Casting Time: 1 action
Range: 30 feet
Components: V, M (a quill)
Duration: Concentration, up to 1 hour

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

Dinosaur Stampede

5th-level conjuration

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

You call forth the intangible but terrifying spirits of ancient dinosaurs, who rise up from beneath the earth to trample your enemies. You choose a 40-foot-radius, 20-foot-high cylinder anywhere within range to contain a herd of stampeding dinosaur spirits. At least part of this cylinder must be touching the ground.

When the stampede area appears, each creature in it must make a Dexterity saving throw. A creature takes 4d12 force damage on a failed throw, or half as much damage on a successful one. A creature must also make this saving throw when it ends its turn

within the stampede area.

While this spell is active, you must use your bonus action on each of your turns to choose a new cylinder of the same size within range to be the stampede area. The center point of the new cylinder must be at least 15 feet from the center point of the previous one, but can be no more than 40 feet away from it. If there are creatures within the new stampede area, those creatures must make the saving throw against the stampede's damage. If you end your turn without having moved the stampede area in this way, the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d12 for each slot level above 5th.

Dirge of Ruin

6th-level evocation

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

Your magical lament stirs destructive forces that damage and weaken your enemies. For the duration, any creature of your choice that starts its turn within 30 feet of you must make a Constitution saving throw. On a failed save, the creature takes 2d10 thunder damage, and it has disadvantage on Strength ability checks, attack rolls, and saving throws until the end of its next turn. On a successful save, the creature takes half the damage, and doesn't have disadvantage on Strength checks.

The dirge can be heard up to 150 feet away (or farther with a successful Wisdom (Perception) check as determined by your DM).

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.

Disarming Force

1st-level evocation

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

Choose one creature you can see within range. You cause a burst of force to target a weapon it wields. The target must make a Dexterity saving throw or drop the weapon. The creature has advantage on its saving throw if it wields the weapon with two hands. If the weapon is dropped, it falls into a space of your choice within 5 feet of the target.

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

Disguise Undead

2nd-level illusion

Casting Time: 1 action
Range: Touch
Components: V, S, M (a cocoon of a death's head moth)
Duration: 24 hours

You alter the appearance of an undead creature with the touch of your hand, masking its undead nature. You can make the creature appear as it did in life, or give it the appearance of another race. However, you can't change the creature's general body type, but you could, for example, make a zombie or a wight look like a half-elf dressed in fine clothing. In addition, you can alter its height by one foot, making it appear taller or shorter, and you can make it look fat, thin, or anything in between. You can add small distinctive features to the illusion, such as a mole on the creature's face, or a braided beard. However, the spell doesn't change the smell, sound, or tactile features of the undead.

Another creature interacting with the disguised undead can use an action to make an Intelligence (Investigation) check against your spell save DC to detect the disguise. The spell masks the disguised creature from divination spells that detect undead. To such a divination spell, the creature appears as the type of creature the disguise emulates.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you can touch and affect one additional undead for every two slot levels above 2nd.

Dissonant Chant

2nd-level abjuration

Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: Concentration, up to 10 minutes

You create discordant whispers that fill a 20-foot radius within range. The whispers start at a low volume, but quickly rise to a crescendo of blaring and confusing voices that distract all creatures in the area. Any spellcaster that attempts to cast a spell within the area must make a Constitution saving throw against your spell save DC, or the spell fails. Likewise, a spellcaster in the affected area that is concentrating on a spell at the start of its turn must make a Constitution saving throw against your spell save DC, or lose concentration on the spell.

In addition, any creature within the area has advantage on saving throws against spells that depend upon language, such as charm person.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the radius of the effect increases by 10 feet for every slot level above 2nd.

Dissonant Chord

3rd-level evocation

Casting Time: 1 action
Range: Self (15-foot radius)
Components: V, S
Duration: Instantaneous

You let out a discordant, piercing scream that is painful to all nearby creatures. Each creature within 15 feet of you must make a Constitution saving throw. On a failed save, the creature takes 6d6 thunder damage, and is knocked prone. It takes half as much damage on a successful save, and is not knocked prone. A creature made of inorganic material such as stone, crystal, or metal has disadvantage on this saving throw. The sound of this spell can be heard up to 150 feet away (or farther with a successful Wisdom (Perception) check as determined by your DM).

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

Distort Speech

1st-level transmutation

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

You point at a creature within range and speak a verse of utter gibberish. The creature must make a Wisdom saving throw. On a failed save, the creature must make a Charisma saving throw against your spellcasting DC whenever it tries to cast a spell with verbal components, to speak a command word to activate an item, or to read a scroll, for the spell's duration. On a failed save, the creature utters gibberish instead of the required component, command word, or scroll wording, and its action is wasted without producing the desired effect.

In addition, if a creature fails its Wisdom saving throw, it has disadvantage on all Charisma ability checks when interacting with other creatures as it speaks gibberish mixed with its more intelligible words. The creature can attempt a new saving throw at the end of each of its turns, and on a success, the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can target one extra creature for every two slot levels above 1st.

Distracting Ray

2nd-level abjuration

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

A ray of multi-coloured light streaks out from your hand at a creature within range, unleashing a dizzying array of swirling flashes. Make a ranged spell attack against the target. On a hit, the target takes 3d4 psychic damage and until the end of its

next turn it cannot take reactions and has disadvantage on Wisdom (Insight or Perception), and Intelligence (Investigation) checks. If the target is concentrating on a spell, instead of making the normal saving throw to maintain concentration when taking damage, it must make a Constitution saving throw with disadvantage against your spell save DC. On a failure, the target loses concentration on the spell.

Distracting Visions

3rd-level enchantment

Casting Time: 1 bonus action
Range: 90 feet
Components: S, M (a small cloth made of black silk)
Duration: Concentration, up to 1 minute

You distract your enemies by opening their perceptions to the fascinating qualities of the world around them. Choose an area the size of a 40-foot cube within range. All creatures of your choice within the area must make a Wisdom saving throw or they become distracted, studying the shapes of the clouds, the texture of tree bark, the patterns carved into a stone wall, the temperature and scent of a breeze, and more.

For the duration, a creature that fails its saving throw against this spell has disadvantage on Wisdom (Insight or Perception), and Intelligence (Investigation) checks, and on Constitution saving throws to maintain concentration on spells. An affected creature can make a new saving throw at the end of each of its turns, ending the spell's effect on it with a success.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the cube's size increases by 10 feet for every two slot levels above 3rd.

"This spell works against its targets in the short term, but afterwards many who have been affected by it report it to have been a sublime or even 'life-changing' experience."

——*Laeral Silverhand*

Divine Sacrifice

1st-level necromancy

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

When you hit with a melee attack, you can decide to take half of the attack's total damage yourself (rounded down). When you do so, your attack deals maximum damage to your target, including maximum damage from additional dice added to the attack's damage, such as dice from a critical hit or magical enhancement.

Divine Sanction

1st-level evocation

Casting Time: 1 bonus action
Range: 30 feet
Components: V, M (a melee weapon)
Duration: Concentration, up to 1 hour

You place a divinely empowered curse on a creature that you can see within range. For the duration, whenever the target is within the reach of your melee weapon, it provokes an opportunity attack from you whenever it makes an attack roll that does not target you. In addition, at the end of each of its turns, it takes 1d6 radiant damage if it hit a creature other than you with an attack roll.

If the target drops to 0 hit points before the spell ends, you can use a bonus action on your turn to move the spell's effect to a new creature within range.

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

"Since the Second Sundering, *divine sanction* is less well-known, though I consider it one of the most useful spells available to a paladin."

——*Laeral Silverhand*

Doomtide

5th-level illusion

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

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

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

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

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

Doublespeak

2nd-level illusion

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

You choose a number of willing creatures within range. For the duration, the targets can all understand each other's speech, but no other creature can understand it. Unless a creature chooses to purposefully pay attention to what the characters are saying, it sounds like a mundane and boring conversation, though the actual words are difficult to follow.

Anyone trying to understand what the ensorcelled creatures are saying must make a Wisdom saving throw. A creature that succeeds on the save can understand the targets' speech for 1 minute. At the end of that minute, if the creature wishes to continue understanding the targets' speech, it must repeat the Wisdom saving throw.

Draconic Might

5th-level transmutation

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

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

Dragon Breath

4th-level evocation

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

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

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

As shown below, a creature can make a saving

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

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

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

Dragon's Roar

8th-level evocation

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

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

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

The sound of this spell can be heard up to 900 feet away (or farther with a successful Wisdom (Perception) check as determined by your DM).



Dragonsight

5th-level transmutation

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

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

Dragonskin

3rd-level transmutation

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

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

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

Drain Vitality

5th-level necromancy

Casting Time: 1 action
Range: 120 feet
Components: V, S, M (a skull made from soapstone)
Duration: Concentration, up to 1 minute

A grey, skull-shaped cloud rises over your foe to sap its heath. The target must succeed on a Wisdom saving throw or gaining 1 level of exhaustion.

Until the spell ends, once during each of your turns you can use your action to force the target to make another Wisdom save. On a failure, it gains another level of exhaustion. When the target makes three successful Wisdom saves, or when it has four levels of exhaustion, the spell ends.

Dramatic Entrance

2nd-level enchantment

Casting Time: 1 reaction, which you take when you would make a Dexterity check for initiative
Range: Self
Components: S
Duration: Concentration, up to 1 minute

You make your Dexterity check for initiative at advantage, and gain a +2 bonus to Armor Class until the spell ends. In addition, until the end of your first turn in the combat, your speed increases by 10 feet and you gain a +2 bonus to attack rolls. This spell ends early if you fail a saving throw or an enemy hits you with an attack.

Drawmij's Breath of Life

2nd-level transmutation

Casting Time: 1 bonus action
Range: 60 feet
Components: V
Duration: 10 minutes

You can choose up to four creatures you can see within range. For the duration, each creature can hold its breath without suffocating. Follow the rules for suffocating found in Chapter 8 of the Player's Handbook if a creature is still submerged when the duration expires.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the duration is extended another 10 minutes and you can affect one additional creature for each slot level above 2nd.

Drawmij's Light Step

1st-level transmutation

Casting Time: 1 bonus action
Range: Touch
Components: V, S, M (a small portion of fur from a cat's paw and a duck's feather)
Duration: 10 minutes

A levitation field surrounds the feet of a creature you touch. For the duration, the creature hovers slightly above the ground, leaving no trace of its passage. The creature's movement speed and footing unaffected by uneven ground, snow, ice, or similar terrain. However, if the recipient takes the Dash action, the spell ends.

In addition, an affected creature can move over water, but rough seas or waves higher than 1-foot above the surface disrupt the levitation field and end the spell early.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the duration is extended for another 10 minutes for each slot level above 1st.

Drawmij's Tool Box

4th-level conjuration

Casting Time: 1 action
Range: 5 feet
Components: V, S, M (a wooden toolbox)
Duration: 1 hour

An immovable, 1-foot cube toolbox appears on the ground at a point you can see within range. For the duration, you can pull one set of tools of your choice from the toolbox,Tools table found in Chapter 5 of the *Player's Handbook*. You can only have one set of tools summoned at a time. For the duration, you can dismiss one set of tools as a bonus action

Alternatively, you can call forth useful tools and items from the tool box, such as a shovel, 50' of rope, a hammer, pitons, or similar. Each item summoned can weigh up to 20 pounds. You may have up to ten such items conjured at a time. You can't call forth these items if you have already summoned a set of tools as described above, nor can you summon a set of tools if you have already called forth the alternate items described here.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the weight of the tools you can conjure increases by 5 pounds and the duration is extended for another hour for each slot level above 4th.

Dread Carapace

3rd-level transmutation

Casting Time: 1 bonus action
Range: Self
Components: V, M (a pill bug)
Duration: Concentration, up to 1 minute

You surround yourself with a thick black shell that shimmers with dark magic. Until the spell ends, you gain a +2 bonus to Armor Class and Constitution saving throws, and whenever a creature ends its turn within 5 feet of you, it must make a Wisdom saving throw unless it is immune to the fightened condition. On a failure, you can push the creature up to 15 feet away from you, and it is frightened of you until the end of its next turn. On a success, you can push the creature up to 10 feet away from you.

For the spell's duration, you also suffer disadvantage on Charisma (Persuasion) checks.

Dread Mercy

2nd-level enchantment

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

You offer an opponent mercy in exchange for its cooperation. Choose one creature within range that you have just reduced to 0 hit points with a weapon attack. You instead reduce that creature to 1 hit point and immediately command its surrender. It must make a Wisdom saving throw. On a failure, the creature is frightened of you, but rather than fleeing, the frightened creature stays where it is and does not move unless you tell it to.

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

While affected, the creature will not deliberately say anything to you that it believes to be a lie,

though it can simply remain silent if you do not ask any direct questions.

Whenever you or one of your allies attempt to harm the creature, or if you give it instructions that would harm it or force it to make a saving throw against another effect, it repeats its Wisdom saving throw against this spell, ending the spell on a success. You always know if a creature has succeeded or failed on a saving throw against this spell. When the spell's effect ends, a creature that never succeeded on any saving throws against this spell is unaware it was magically influenced, believing its fear of you was merely natural.

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

Dread Provocation

1st-level enchantment

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

After a feint and an attack against your foe, you appear defenseless, but otherworldly power disguises your cunning readiness to capitalize on their next move. As part of the action used to cast this spell, you must make a melee attack with a weapon against one creature within the spell's range, otherwise the spell fails. On a hit, the target suffers the attack's normal effects and takes an additional 1d10 psychic damage, and until the start of your next turn, you and the target have advantage on attack rolls against each other, but disadvantage on attack rolls against all other creatures.

In addition, the next time the target attacks you before the start of your next turn, it provokes opportunity attacks from you and any other allies of yours within 5 feet of it.

Dread Revelation

1st-level illusion

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

The next time you hit a creature with a weapon attack before this spell ends, images of you and your companions as daunting figures discourage your foe from confronting you. The attack deals an extra 1d8 psychic damage to the target, and you can push the target up to 5 feet away from you. In addition, the next time the target makes an attack roll against you or a creature friendly to you before the end of its next turn, it takes psychic damage equal to your spellcasting ability modifier.

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

Dread Word

3rd-level evocation

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

You speak five words of a forgotten language of terrible evil, striking pain in the mind of your target as the world seems to darken around you. Choose one target within range. The target takes 10d6 necrotic damage, and you must make a Wisdom saving throw against your own spellcasting DC. You take 5d6 necrotic damage on a failed saving throw or half as much on a successful one. Whether you succeed or fail, you are lightly obscured by darkness until the start of your net turn.

> The decision to speak the forbidden tongue this spell requires should not be made lightly. Besides the immediate danger, it also makes the caster known to certain eldritch beings whose notice is best avoided."
>
> ——*Laeral Silverhand*



Dreadful Warrior

3rd-level conjuration

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

You call forth the spirit of warrior who shared your zealous faith in life and returns now to harry your foes. The spirit appears in an unoccupied space you choose within range and lasts for the duration or until you cast this spell again. Creatures of your choice within 5 feet of the spirit take a -2 penalty to Armor Class, and you and creatures and friendly to you treat the spirit as an ally for the purposes of traits, spells, and class features (such as a rogue's sneak attack). Creatures hostile to you cannot move through the spirit's space. When a creature leaves a space within 5 feet of the spirit, you can use your reaction to make a melee spell attack against that creature. On a hit, the target takes psychic damage equal to 1d10 + your spellcasting ability modifier. On a miss, the target still takes psychic damage equal to your spellcasting ability modifier.

As a bonus action on your turn, you can move the warrior up to 30 feet to any unoccupied space.

The spirit shares your race and wears armor of a past age. Clerics of deities who are associated with a particular symbol or weapon (such as the black hand of Bane or the flaming sword of Tempus) usually conjure a dreadful warrior bearing that symbol or weapon.

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

Dream Sight

6th-level divination (ritual)

Casting Time: 1 action
Components: V, S, M (a mithril orb worth at least 5,000 gp)

Range: Self
Duration: Concentration, up to 1 hour

Your body falls into an enchanted slumber and your spirit ventures into the world. Your spirit is invisible and has a fly speed of 100'. You can move through creatures and objects as if they are difficult terrain. Your spirit cannot be paralyzed, petrified, grappled, or restrained. You can see and hear as if you were standing in the same location as your spirit. Your spirit cannot attack or cast spells; it can just observe. Creatures and spells that can detect invisible or ethereal creatures can see your spirit.

When the spell ends, your spirit returns to your body, and you wake up. If something attacks your body while your spirit is absent, the spell ends.

Drums of War

4th-level enchantment

Casting Time: 1 action
Range: Self (70-foot radius)
Components: V, S, M (a drum)
Duration: Concentration, up to 1 minute

The sounds of ominous drums fill the air, preparing your allies for war and filling your enemies with dread. Allies within the area of effect gain +4 to hit in melee. Enemies within range must make a Wisdom saving throw. Those that fail have -2 to hit rolls, and make Wisdom saving throws with disadvantage. Enemies may repeat the Wisdom save at the end of their turn to end the spell's effect on them.

Duel Ward

5th-level abjuration

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

For the duration of this spell, whenever you use your reaction to cast a spell with a casting time of 1 reaction during another creature's turn, you can cast one more spell of 5th-level or lower that has a casting time of 1 reaction before the end of that creature's turn, even though your reaction has already been used (this is an exception to the rule that you can only cast one spell of 1st-level or higher per turn). Spells cast in this way still use spell slots normally.

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

> "I once encountered a moderately accomplished wizard with the *duel ward* spell in his grimoire, yet he did not have *counterspell* inscribed with it. I noted that without the ability to prepare *counterspell*, *duel ward* was all but useless, and he said with utter confidence, 'but one day soon, I will learn that spell as well.' And sure enough, he soon did—I taught it to him!"
>
> —*Elminster*

Duplicate Text

4th-level transmutation

Casting Time: 10 minutes
Range: 10 feet
Components: V, S, M (a feather, and varies)
Duration: Instantaneous

A glowing feather quill appears in the air. You can make the quill copy any writing, script, or runes that you can see within range onto another suitable surface that you can see within range. The original writing remains intact after the duplicate is made. This spell will make an exact copy of magical writing without error, such as that from a scroll, glyph, or a spell from a spell book.

Only a feather is needed as the material component to copy nonmagical writing from one source onto another. However, the spellcaster will need a piece of parchment, a book page, or another suitable object to duplicate spell scrolls in addition to the necessary spell components, which are consumed by the spell in the process. A glyph,

runes, or writing can be copied onto stone, wood, or another suitable surface, but might not be mobile or easily carried in many circumstances.

This spell can only duplicate 1st level spell scrolls (see exception below). In addition, you can't use a spell focus to substitute for the components when copying scrolls.

At Higher Levels. When you cast this spell using a higher-level spell slot than 4th level, you can copy a spell scroll one level higher for every two slot levels above 4th. For example, you could copy a 2nd level spell scroll with a 6th level spell slot, or a 3rd level spell scroll with an 8th level slot.

Dust of Death

6th-level transmutation

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

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

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

Earth Reaver

5th-level transmutation

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

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

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

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

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

Earthen Grace

2nd-level abjuration

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

When you cast this spell, you touch a creature and grant it an affinity for earth and stone. For the duration of the spell, the creature has resistance to damage from creatures or objects made of any kind of earth (including stone, dust, soil, clay, or elemental earth), and from earth-based spells and magical effects. This includes falling rocks, falling damage from impacting against any kind of earth, attacks by earth-based creatures (such as clay or stone golems, gargoyles, earth elementals). Acid damage and damage from metal objects or creatures are not considered earth-based for purposes of this spell, which grants no resistance to such damage.

Easy Climb

2nd-level transmutation

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

As you cast this spell, select a vertical surface within range, such as a cliff face, tree trunk, or similar

surface. Small handholds and footholds appear on the surface, up to the spell's range. For the duration, all creatures who make Strength (Athletics) checks to climb the affected surface do so with advantage.

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

Easy Trail

1st-level abjuration

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

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

For the duration, your speed and that of creatures within 40 feet of you isn't reduced by difficult terrain caused by any kind of plant or vegetable matter, and any creature attempting to track you has disadvantage on its survival checks to find or follow your trail.

Ebony Hand

2nd-level necromancy

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

You surround your hand with jumping, twisting shadows, and your whole arm becomes semi-transparent. For the duration, when you cast a spell that has a range of touch, you can choose to make the range of the spell 30 feet instead. Once per casting, you may grant yourself advantage on one melee spell attack roll.

Echo Skull

5th-level divination

Casting Time: 1 action
Components: V, S, M (a tiny animal skull)
Range: Touch
Duration: 24 hours

You whisper to the animal skull, and it briefly flashes a brilliant blue. For the next 24 hours, you may use a bonus action to switch your spirit between your body and the skull. When your spirit is in the skull, you can see and hear as if you were standing where the skull lies. You and the skull must be on the same plane. When your spirit is in the skull, your body is unconscious. When your spirit returns to your body, you regain consciousness.

Echoes of Cowardice

3rd-level necromancy

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

Using your action, you conjure a sphere of barely perceptible wisps of shadow which amplify doubts and fears. Choose a point within range. Each creature in a 20-foot radius sphere centered on that point must make a Wisdom saving throw. Creatures that fail the saving throw fall prone and become frightened of you until the end of your next turn. A creature must also make the save when it starts its turn within the sphere. A construct or an undead is immune to this effect.

As a bonus action on each of your turns until the spell ends, you can either move the sphere up to 15 feet or push a creature within the sphere's area up to 15 feet away from you.

Echoing Blow

Abjuration cantrip

Casting Time: 1 action
Range: 30 feet

Components: V
Duration: 1 round
As part of the action used to cast this spell, you must make an unarmed strike or weapon attack against one creature within range. On a hit, the target suffers the attack's normal effects, and if the target is concentrating on a spell when this attack hits, the attack deals extra thunder damage equal to your spellcasting ability modifier, which creates a loud noise that can be heard up to 100 feet away. In addition, if this attack causes the target to make a Constitution saving throw to maintain concentration on a spell, that saving throw is made with disadvantage.

This spell's damage increases when you reach higher levels. At 5th level, the melee attack deals an extra 1d6 thunder damage to the target (whether or not it is concentrating on a spell). This extra damage increases to 2d6 at 11th level and 3d6 at 17th level.

Effulgent Epuration

9th-level abjuration

Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Concentration, up to 10 minutes

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

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

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

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

Ego Lash

1st-level enchantment

Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Instantaneous
You lash out with mental energy against a creature within range. Make a melee spell attack against the target. If the attack hits, the creature takes 3d8 psychic damage, and it must make an Intelligence saving throw. If it fails, it cannot take reactions until the end of your next turn.

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

Eldritch Abduction

3rd-level conjuration

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

You teleport yourself up to 30 feet to an unoccupied space that you can see. You can bring along objects as long as their weight doesn't exceed what you can carry.

If you wish, you can also take one creature with you when you cast this spell, provided that creature is within 5 feet of you, it is Medium or smaller, and it is not carrying gear in excess of its carrying capacity.

When you take a creature with you, each of you is teleported to an unoccupied space of your choice within 30 feet. Your new space and that of the creature you take with you must be within 5 feet of

each other. If either of you would arrive in a place already occupied by an object or a creature, the spell fails to teleport either of you.

If the other creature is not willing to be teleported, it must roll a Charisma saving throw. On a success, it is not teleported. A creature has advantage on this saving throw if it can see you, unless you are in combat with it and it has not yet taken a turn.

When you use this spell to teleport another creature, a loud popping sound emanates from that creature's location when you first cast the spell, followed by another loud popping sound that emanates from the creature's new location when it arrives. Both times, the sound is audible out to 100 feet.

Eldritch Alertness

1st-level transmutation

Casting Time: 1 action
Range: Self
Components: V
Duration: 8 hours

The next time you are surprised before the spell ends, your magical preparation allows you to take one quick action in response. Though you are still surprised, rather than being completely unable to act, you can take one action on your turn during the surprise round. This action can be used only to take one of the following actions: Dash, Disengage, Dodge, Hide, or Use an Object. After you take this action, the spell ends early.

Eldritch Isolation

4th-level conjuration

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

With a strike of your weapon, your battle magic transports your opponent with you to another area where you may continue duelling. As part of the action used to cast this spell, you must make a melee attack with a weapon against one creature within 5 feet of you, otherwise the spell fails.

On a hit, the target suffers the attack's normal effects, and you and the target are each teleported to an unoccupied space of your choice within 30 feet. Your new space and that of the creature you take with you must be within 5 feet of each other. If either of you would arrive in a place already occupied by an object or a creature, the spell fails to teleport either of you.

Eldritch Pursuit

4th-level conjuration

Casting Time: 1 bonus action
Range: Self
Components: V, M (a reflective object, such as a mirror or polished metal weapon)
Duration: Concentration, up to 1 minute

You magically teleport up to 30 feet to an unoccupied space you can see within 5 feet of a hostile creature. Until the spell ends, as a bonus action on each of your turns, you can teleport again, transporting yourself up to 30 feet to an unoccupied space you can see. Every time you teleport with this spell, the space you teleport into must be within 5 feet of a hostile creature.

Eldritch Speed

1st-level enchantment

Casting Time: 1 reaction, which you take when you would roll initiative
Range: Self
Components: V
Duration: 1 round

You gain advantage on the triggering initiative roll, and until the end of your first turn in combat, your walking speed increases by 30 feet.

Eldritch Tactics

2nd-level conjuration

Casting Time: 1 reaction, which you take when a creature within 15 feet of you teleports
Range: Self

Components: S
Duration: Instantaneous

When another creature teleports, you draw upon some of that magic to reposition yourself as well. You can teleport up to 15 feet into an unoccupied space vacated by the triggering creature.

Eldritch Weapon

3rd-level enchantment

Casting Time: 1 action
Range: 5 feet
Components: V, M (a melee weapon)
Duration: Concentration, up to 1 minute

A moment of battlefield success grants you a magical epiphany, allowing you to place a combat enchantment on your weapon. As part of the action used to cast this spell, you must make a melee attack with a weapon against one creature within the spell's range, otherwise the spell fails. On a hit, the target suffers the attack's normal effects, and you draw chronomantic magic energy from the target's place in time to enchant your weapon. For the duration, the speed of the target you hit is reduced by half, you have advantage on melee spell attacks against the target, and you can use the melee weapon you attacked with as a spellcasting focus for any spell you cast. Whether you hit or miss, until the spell ends, the weapon gains a +1 bonus to its attack and damage rolls, unless it is a magic weapon that already has a bonus to those rolls.

At Higher Levels. When you use a spell slot of 5th or 6th level to cast this spell, the weapon's magical bonus increases to +2. When you cast it with a spell slot of 7th level or higher, the bonus is +3.

Elemental Blade

2nd-level evocation

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

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

The blade sheds bright light in a 10-foot radius and dim light for an additional 10 feet, and the wielder can use its action to make a melee attack with the blade, rolling the attack as if it were attacking with a regular shortsword. On a hit, the target takes 2d4 plus your spellcasting ability modifier damage of the type chosen when this spell was first cast. Since the blade is immaterial, the wielder's Strength or Dexterity modifiers do not apply to the damage, nor does any extra damage from special abilities the wielder may possess (such as sneak attack).

A creature who takes damage from this spell suffers an additional effect depending on the type of damage inflicted, as follows:

- ***Acid***. The creature suffers disadvantage on the next Constitution saving throw it makes before the start of its next turn (this includes a saving throw to maintain concentration on a spell which may be caused by this spell's damage).
- ***Cold***. Until the end of the creature's next turn, its speed is reduced by half and it cannot take reactions.
- ***Fire***. The creature must immediately choose to either fall prone to extinguish flames on its body or be ignited, taking 1d4 fire damage at the end of each of its turns until it or another creature within 5 feet takes an action to extinguish the flames. Creatures wearing metal armor are immune to this effect.
- ***Lightning***. The creature can't take reactions until the start of its next turn and it takes an extra 1d4 lightning damage if it is wearing metal armor.

- ***Poison***. The creature is poisoned until the end of its next turn.

At Higher Levels. When you cast this spell using a 4th level or higher spell slot, the damage on a hit increases by ld4 for every two slot levels above 2nd.

Elemental Body

7th-level transmutation

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

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

- You are attuned to the environments where this element completely surrounds you, breathing and existing in such places comfortably.
- You are immune to poison damage and the poisoned condition, and to the paralyzed, stunned, and unconscious conditions.
- You gain resistance to bludgeoning, piercing, and slashing damage from non-magical weapons.

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

Air. You can fly at your normal speed. Creatures



have disadvantage on their attack rolls against you while they are flying or hovering.

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

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

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

Elemental Burst

1st-level evocation

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (varies, see description)
Duration: Instantaneous

You release the magical energy from one of the elements in an explosive burst. The material component of this spell depends on the element: burning incense for air, soft clay for earth, sulphur and phosphorus for fire, water and sand for water, or any kind of vegetable matter for wood.

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

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

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

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

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

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

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

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

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

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

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

"This is one of many extremely useful spells that originated among the spellcasters of the continent of Kara-Tur, where sages identify five elements instead of four. Unfortunately, the mages of that land are far better than those of Faerûn at keeping their secrets... So good, in fact, that I know the ways of spellcasters on distant planes better than I know those native to the continent that adjoins my own.' To this day, it be unclear to me whether the creator was a member of the mystic order known as the wu-jen, or one of the divinely inspired sorcerers called the shugenja."

—Elminster

Elemental Foible

4th-level necromancy

Casting Time: 1 bonus action
Range: 5 feet
Components: V, M (a weapon)
Duration: 1 minute

When you cast this spell, you must choose one target you have already hit with a melee attack this turn, otherwise the spell fails. You weave a deadly, glowing symbol into your target's flesh that makes it vulnerable to an element of your choice. Select one of the following damage types: acid, cold, fire, lightning, or thunder. Until the spell ends, at the end of any turn in which the target took damage of the type you chose, the target takes necrotic damage equal to 2d6 + your spellcasting ability modifier.

Elonia's Glamour

2nd-level illusion

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

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

"This effect is very similar to that of spells such as *charm person*, but Elonia Starre——that skilled illusionist of Raven's Bluff, as well-known for her prowess as a businesswoman and beautician as for her magic——cleverly crafted a spell that locates the enchantment in the caster, rather than in those the caster seeks to charm. As a result, this spell bypasses many natural resistances and immunities, and does not violate the sanctity of any creature's mind."

——*Laeral Silverhand*

Embalming Touch

2nd-level necromancy (ritual)

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

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

Empathic Sense

1st-level divination

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Concentration, up to 10 minutes

This spell allows you to probe the minds of creatures that you can see within range to determine their general emotions. You can choose one creature on each of your turns and use an action to probe its mind to determine one piece of information about its emotional state. You can discern whether a creature is hungry or fatigued, or whether it feels hatred, friendliness, curiosity, or rage.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can determine one additional piece of information about the general emotions of one more creature for each slot level above 1st.

Endure Elements

1st-level abjuration

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

For the duration, the creature touched can comfortably endure cold or hot conditions between 50 below zero to 140 degrees Fahrenheit without suffering any negative effects. This spell offers no protection from cold or fire damage, only against the negative effects of environmental exposure.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can touch and ward one additional creature from the effects of environmental exposure for every two slot levels above 1st.

Energized Shield

2nd-level abjuration

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

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

In addition, when you take the Attack action, you can use a bonus action to make a melee attack with the shield. On a hit, the target takes 1d6 + your spellcasting ability modifier of damage of the shield's elemental type.

The shield returns to normal when the duration expires. Only you can wield the shield safely. Another creature that touches the shield takes the damage as described above.

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

Energy Alteration

1st-level transmutation

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

You can change the damage type of the next spell you cast. Nothing else about the spell changes, just the damage type. You must cast the damaging spell the round after you cast this one.

Energy Drain

9th-level necromancy

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

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

For every 20 points of necrotic damage you inflict,

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

Energy Immunity

6th-level abjuration

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

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

Energy Vortex

3rd-level necromancy

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

When you cast this spell, a roaring vortex of elemental energy of the type you choose (acid, cold, fire, lightning, or thunder) bursts outward from you in a 20-foot radius. Each creature in the area must make a Dexterity saving throw. On a failed save, the creature takes 6d6 of the elemental damage type you selected, and it is knocked prone. On a successful save, the creature takes half the damage and isn't knocked prone.

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

Enervating Bolt

4th-level necromancy

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

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

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

Enrage Animals

1st-level enchantment

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

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

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

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

At the beginning of its turn, an affected creature must make a melee attack against a creature within reach. If a beast affected by this spell has no

creatures within reach, it will move towards the nearest creature and attack. If it cannot do so for some reason, the beast attacks an object within range, which may be the ground or a wall.

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

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

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

Entropic Shield

1st-level abjuration

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

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

Eruption of Earth's Fury

7th-level evocation

Casting Time: 1 action
Range: 120 feet
Components: V, S, M (a chunk of obsidian)
Duration: Instantaneous

A point you choose within range explodes into a column of lava and flying boulders. Creatures with 10 feet of that point must make a Dexterity saving throw. Creatures take 3d10 fire damage and 3d10 bludgeoning damage on a failed save and half as much damage on a successful one. The area around the point you chose is difficult terrain for 10 minutes after the spell is cast.

Ethereal Smite

2nd-level transmutation

Casting Time: 1 bonus action
Range: Self
Components: V, M (a weapon)



Duration: Concentration, up to 1 minute

The next time you make a melee weapon attack during this spell's duration, your weapon temporarily transforms your weapon into pure psionic energy that ignores your target's armor. Instead of making an

attack roll, you force the target to makes a Dexterity saving throw against this spell. On a failed save, the target takes the attack's normal damage and suffers its additional effects. On a successful save, the target takes half damage from the attack but suffers no additional effects that would normally be imposed on a hit (such as a rogue's sneak attack damage or a paladin's divine smite damage). This spell affects target's in the Border Ethereal as if they were on the same plane as the caster.

Evil Glare

7th-level necromancy

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

Your eyes glow white, forcing anyone who meets your gaze to relive their worst memories. For the duration of the spell, you may choose one target per turn and force them to make a Wisdom save to withstand meeting your terrible gaze. You may effect a number of targets equal to your spellcasting ability modifier. If your target fails their save, they are trapped in this nightmare vision and are blinded for a number of rounds equal to your spellcasting ability modifier. Victims may make Wisdom save every turn to end the condition. Once someone makes a successful save they become immune to this spell for 24 hours.

Exploit Opening

1st-level divination

Casting Time: 1 reaction, which you take when you miss with an attack roll
Range: Self
Components: V
Duration: 1 round

As the enemy avoids your blow, you gain a flash of insight into its weaknesses, one that you or your allies can exploit. The next attack roll made against this target before the end of your next turn has advantage. If that attack hits, it inflicts an additional 2d8 damage of the same type as the attack.

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.

Expose the Dead

2nd-level divination

Casting Time: 1 action
Range: Self (50-foot radius)
Components: V, S, M (a pain of glass that has been blessed)
Duration: Concentration, up to 1 minute

As you cast his spell any undead within range must make a Wisdom saving throw. Those that fail are surrounded by ghostly white flames for the duration. These flames do not deal damage, but they are impossible to miss. Even undead that are shrouded by illusion, invisible, or obscured within range are easily visible. An undead may repeat the Wisdom saving throw at the end of their turn to escape the flames.

Eye for an Eye

4th-level abjuration

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

You raise your weapon defiantly and shout a magical imprecation at a foe that dares to assault your comrade.

Make a weapon attack against the attacker. If you attack with a melee weapon, your reach for this attack is increased to 30 feet. If the attack hits, it deals an extra 3d8 radiant damage to the target. Whether you hit or miss, the target must make a Constitution saving throw. On a failed save, it is blinded until the end of its next turn.

Eye of Power

9th-level divination

Casting Time: 1 action
Components: V, S, M (a beholder's eyestalk)
Range: 30 feet
Duration: Concentration, up to 1 hour

This spell functions like *arcane eye*, with a few key differences. You can cast any spell of third level or lower through the eye. The spell cannot have a range of Self, and the spell behaves as though it was cast from the location of the eye, rather than your location.

The eye is corporeal and visible. It has 50 hit points and an AC of 18. It uses the saving throw bonuses of the character that cast the spell.

> "It amuses me to use this spell against beholders. Alas, they do not see the irony."
>
> —*Elminster*

Eye of the Hurricane

4th-level abjuration

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

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

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

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

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

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

Eyefire

5th-level evocation

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

Your eyes glow a brilliant, fiery green. Every creature within 10 feet must make Wisdom saving throw. Creatures that fail are frightened for 1 round. After the first round, for the duration of the spell, you can use an action to fire twin bolts of green energy at any creature in range. A target must make Dexterity saving throw. They take 8d8 acid damage on a failed save and half as much on a successful one.

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

Eyes of the Mage

7th-level divination

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

Your eyes take on an otherworldly sheen as you magically see through deception and obscurement, and even gain a glimpse of future events. For the duration, you have advantage on all Wisdom checks, your ranged attacks ignore half cover and three-quarters cover, and when you make an attack roll at disadvantage due to concealment, you gain a +5 bonus on that attack roll. Until the spell ends, you can also see invisible creatures and objects as if they were visible, and you can see into the Ethereal Plane. Ethereal creatures and objects appear ghostly and translucent.

Once before the spell ends, when a creature you can see makes a successful attack roll that would hit one of your allies, you can use your reaction to force that creature to reroll the attack roll with disadvantage. It must use the lower of the two attack rolls. Once you use your reaction for this effect, the spell ends immediately.

Fallion's Fabulous Fireball

5th-level evocation

Casting Time: 1 action
Range: 120 feet
Components: V, S, M (a bit of Sulphur, and a charred stick)
Duration: Instantaneous

Choose a point within range and choose a radius between 5 and 20 feet. Every creature within that radius takes 8d6 fire damage and must make a Dexterity saving throw. Creatures take 8d6 fire damage on a failed save and half as much on a successful one. This spell ignores cover.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, you can choose to increase the damage by 1d6 or increase the radius of effect by 5 feet for spell slot above 5th.

Fang Trap

4th-level abjuration

Casting Time: 1 action
Range: Touch
Components: V, S, M (a rare serpent fang worth at least 100 gp, which the spell consumes)
Duration: Until dispelled or triggered

You create a magical trap that takes the form of massive poisonous fangs when activated. When you cast this spell, you create a magical trap tied to a surface (such as a table or a section of floor or wall) or an object that can be closed (such as a book, a scroll, or a treasure chest). While casting this spell, you physically trace the area of the surface or the outline of the object to be trapped. If you choose a surface, the area of the surface can be no larger than 20 feet in diameter. If you choose an object, that object must remain in its place; if the object is moved more than 20 feet from where you cast this spell, the spell ends without being triggered.

You decide what triggers the trap when you cast the spell. For *fang trap*s placed on a surface, most typical triggers include touching or standing on the trapped surface, removing another object covering the surface, or approaching within a certain distance of the surface area. For *fang trap*s inscribed within an object, the most common triggers include opening that object, approaching within a certain distance of the object, or manipulating the object in a pre-described way. Once a *fang trap* is triggered, this spell ends.

You can further refine the trigger so the spell activates only under certain circumstances or according to physical characteristics (such as height or weight), creature kind (for example, the ward could be set to affect aberrations or drow), or according to whether or not the creature has immunity to poison damage or the poisoned condition. Unlike a *glyph of warding,* it can't be made to activate on the basis of alignment. You can also set conditions for creatures that don't trigger

the *fang trap*, such as those who say a certain password. You are unable to trigger the *fang trap* yourself.

Any creature that sees you cast this spell knows the exact area affected, and immediately makes an Intelligence (Arcana) check against your spell save DC, gaining advantage on that check. If the creature succeeds, it also knows what triggers the trap. Otherwise, the *fang trap*'s presence is almost undetectable and requires a successful Intelligence (Investigation) check against your spell save DC to be noticed.

When the *fang trap* discharges, the object or surface grows huge fangs that immobilize the creature who triggered it. The creature is restrained until the beginning of its next turn. At the beginning of its next turn, it must make a Constitution saving throw. If it succeeds, it is no longer restrained. If it fails, it takes 2d8 piercing damage, 2d8 poison damage, and 2d8 psychic damage, and remains restrained for 1 minute.

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

Far Dash

3rd-level conjuration

Casting Time: 1 reaction, taken at any time during your turn, as long as you have previously taken the Dash action this turn
Range: 30 feet
Components: V
Duration: Instantaneous

You teleport yourself up to 30 feet.

Far Hearing

Divination cantrip

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

For a moment, you hear even distant whispers. Choose one point within range that you can see. Until the end of your next turn, you hear as if you were at that point instead of where you actually are.

Far Realm Gaze

Divination cantrip

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

Until the end of your next turn, you know the location of any aberration within 60 feet of you that is not behind total cover. If you cast this spell again when you have already cast it within the past minute, you must make a Wisdom saving throw against your own spell save DC. On a failed save, you take 2d6 psychic damage.

"Given the world of the Eberron's separation from the larger multiverse, the Far Realm is unknown there.

"However, in the past Eberron endured a cataclysmic invasion by alien beings called the daelkyr, who gave rise to most of the creatures this spell would detect. Thus, the native mages know the Far Realm gaze spell as 'daelkyr gaze.'

"For those who venture into that world's Underdark, this spell can mark the difference between life and death."

—Mordenkainen

Farspeaker

3rd-level transmutation (ritual)

Casting Time: 1 minute
Range: Touch
Components: V, S, M (two small boxes made of rare wood worth at least 500 gp apiece)
Duration: 24 hours

As long as the two boxes are within 5 miles of each other, the creatures carrying them can speak as if they are right next to each other. This can be interrupted if one or both boxes are in an *anti-magic shell* or a *silence*.

Favor of Tymora

2nd-level abjuration

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Until dispelled (varies)

This spell can only be cast on a specific creature one time. The recipient gains three d20s that it can use when needed. When it rolls a d20 to make an attack roll, ability check, or saving throw, it can roll one of the d20s granted by this spell and use its result instead. The creature can choose to roll the d20 after rolling the first die, but before it knows the result. Once the second die is rolled, it can choose to use either result. Only one extra die can be used for any one check. Once a die is rolled, it is expended. Once all the dice have been used, the spell ends.

Feat of Magnificence

4th-level transmutation

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

A creature you touch gains the potential to perform prodigious deeds. Once before the end of its next turn, when the target rolls an ability check, attack roll, or saving throw, it can choose to gain a +10 bonus to that roll, and it treats a roll of 19 or lower on the d20 as a 20. The spell ends when the target gains this bonus to a roll, or if it hasn't used this bonus by the end of its net turn.

Fell Strike

Necromancy cantrip

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

As part of the action used to cast this spell, you must make a melee attack with a weapon against one creature within the spell's range, otherwise, the spell fails. On a hit, the target suffers the attack's normal effects, and the towering fury you display commands your foe to kneel. You can use your bonus action this turn to force the target you hit to roll a Wisdom saving throw. On a failure, the target takes 1d6 psychic damage, and if it is Large or smaller, it falls prone. At 5th level, the melee attack deals an extra 1d6 force damage to the target, and the psychic damage the target takes on a failed save increases to 2d6. Both damage rolls increase by 1d6 at 11th level and 17th level.

Fellblade

6th-level necromancy

Casting Time: 1 bonus action
Range: Self
Components: V, S, M (a piece of cold iron and a drop of holy water)
Duration: 1 minute

You conjure a dark shimmering spectral sword that appears in your hand. For the duration, you can use your action to make a melee spell attack using the blade. On a hit, you can choose one of three effects:

- ✧ The blade deals 3d10 necrotic damage to the target
- ✧ The target must make a Constitution save or be paralyzed until the end of its next turn
- ✧ The blade deals 3d4 necrotic damage to the target and heals you for the same amount

Feywild Guardian

Conjuration cantrip

Casting Time: 1 reaction, which you take when a hostile creature you can see within 10 feet of you takes the Disengage action or makes an attack that does not target you

Range: 10 feet
Components: V, M (a melee weapon)
Duration: Instantaneous

You draw on magic of the Feywild to quickly teleport in order to punish an enemy who ignores you. When you use your reaction to cast this spell, you can teleport up to 10 feet to any unoccupied space where the triggering creature would be within the reach of your melee weapon. As part of the same reaction, you can immediately make one melee weapon attack against the triggering creature. The amount of damage inflicted by this attack cannot be higher than your spellcasting ability modifier.

The damage of attacks you make with this spell increases when you reach higher levels. At 5th level, the melee attack deals an extra 1d4 radiant damage to the target. This extra radiant damage increases to 2d4 at 11th level and 3d4 at 17th level. Whenever you add this radiant damage to the damage of your weapon attack, the maximum amount of damage the attack can inflict is equal to the amount of radiant damage + your spellcasting ability modifier.

"Magic of the Feywild is notoriously untrustworthy, but the eladrin who created this defensive spell knew their craft. It efficiently draws energy from their home plane and enables consistent, limited teleportation in battle, while requiring no more than a neophyte's level of magical power."

—Mordenkainen

Fiery Fists

3rd-level transmutation

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

Your fists are shrouded in flame. For the spells duration, you can make a melee spell attack against any target within 5 feet. If you hit you inflict 1d8 plus your spellcasting ability modifier. While this spell is active, you cannot cast spells with somatic components.

Fiery Wrath

1st-level conjuration

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

You create fire with only the concentrated power of your inner rage. Choose any flammable object within range. If it is not on someone's person, it suddenly bursts into flames. Each creature within 5 feet of the point where the fire exploded must make a Dexterity saving throw. A creature takes 2d6 fire damage on a failed save, or 1 point of fire damage on a successful one.

You then choose one creature within the affected area and make a ranged spell attack against the creature. On a hit, that creature takes 1d6 psychic damage and must choose to either immediately fall prone or take an additional 1d6 fire damage at the beginning of their next turn.

If a creature has the flammable object you ignite on their person, you must make the ranged spell attack for this spell first, and you must make the attack against the creature with object on their person. If you hit, it suffers the same effects from your ranged spell attack described above, and the object bursts into flames. Each creature within 5 feet of the ignited object must then make the Dexterity saving throw as normal.

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

Find the Gap

3rd-level divination

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

You see weak points in your opponent's armor. Choose one target. While the spell is in effect, any

melee attack or ranged attack you make against that target ignores any armor and shield bonus to AC. You may not ignore a creature's natural armor. If that target falls before the spell expires, you may choose another target.

Finger of Agony

4th-level necromancy

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

You reach out with a magically empowered metal hook, which magically extends and twists to tear your victim's organs apart inside its body. The target must make a Constitution saving throw, taking 5d6 magical slashing damage on a failed save or half as much on a success. The agony is unbearable, and a target that fails its Constitution save is also poisoned until the end of its next turn.

Whether or not the target fails its saving throw, on each of your turns for the duration, you can use a bonus action to try to slash the same target again. Each time you use your bonus action to do this, the target must make a Constitution saving throw, taking 3d6 magical slashing damage on a failed save or half as much on a success, but suffering no other effects. The spell ends early if the target succeeds on three saving throws against this spell.

Fire and Brimstone

5th-level conjuration

Casting Time: 1 action
Range: 50 feet
Components: V, S, M (a piece of sulphur)
Duration: Instantaneous

Your opponent bursts into sickening yellow flame, unleashing an unbearable stench. The target must make a Constitution saving throw. On a failure, it takes 8d10 fire damage and is poisoned for 1 minute. On a success, it takes half as much damage and is not poisoned. A poisoned target can repeat the Constitution saving throw at the end of each their turns, ending the effect on a success.

Fire Aura

4th-level abjuration

Casting Time: 1 action
Range: Self (10-foot radius)
Components: V, S, M (a piece of flint and a scrap of paper)
Duration: 1 minute

You are surrounded by a green-hued flame aura that sheds bright light in a 10-foot radius around you. You have resistance to fire damage while the aura persists. In addition, a creature that enters the aura for the first time on its turn or starts its turn there takes 1d10 fire damage.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the fire damage increases by 1d10 for every two slot levels above 4th.

Fire Enchantment

4th-level enchantment

Casting Time: 1 action
Range: 50 feet
Components: V, S, M (a silver mirror)
Duration: Concentration, up to 8 hours

By chanting and concentrating on a fire within range, you can force every creature within 10 feet of that fire to make a Wisdom saving throw. Creatures that succeed are immune to this spell for 24 hours. Those that fail fall victim to a *suggestion*, as the spell of the same name. You must use the same suggestion for each victim.

"Meddling adventurers who style themselves 'heroes' always seem to gather their party around a campfire for a night's rest before venturing forth.

"Thus, when such interlopers approach one's lair, this spell has many creative and entertaining applications."

—Acererak

Fire Hawk

Evocation cantrip

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

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

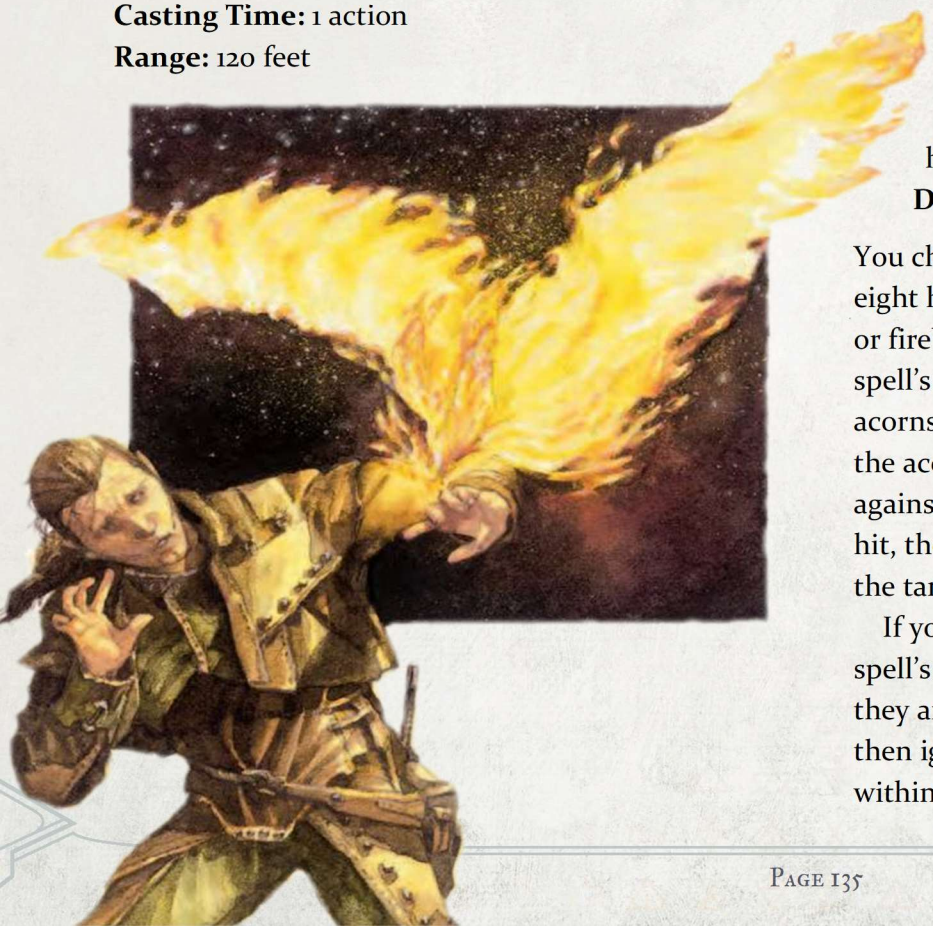
Make a ranged spell attack against a creature within range. If the attack hits, the target takes 1d8 fire damage and has the fiery hawk remains looming above it. If the target provokes an opportunity attack before the start of your next turn (whether such an attack is actually made or not), it immediately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

The fire damage from this ranged spell attack increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Fire of Justice

5th-level necromancy

Casting Time: 1 action
Range: 120 feet



Components: V, S, M (a piece of coal and a drop of holy water consecrated by a priest of Tyr)
Duration: Instantaneous

You must cast this spell after you have successfully hit a creature and inflicted damage upon it in melee combat, or the spell fails. If the creature is still in range and some of the damage you inflicted remains unhealed, you can cast this spell, and its wounds burst into flames and engulf it; The target must make a Constitution saving throw. On a failed save, it takes 6d10 fire damage, and it catches on fire, shedding bright light in a 30-foot radius and dim light for another 30 feet. At the end of each of its turns, the creature repeats the saving throw. It takes 3d10 fire damage on a failed save, or the spell ends on a successful one.

When dealing damage to an undead creature with this spell, reroll any 1 on a damage die.

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

Fire Seeds

6th-level conjuration

Casting Time: 1 action
Range: Touch
Components: V, S, M (four acorns or eight holly berries)
Duration: 1 hour

You choose to imbue either up to four acorns or eight holly berries to create either magical grenades or firebombs that last until they are used, or the spell's duration expires. If you choose to imbue the acorns, then you can use an action to throw one of the acorns on your turn; make a ranged spell attack against a target of your choice within 100 feet; on a hit, the acorn explodes and deals 4d6 fire damage to the target.

If you choose to imbue the holly berries with this spell's magic, they can't be thrown effectively, so they are usually placed in specific locations and then ignited using a command word. If you are within 200 feet of one of the holly berries when you

speak the command word, it explodes and deals 1d8 fire damage in a 5-foot radius. A creature caught in the blast radius must make a Dexterity saving throw. On a successful save, the creature takes half the fire damage.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, you can create one additional acorn or two additional holly berries for each slot level above 6th.

Fire Spiders

6th-level conjuration

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

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

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

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

Fire Trap

2nd-level evocation

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

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

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

Firequench

4th-level abjuration

Casting Time: 1 action
Range: 120 feet
Components: V, S, M (a water skin)
Duration: Concentration, up to 1 minute

Choose a point within range. No fire can burn within 40 feet of that point. Even dragon's breath or magical fire cannot burn within 40 feet of that point.

"I have removed the name of this spell's creator. According to the black-robed elf from a distant world with whom Mordenkainen and I used to meet with regularly, the evil archmage had a means of taking the life energies of those who sought his knowledge, using them to sustain his own power. Even after his death, he continued this vile practice as a disembodied spirit.
"Thus, I shall not name him here, that no ambitious young mages might be tempted to seek him on account of this grimoire."
—*Elminster*

Firestride Exhalation

4th-level evocation

Casting Time: 1 action
Range: Self (30-foot cone)
Components: V, S
Duration: Instantaneous

You breathe a cone of fire, scorching your enemies. Every creature within range must make a Dexterity

saving throw. They take 6d6 fire damage on a failed save and half as much damage on a successful one. You may then use your bonus action to teleport to any empty space in range of the spell.

At Higher Levels. You can cast this spell using a 5th level or higher spell slot. You may increase the damage by 1d6 or increase the cone by 10 feet for every spell level above 4th.

Fist of Stone

1st-level transmutation

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

One of your fists transforms into living stone. You have advantage on grapple checks and ability checks to break objects with the fist for the duration.

In addition, your unarmed strikes with the fist deal 1d6 + your Strength modifier bludgeoning damage. Your transformed fist is considered a light weapon with which you are proficient for the purpose of two-weapon fighting.

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

Flare

1st-level evocation

Casting Time: 1 action
Range: 150 feet
Components: V, S
Duration: Instantaneous

A streak of sparks darts from your finger. Once it hits the limit of its range or any physical barrier, it burst into an explosion of bright light. The explosion can be seen up to 10 miles away in day or night. Hitting a creature with the sparks is annoying, but does no damage.

Flensing

8th-level transmutation

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

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

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

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

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

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

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

The slashing damage can be healed normally. The reduction to Charisma can be healed by the *regenerate* spell, by the *wish* spell, or by resting for

48 hours after the hit point damage has been healed, except for any permanent reduction, which cannot be healed by anything short of a *wish*.

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

Flesh Ripper

3rd-level evocation

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

One of your hands sprouts thick bone spikes. It is useless to hold items or make fine gestures, but it excels as a weapon. When you swipe the claw through the air, wounds open on your victim. Make a ranged spell attack against an opponent in range. If you hit they take 2d6 plus your spellcasting ability modifier slashing damage. If you roll a critical hit then, in addition to the extra damage, at the start of your next turn the wounds bleeds for an extra 1d4 slashing damage, and the wound will not heal until it is healed by magic.

Flesh Shiver

6th-level necromancy

Casting Time: 1 action
Range: 50 feet
Components: V, S, M (a broken bone)
Duration: Instantaneous

You snap the bone in your hand and your targets muscles and skin twitch while a terrible crunch comes from your victim. Choose one creature within range to make a Constitution save. If your opponent succeeds the spell fails. If they fail the save, they are stunned until the beginning of your next turn. At the beginning of your next turn your victim takes 8d8 bludgeoning damage and are poisoned for a number of rounds equal to your spellcasting ability modifier.

Flight of the Dragon

4th-level transmutation

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

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

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

Flying Step Stance

3rd-level transmutation

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

You move with preternatural grace, leaping onto or over tall obstacles that impede your foes. Until the spell ends, you gain the following benefits:

- ✧ Your speed increases by 10 feet
- ✧ You have resistance to damage from falling
- ✧ Your jumping distance is tripled
- ✧ You gain a climbing speed equal to your walking speed
- ✧ Your movement is unaffected by difficult terrain or squeezing
- ✧ Spells and other magical effects cannot reduce your speed.

Once before the spell ends, you can give yourself advantage on one weapon attack roll on your turn. That attack deals an extra 1d10 force damage on a hit. Whether you hit or miss, you gain a flying speed equal to your walking speed until the end of that turn.

Focused Discipline

Evocation cantrip

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

As part of the action used to cast this spell, you must make a melee attack with a weapon against one creature within the spell's range, otherwise the spell fails. On a hit, you channel the battlefield discipline of past heroes to choose one of the following benefits:

- ✧ The next time you make an attack roll before the end of your next turn, you can roll 1d4 and add the number rolled to your attack roll.
- ✧ The next time an ally of your choice within 5 feet of you is attacked before the end of your next turn, it can roll 1d4 and add the number rolled to its Armor Class against that attack.
- ✧ As part of the action used to cast this spell, you can move up to 5 feet without provoking opportunity attacks.

This spell's damage increases when you reach higher levels. At 5th level, the melee attack deals extra force damage to the target equal to your spellcasting ability modifier. This extra force damage increases to 1d10 + your spellcasting ability modifier at 11th level, and 2d10 + your spellcasting ability modifier at 17th level.

Foesnare

1st-level enchantment

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

As part of the action used to cast this spell, you must make a melee attack with a weapon against one creature within the spell's range, otherwise the spell fails. On a hit, the target suffers the attack's normal effects and takes an additional 1d6 force damage as links of solid eldritch energy burst from its flesh, binding its bones to the ground. The creature you hit is restrained until the end of its next turn.

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

Fog of Viscidity

2nd-level conjuration

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

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

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

Fool's Speech

3rd-level transmutation

Casting Time: 1 action
Range: Touch
Components: V, S, M (a whistle made of bone)
Duration: 1 hour

You and up to four creatures who are touching each other when the spell is cast can speak and understand a secret language that is unintelligible to others. A comprehend languages or tongues spell will not decipher the language.

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

Force Hammer

2nd-level evocation

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

You project a ray of shimmering force at a single opponent when you cast this spell, allowing you to bring them down without causing lasting harm. Make a ranged spell attack. On hit, the target takes 5d4 force damage. If this damage reduces a creature to 0 hit points, you can choose to knock the creature unconscious instead of killing it. This choice must be made as damage is assigned if the creature drops to 0 hit points. An unconscious creature is stabilized at 0 hit points, as if by the *spare the dying* cantrip.

At Higher Levels. The damage increases by 1d4 for each slot level above 2nd.

> "In crowded cities like Waterdeep, spells such as *force hammer* are of great use in apprehending miscreants on the street without harming the surrounding structures or innocent bystanders."
>
> ——*Laeral Silverhand*

Force Orb

4th-level evocation

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

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

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

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

Force Push

Evocation cantrip

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

Choose one creature you can see within range. The target must make a Strength saving throw. Creatures of Large size have advantage on this saving throw and creatures that are Huge or larger automatically succeed. On a failed save, a creature takes 1d6 force damage and you can push it up to 10 feet in a straight line away from you. It must end this movement on a surface that can support its weight.

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

Forceful Missile

4th-level transmutation

Casting Time: 1 action
Range: Self
Components: S, M (a ranged weapon)
Duration: Instantaneous

You infuse a rune-inscribed projectile with magic, making it deliver an impact that belies its size. As part of the action of casting this spell, you must make a ranged weapon attack, otherwise the spell ends. If that attack hits, the target takes an additional 4d12 force damage, and it is pushed 15 feet away from you and knocked prone.

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

Forceful Query

1st-level divination

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

As a part of the action of casting this spell, you must ask a question of one creature within range that can see and hear you, or else the spell fails. The question must be phrased so that it can be answered with a yes or a no. The target must succeed on a Wisdom saving throw, or it replies with a truthful answer. A creature that is immune to being charmed or which does not share a language with you is not affected by this spell.

Fortifying Cry

Enchantment cantrip

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

You assume an empowering stance and give a loud shout, rousing your own fighting spirit and defying fear. Roll 1d6. You gain temporary points equal to the number rolled, and you add that same number as a bonus to the next saving throw you make against exhaustion or becoming frightened before the end of your next turn. You do not gain these temporary hit points if you have gained temporary hit points from casting this spell within the past minute.

When you cast this spell, you may also choose a creature within 5 feet of you and force it to roll a Wisdom saving throw. If it fails, it takes 1d4 psychic damage. The amount of psychic damage you inflict with this spell increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4). Creature that are immune to being frightened take no damage from this cantrip.

"One of the joys of magical lore—or frustrations, depending on how ye view it—is that no matter how many centuries of intense study ye devote, some mysteries yet beckon.

"For me, I think the relationship of the mystical force known as ki to magic shall ever be such. Like a bird that flits away whenever ye come close, whenever I think the answer is within my grasp, it vanishes in the face of some new wrinkle or contradiction.

"In certain nations of Kara-Tur, where an advanced study of ki is made, a battle cry like the one this cantrip creates is often called a *kiai*, and is considered an achievement of martial skill, rather than true magic. Perhaps this cantrip was created to emulate such displays?"

—*Elminster*

Foundation of Stone

1st-level transmutation

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

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

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

Four-Winds Bag

3rd-level conjuration

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

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

Free Will

2nd-level enchantment

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

You touch and end one mind-affecting condition affecting the target. You can end the frightened, charmed, paralyzed, or stunned condition.

Freezing Ray

6th-level evocation

Casting Time: 1 action



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

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

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

Frightful Strike

1st-level enchantment

Casting Time: 1 reaction, which you take when you hit a creature with a melee attack using a weapon
Range: 5 feet
Components: V, M (a weapon with at least one drop of blood on it)
Duration: 1 round

You bark or whisper a terrifying threat to your target creature as your weapon strikes. The target you hit with the weapon attack takes an amount of additional psychic damage equal to 1d4 + your Charisma modifier, and it becomes frightened of you until the end of its next turn.

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

Frost Backlash

2nd-level evocation

Casting Time: 1 reaction, which you take in response to being hit with an attack roll by a creature within 5 feet of you
Range: 5 feet

Components: V, M (a weapon)
Duration: Instantaneous

As part of the reaction used to cast this spell, you must make a melee attack with a weapon against the creature who made the triggering attack, otherwise the spell fails. On a hit, the target suffers the attack's normal effects and takes an additional 3d6 cold damage. On a miss, the target takes no damage from your melee weapon attack, but takes half the extra cold damage it would have inflicted.

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

Frost Breath

2nd-level evocation

Casting Time: 1 action
Range: Self (5-foot by 30-foot line)
Components: V, S, M (a drop of water held in the palm of your hand)
Duration: Instantaneous

You breathe out a 5-foot by 30-foot line of frost. Each creature caught in the line must make a Dexterity saving throw. On a failed save, the creature takes 4d6 cold damage, or half as much on a successful one.

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

Frost Fingers

1st-level evocation

Casting Time: 1 action
Range: Self (a 15-foot cone)
Components: V, S
Duration: Instantaneous

As you hold your hands with thumbs touching and fingers spread, a thin sheet of frost shoots forth from your outstretched fingertips. Each creature in a 15-foot cone must make a Dexterity saving throw. A creature takes 3d6 cold damage on a failed save, or half as much on a successful one.

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

Frost Whip

2nd-level conjuration

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

You create a whip-like beam of frost that extends outward from your hand. The frost whip has a reach of 10 feet. As part of the action used to cast the spell, and by using an action on each of your turns, you can make a melee spell attack against a creature within your reach. On a hit, the creature takes cold damage equal to 1d10 + your spellcasting ability modifier.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the cold damage increases by 1d10 for every two slot levels above 2nd.

Frostwind Blade

Evocation cantrip

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

As part of the action used to cast this spell, you must make a melee weapon attack against one creature within the spell's range, otherwise the spell fails. On a hit, the target suffers the attack's normal effects, and your weapon's blow inflicts winter's wrath, leaving a frosty trail as it cuts through the air. The next time the target you hit makes an attack before the end of your next turn, it must choose either to make the attack with disadvantage or to take 1d6 cold damage and make the attack roll normally. A creature within 5 feet of you that takes cold damage from this spell reduces its speed by half until the end of your next turn.

This spell's damage increases when you reach higher levels. At 5th level, the melee attack deals an extra 1d6 cold damage to the target, and the damage

the target suffers for not taking disadvantage on its next attack increases to 2d6. Both damage rolls increase by 1d6 at 11th level and 17th level.

Fugue

4th-level illusion

Casting Time: 1 action
Range: 90 feet
Components: V, S, M (a miniature violin bow made of platinum worth at least 250 gp)
Duration: Concentration, up to 1 minute

You select a point within range, and a discordant melody plays eerily to all creatures within a 30-foot radius. Each creature that starts its turn within the area must make a Wisdom saving throw. On a failed save, the creature takes 4d6 psychic damage, and can't take reactions. On a successful save, the creature takes half the damage, and doesn't lose its reaction.

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

Fumbling Curse

4th-level enchantment

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a small portion of solidified milk fat)
Duration: Concentration, up to 1 minute

Choose an area the size of a 30-foot cube within range. Creatures of your choice within the area must make a Wisdom saving throw or have disadvantage on Dexterity ability checks and saving throws for the duration. In addition, when an affected creature makes an attack roll with a hand-held weapon and misses the attack by 5 or more, it drops the weapon in an adjacent space.

An affected creature can try a new saving throw at the end of each of its turns, ending the effect early on itself with a success.

G'Elsewhere Chant

3rd-level conjuration

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

You chant words of power as you touch a willing creature of Large size or smaller or an unattended object no larger than 10 cubic feet in size, and instantly teleport it to an unoccupied space that you can see within 120 feet. You can affect an unwilling creature by making a successful melee spell attack as part of the action used to cast the spell.

Galkyn's Bolt

4th-level evocation

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

You hold out your hand and launch a blue-white bolt of force. You fire a number of bolts equal to your spellcasting ability modifier, you may not attack a target more than once. Make ranged spell attack, if you hit that target takes 6d8 force damage.

Gateway

8th-level transmutation

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

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

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

which is the side that functions as a portal.

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

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

Gemidan's Icicle

1st-level transmutation

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

You fire an icicle at a target within range. Your target takes 1d4 cold damage and must make a Constitution saving throw. If they fail, the target is vulnerable to cold damage until the end of your next turn. If the target successfully saves they take damage but are otherwise unaffected. If the target is immune to cold damage, they make this save automatically.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you increase the damage by 1d4 for spell slot above 1st. If you use a spell slot of 4th level or higher, the target is vulnerable to cold damage for 1 minute.

Gemjump

6th-level conjuration (ritual)

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

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

You can transport up to six willing Medium size or smaller creatures with you, none of which can be carrying gear in excess of their carrying capacity.

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

General of Undeath

8th-level necromancy

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

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

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

Ghost Armor

3rd-level conjuration

Casting Time: 1 action
Range: Touch
Components: V, S, M (a fragment of battle-worn armor)
Duration: Concentration, up to 1 minute

You touch a willing creature. Until the spell ends, spectral armor covers the creature's skin, and it can't have an AC less than 17, regardless of what kind of armor it is wearing.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the minimum AC

of the target creature increases by 1 for every two slot levels above 3rd.

Ghost Pipes

2nd-level illusion

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (an instrument)
Duration: Concentration, up to 1 hour

A ghostly instrument appears and starts to play. Any song you play is matched perfectly by the ghost instrument. For the duration, you have advantage on Performance (Charisma) and Persuasion (Charisma) checks.

Ghostharp

Divination cantrip

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

When you cast this spell, you hear all songs sung within 50 feet of your location within the last day. You can choose one song to be imprinted on an item. When you repeat a command word you choose during casting, the item replays the song. You cannot use the song to activate bardic abilities (like the Song of Rest or Countercharm). The item can only be imprinted with one song at a time.

Ghostly Tail

1st-level evocation

Casting Time: 1 bonus action
Range: Self
Components: V, S, M (a dragon's scale)
Duration: Concentration, up to 1 minute

A translucent dragon's tail forms behind you. You can use an action to attack any creature within 10 feet. Make a melee spell attack, if you hit your target takes 1d8 plus you spellcasting ability modifier force damage.

Ghoul Gesture

3rd-level necromancy

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

A powerful and complex gesture of your hands weaves a bilious yellow ray that lashes out to strike your enemy. Make a ranged spell attack. If you hit, your target must make a Constitution save. If they fail, they are paralyzed for the duration of the spell. If they pass they are poisoned for the duration of the spell instead. A paralyzed victim may make a Constitution save at the end of their turn to end the paralyzed condition and become poisoned. A poisoned victim may make a Constitution save at the end of their turn to end the spell.

Ghoul Light

1st-level necromancy (ritual)

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

A sickly green flame erupts from an object you touch. The flame sheds light like a torch, and any undead within 40 feet of the ensorcelled object have advantage on Wisdom saves to avoid being turned.

Gibberish Curse

2nd-level illusion

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

Sowing the chaos of Pandemonium, you scramble your speech and the speech of others. Choose one creature within range that can hear you. The target must roll a Wisdom saving throw, suffering 2d10 psychic damage on a failed save or half as much on success. If the creature fails its save, both you and the creature lose the power of speech until the start

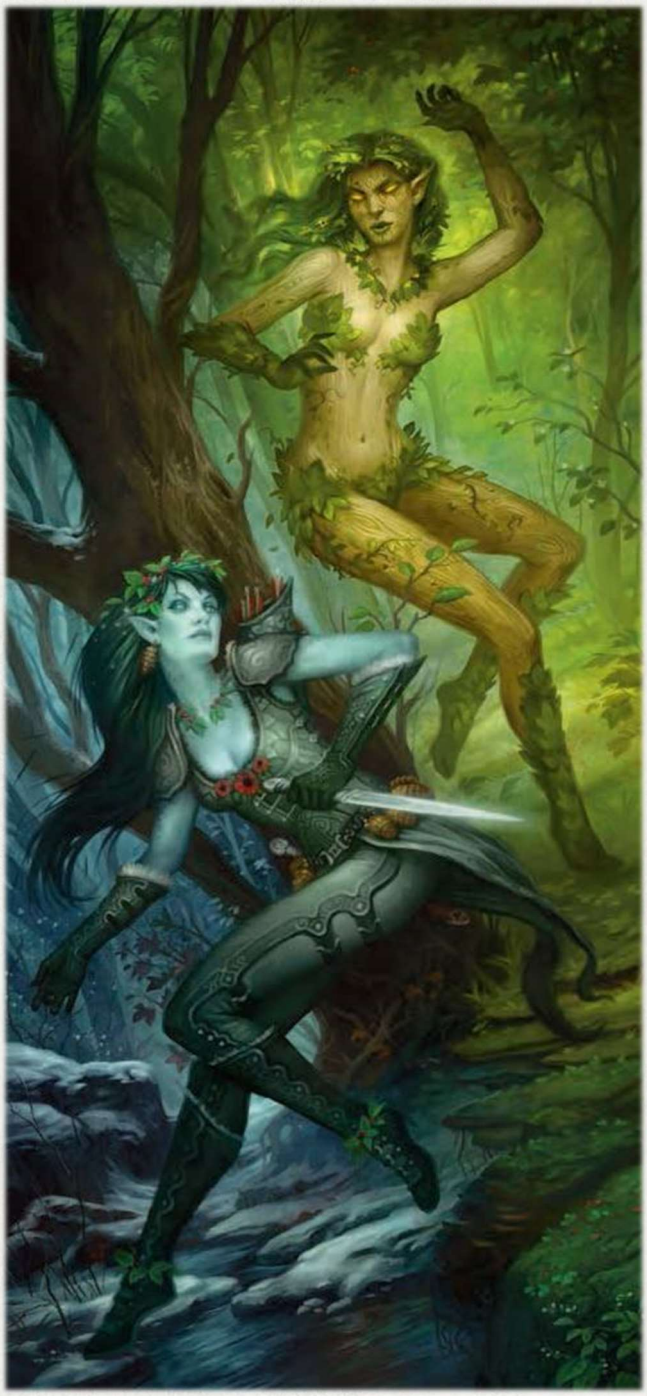
of your next turn. For that duration, neither of you can speak any language (though you can understand others as you would normally), and neither of you can cast any spell that requires verbal components, nor use any spell or other effect that requires others to be able to hear you.

At Higher Levels. If you cast this spell using a spell slot of 3rd level or higher, the psychic damage inflicted increases by an additional 1d10 for every spell level above 2nd.

Glamour Blade

3rd-level illusion

Casting Time: 1 action
Range: 5 feet
Components: V, M (a weapon)
Duration: Concentration, up to 1 minute



As part of the action used to cast this spell, you must make a melee attack with a weapon against a creature within range, otherwise the spell fails. On a miss, the spell ends. On a hit, the target suffers the attack's normal effects, and the air shimmers around you as an illusory duplicate of you appears in an unoccupied space of your choice within 5 feet of the target. If no such space exists, the spell fails.

Until the spell ends, the duplicate persists, appearing to be a living, breathing, active version of you. If the target ends its turn more than 60 feet away from the duplicate, or if you end your turn more than 60 feet away from the duplicate, the spell ends. The duplicate mimics your actions to a degree, but no matter where you are, it seeks to remain close to the target.

If the target ends its turn more than 5 feet away from the duplicate, the duplicate moves up to 60 feet to an unoccupied space within 5 feet of the target. If no such space exists, the duplicate moves to the unoccupied space closest to the target.

While the duplicate is within 5 feet of the target, you can make melee attacks against the target as if it were within 5 feet of you, just as if you were attacking from the space the duplicate is occupying. If you hit the target with a melee attack roll while it is within 5 feet of the duplicate, the attack inflicts additional psychic damage equal to 1d6 + your spellcasting ability modifier.

While you are within 5 feet of your duplicate, whenever an attack roll is made against you, you can use your reaction to roll a d20. If you roll an 11 or higher on the die, the attack targets the duplicate instead of you.

The duplicate's AC equals your spellcasting DC. If an attack hits a duplicate, the duplicate is destroyed. A duplicate can be destroyed only by an attack that hits it. It ignores all other damage and effects. If the duplicate is destroyed, the spell ends.

Glasya's Stride

7th-level transmutation

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

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

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

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

"Despite its widespread use, most warlocks still prefer to avoid this spell for its diabolical associations—those warlocks who have a pact with her being notable exceptions."

—*Elminster*

Glimmering Blade

Conjuration cantrip

Casting Time: 1 action
Range: 10 feet
Components: V, M (a weapon)
Duration: 1 round

As part of the action used to cast this spell, you must make a melee attack with a weapon against one creature within the spell's range, otherwise the spell fails. On a hit, the target suffers the attack's normal effects, and you can teleport to an unoccupied space of your choice within 10 feet of you. If you teleport to a space within 5 feet of the target, the target cannot take reactions until the end of your next turn.

The damage of attacks you make with this spell increases when you reach higher levels. At 5th level, the melee attack deals an extra 1d6 radiant damage to the target. This extra radiant damage increases to 2d6 at 11th level and 3d6 at 17th level.

Glitterdust

2nd-level conjuration

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a pinch of ground mica)
Duration: Instantaneous

You cause an explosion of glittering dust in a 20-foot radius within range. Creatures within the area when the explosion occurs must make a Dexterity saving throw or be blinded until the start of your next turn unless they use an action to clean the dust from their eyes. Invisible creatures within the area are covered in the dust whether they made the saving throw or not and can't benefit from invisibility 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 radius of the effect increases by 5 feet for every slot level above 2nd.

Gloom

4th-level transmutation

Casting Time: 1 action
Range: 300 feet
Components: V, S, M (incense worth at least 10 gp, which the spell consumes)

Duration: Concentration, up to 10 minutes

You cause a 120-foot radius of gloom to cover an area centered on a point you can see within range. The area suppresses daylight and other light sources, causing a twilight effect. Areas within the gloom where light sources are suppressed are considered lightly obscured for the duration. Creatures with sunlight sensitivity do not suffer penalties while within the area and nonmagical light sources have their illumination reduced to a 5-foot radius. Spells of lower level than the spell slot used to cast this spell that produce a light effect are dispelled when contacting the area or fail if cast within it.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the radius of the effect increases by 10 feet for every slot level above 4th.

Glorious Transmutation

9th-level transmutation

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

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

Glowglory

3rd-level evocation

Casting Time: 1 action
Range: 90 feet
Components: V, S, M (a coalstone, which the spell consumes)
Duration: Instantaneous

You crush the coalstone (which you must create with the coalstone spell), and unleash its heat at your enemies. Make a ranged spell attack, if you hit you inflict 6d6 fire damage. The target catches on fire, burning for 1d6 fire damage a turn until the target or an ally uses an action to douse the flames.

Glyph of Revealing

2nd-level transmutation

Casting Time: 1 action
Range: Touch
Components: V, S, M (special ink made of the juice of crushed eyebright, white chalk, and crushed quartz)
Duration: 1 hour

Using the specially prepared ink, you inscribe a glyph onto a horizontal surface, which can be a shield. Once the glyph is completed, it glows with a bright light for a moment and then fades from view. However, for the duration, all glyphs, symbols, magical runes, secret pages, or other magical writing within 120 feet that are not behind total cover glow with white light. The glyph of revealing can be moved safely for the duration without ending the spell.

This spell reveals magical glyphs and symbols but doesn't prevent them from being triggered if conditions are met.

Goad of Misfortune

6th-level transmutation

Casting Time: 1 action
Range: Touch
Components: V, S, M (a mace, staff, or club)
Duration: 1 minute

This spell transforms an ordinary weapon you hold into a powerful magical weapon that dimly emanates a purple-hued aura. You are proficient with this weapon and use your spellcasting ability modifier for to hit and damage rolls. On a successful hit, the weapon deals 2d6 bludgeoning damage, 2d6 necrotic damage, and you regain 1d6 hit points.

In addition, if you drop a creature to 0 hit points with the weapon, you can immediately use your reaction to teleport up to 30 feet to an unoccupied

space you can see.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the necrotic damage dealt increases by plus 1d6 for each slot level above 6th.

Grace of the Divine

3rd-level transmutation

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

After casting this spell, a silvery nimbus of bright light emanates from you in a 60-foot radius. While the spell is active, you have disadvantage on Dexterity (Stealth) checks, but your speed increases by 10 feet, you gain advantage on Dexterity saving throws and on all Dexterity checks that are not Dexterity (Stealth) checks, and any melee weapon you wield deals one extra die of its damage when you hit with it.

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

Grasping Limb

1st-level transmutation

Casting Time: 1 action
Range: 10 feet
Components: V, M (a twisted strip of leather)
Duration: Concentration, up to 1 minute

One of your arms becomes a misshapen, bestial appendage, allowing you to grab your opponents with an iron grip. Choose an opponent within range and make a melee spell attack. If you hit, the target takes takes 2d4 bludgeoning damage and it is grappled. The DC for any attempt to escape the grapple is your spellcasting DC.

Until the spell ends, when you do not have a creature grappled during your turn, you can use your action to make a melee spell attack against one creature within range, suffering the same effects if you hit.

For the spell's duration, you also suffer disadvantage on Charisma (Persuasion) checks.

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

Gravedust Cloud

6th-level necromancy

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

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

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

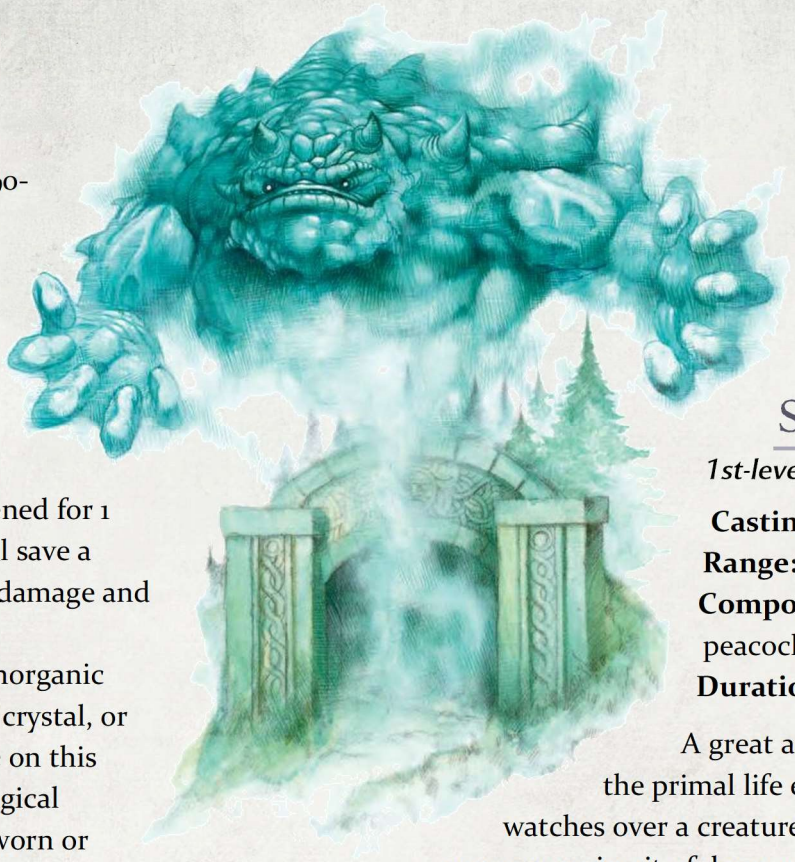
At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the necrotic damage increases by 1d8 for each slot level above 6th.

Great Shout

8th-level evocation

Casting Time: 1 action
Range: Self
Components: V, M (an item that radiates a magic aura)
Duration: Instantaneous

You grip an item that radiates magic as you focus all your effort into a great shout that sends forth a tremendous blast in a direction you choose. Each



creature and object (attended or not) in a 90-foot cone radiating out from you must make a Constitution saving throw. On a failed save, the creature or object takes 10d6 thunder damage; creatures are also deafened for 1 minute. On a successful save a creature takes half the damage and isn't deafened.

A creature made of inorganic material such as stone, crystal, or metal has disadvantage on this saving throw. A nonmagical object that isn't being worn or carried also takes the damage if it's in the spell's area, including walls, pillars, doors, and gates. The sound of this spell can be heard up to 1 mile away (or farther with a successful Wisdom (Perception) check as determined by your DM).

However, this spell can be costly and dangerous to cast. As soon as the spell is cast, you must make a successful DC 15 Constitution saving throw. On a failed save, you suffer two levels of exhaustion. On a successful save, you suffer no ill effects.

Great Thunderclap

3rd-level evocation

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

A pealing thunderclap resonates from a point that you can see within range. The thunderous boom is audible for 500 feet, and each creature within 20 feet of the chosen point must make a Constitution saving throw.

On a failed save, the creature is deafened for 1 minute, it is pushed 10 feet away from the center of the blast, and it is knocked prone.

A deafened creature can make a new saving throw at the end of its turn, and on a success, it isn't deafened.

Great Watcher Spirit

1st-level conjuration

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

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

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

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

Great Worm of the Earth

7th-level conjuration

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

A gigantic worm of earth and stone appears under you opponents, crushing them and dragging them underground. Choose a point within range, every creature within 20 feet of that point must make Strength saving throw. They take 6d10 bludgeoning damage on failed save and have as much on a successful one. Creatures that fail the Strength

saving throw are drug underground. Characters drug underground are choking, and may repeat the Strength saving throw at the end of their turn to fight their way back to the surface. One on the surface, the characters can breathe, but are prone.

Greater Acupuncture

2nd-level necromancy

Casting Time: 1 minute
Range: Touch
Components: S, M (acupuncturist's needles)
Duration: Instantaneous

By carefully placing needles into precise centers of ki in a creature's body, you purge of it of negative energies. You can cure the target of one disease or neutralize one poison affecting it, and it regains a number of hit points equal to 2d10 + your spellcasting ability modifier. This spell has no effect on undead or constructs.

At Higher Levels. When you cast this spell using a 3rd level or higher spell slot, for every slot level above 2nd you can choose to do one of the following:

- ✧ Increase the healing by an additional 1d10;
- ✧ Cure the target of one additional disease;
- ✧ Neutralize one additional poison affecting the target.

"Acupuncture, the insertion of thin needles into the body, is a traditional healing technique practiced in the nation of Shou Lung. Adepts of spiritual medicine there draw upon *ki*, the same natural energy monks employ in their fighting arts. Only in the century since the Spellplague has this practice come west, and skilled practitioners now dwell in many Shou Towns and other immigrant enclaves across Faerûn."

——*Laeral Silverhand*

Greater Mage Armor

3rd-level conjuration

Casting Time: 1 action
Range: Self
Components: V, S
Duration: 8 hours

This spell functions exactly like *mage armor*, except that it does not require a material component, you can only cast it on yourself, and your base Armor Class becomes 15 + your Dexterity modifier for the duration.

Greater Resistance

4th-level abjuration

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

Until the spell ends, whenever the target rolls a saving throw, it can choose to roll 1d6 and add the number rolled to one saving throw result. It can roll the die before or after the saving throw. The spell then ends. After the target has added this bonus a number of times equal to your spellcasting ability modifier, the spell ends.

Greater Sign of Sealing

6th-level abjuration

Casting Time: 10 minutes
Range: 30 feet
Components: V, S, M (a crushed emerald worth at least 500 gp, which the spell consumes)
Duration: Permanent

This spell functions the same as *sign of sealing*, except that it can be used to seal an open space, such as a corridor, archway, or room. The spell creates a magical barrier of force that repels any creature trying to enter or pass the warded area.

In addition, doors and objects protected by this spell are strengthened, increasing their AC by 2, and increasing their hit points by 25 (see "Objects" in chapter 8 of the *Dungeon Master's Guide* for details on the hit points and AC of objects). Any object protected by the spell is treated as magic, and has resistance to bludgeoning, piercing, and slashing damage from nonmagical sources.

If a greater sign of sealing is broken, an explosion occurs. Each creature within 40 feet must make a Dexterity saving throw, taking 10d6 force damage on a failure or half as much on a success.

This spell cannot be bypassed using a *knock* spell, but it can be dispelled.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the amount of force damage increases by 1d6 per slot level above 6th.

Greater Stone Shape

7th-level transmutation

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

This spell functions like *stone shape*, but you may shape a stone object of Huge size or smaller. The stone object you touch can be up to 15 feet in any dimension. You can also mold intricate detail into your creation, such as a stone set of double doors carved with intricate designs and up to four hinges.

Greater Water to Poison

5th-level transmutation

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a serpent's tooth)
Duration: Concentration, up to 1 minute

You transform any large quantity of water within a 10-foot cube centered on a point you choose into a deadly poison. This spell only affects bodies of water of at least 10 gallons or more within the affected area, not separate smaller quantities of water. It can also be liquid that is mostly water (such as blood, sewage, or wine), but a living creature's vital fluids cannot be affected. Any creature with its head or one of its breathing passages (such as a humanoid's nose or mouth) currently submerged into water you have transformed with this spell must make a make a Constitution saving throw at the beginning of any turn in which they are so submerged.

On a failure, the creature is poisoned for the duration, and they take 4d8 poison damage. If the creature fails the saving throw by 5 or more, its Constitution score is reduced by 1d4. On a success, the creature can choose to spit the water out and take no damage, or continue to swallow it and take half damage. If the creature failed its save, at the start of each of the creature's turns before the spell ends, it must succeed on a Constitution saving throw or take 3d10 poison damage. On a successful save, the spell ends.

Creatures who do not need to save against the spell but who are within 5 feet of the transformed water can use an action to apply poison to one weapon, piece of ammunition, or portion of food or drink. Once applied, the poison retains potency for the duration of the spell or until someone must save against it. If a creature is struck with the poisoned weapon or ammunition, or if it ingests the poisoned food or drink, it must make a Constitution save or be poisoned for the duration and take 1d8 poison damage, or 2d8 if the poison is ingested. If the creature fails the saving throw by 5 or more, its Constitution score is reduced by 1d4. Creatures that succeed on their save take half damage, but suffer no other effects.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, you can affect one additional creature who is drinking at the same time, and the damage increases by 1d8 for each slot level above 5th.

Greater Whirlwind

9th-level evocation

Casting Time: 1 action
Range: 300 feet
Components: V, S
Duration: Concentration, up to 1 minute

This is a more potent version of *whirlwind*. The whirlwind touches the ground at a point you choose within range. Its area is a 20-foot radius by 60-foot high cylinder centered on that point. Until the spell

ends, you can use an action on each of your turns to move the whirlwind up to 30 feet in any direction along the ground. The whirlwind sucks up any large or smaller objects in its area that aren't secured, worn, or carried by any creature.

A creature must make a Dexterity saving throw the first time on a turn that it enters the whirlwind's area, or when the whirlwind enters its space, including when the whirlwind first appears. A creature takes 15d6 bludgeoning damage on a failed saving throw, or half that on a successful one. In addition, a Huge or smaller creature that fails its save must succeed on a Strength saving throw or become restrained within the whirlwind. A restrained creature is pulled 5 feet higher at the start of each of its turns while inside the whirlwind unless it is already at the top. The creature moves with the whirlwind and falls when the spell ends, unless it has some means to stay aloft.

A creature restrained by the whirlwind can use an action to make a Strength or Dexterity check against the spellcaster's save DC. On a success, the creature is no longer restrained, and it is hurled 3d6 x 10 feet in a random direction. A thrown creature takes 1d6 bludgeoning damage per 10 feet thrown if it strikes a solid object.

Grimwald's Greymantle

5th-level necromancy

Casting Time: 1 bonus action
Range: 60 feet
Components: V, S, M (a bone or skull)
Duration: Concentration, up to 1 minute

You touch a bone or skull and cause it to glow with a silver-grey radiance. You may then use your action to throw the bone or skull up to 60 feet at a creature you can see. Make a ranged spell attack. On a hit, the object's radiance is transferred to the target. For the duration, the creature can't regain hit points or benefit from regeneration from any source until the spell ends.

Guardian's Shield

3rd-level enchantment

Casting Time: 1 bonus action
Range: Self (15-foot cube)
Components: V, S, M (an obsidian disc)
Duration: 1 round

You draw forth a small spark of the primal flame that smolders beneath the earth, allowing life to flourish in its purifying halo. You and each ally in a 15-foot cube originating from you gain resistance to fire damage and to nonmagical bludgeoning, piercing, and slashing damage until the end of your next turn. The first time each subject of this spell takes fire, bludgeoning, piercing, or slashing damage (magical or otherwise) before the end of your next turn, the creature that inflicted that damage takes 2d6 fire damage.

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

Guided Shot

1st-level divination

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

You utter a sound of determination as you aim your ranged weapon at a target. Until the start of your next turn, your ranged weapon attacks don't suffer disadvantage due to the weapon's range. This spell doesn't extend a weapon's range beyond its normal limitations.

In addition, your ranged weapon attacks ignore up to three-quarters cover until the spell ends.

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

Guiding Snarl

5th-level conjuration

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

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

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

Hail of Stone

2nd-level conjuration

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

When you cast this spell, choose a spot within range. A 10-foot radius by 40-foot high cylinder centered on that spot is pummelled by falling rocks. Each creature caught within the cylinder must make a Dexterity saving throw. On a failed save, a creature takes 5d4 bludgeoning damage, or half as much on a successful one.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the bludgeoning damage increases by 1d4 per slot level above 2nd.

Hailstones

3rd-level evocation

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

You create two large hailstones that strike your enemies. You can direct each hailstone at a different target, or direct multiple hailstones at the same one, but no two targets can be more than 30 feet apart. Make a ranged spell attack for each hailstone. On a hit, a stone deals 2d6 bludgeoning damage and 2d6 cold damage.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you create one extra hailstone for every two slot levels above 3rd.

Hand of Radiance

Conjuration cantrip

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

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

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

Hand of the Sorcerer King

1st-level abjuration

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

You have advantage on your next saving throw versus an arcane spell. You cannot choose not to use the advantage, and must use against the next arcane spell that targets you or includes you in its area of effect. You must complete a long rest before you can cast this spell again. You may only have one hand of the sorcerer king active at a time.

Handfang

2nd-level transmutation

Casting Time: 1 action
Range: Touch
Components: V, S, M (a viper's fang)
Duration: Concentration, up to 1 minute

A drooling mouth appears on the palm of your hand. The teeth are small and useless for combat, but the saliva is highly acidic, and the tongue lolls out of the mouth, grotesquely looking for victims. Make a melee spell attack. If you hit you inflict 2d6 plus your spellcasting ability modifier acid damage. If you roll a critical hit, the target takes double damage and must make a Constitution saving throw. If they fail your target is paralyzed for 1 minute. It can repeat the Constitution saving throw at the end of each of its turn to end the paralysis.

Harden Object

6th-level transmutation

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

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

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

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

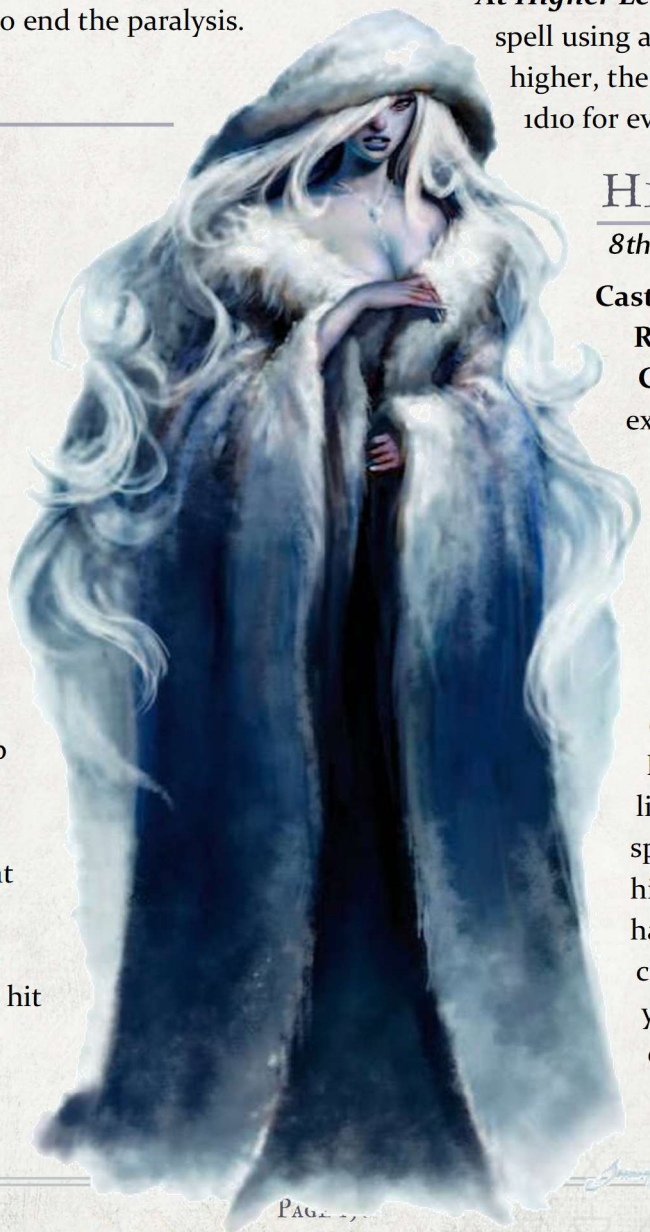
Heart of Ice

7th-level necromancy

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

Make a melee spell attack against a creature within 5 feet of you. On a hit, the target takes 12d10 cold damage. If the creature is killed by this spell, it is petrified as solid ice; if it is broken while petrified this way, the creature thaws to its original state but suffers whatever trauma or loss of limbs that occurred while it was frozen.

At Higher Levels. When you cast this spell using a spell slot of 8th level or higher, the cold damage increases by 1d10 for every slot level above 7th.



Heart of Stone

8th-level necromancy (ritual)

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

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

locations you have been to in the last 24 hours.

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

However, the stone heart also has the following disadvantages:

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

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

Hearth Spirit

3rd-level conjuration

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

You summon a comforting spirit of the sacred hearth, which manifests as a pillar of flame that burns enemies but soothes you and your allies. Choose a space within range,. That space is filled with a pillar of sacred fire . The pillar is 10 feet tall and has a 5 foot radius. Any creature in that space must make a Wisdom saving throw. On a failed save, a creature takes 3d6 fire damage, or half as much damage on a success. A creature must also make the saving throw when it enters that space for the first time on its turn or ends its turn there.

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

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

Heartseeker

6th-level enchantment

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

While casting this spell you touch a piercing weapon. For the duration, that weapon inflicts a critical hit on a natural roll of 17-20. The spell ends once the duration has expired or the weapon inflicts a number of critical hits equal to your spellcasting ability modifier.

Heat Drain

8th-level necromancy

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

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

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

Hellfire Harrowing

4th-level evocation

Casting Time: 1 action
Range: 50 feet
Components: V, S, M (ashes from a burned bone)
Duration: Instantaneous

You summon the very fires of Nine Hells to scourge your enemy, burning the soul as well as the flesh. Choose one target within range. That target must make a Dexterity saving throw. It takes 10d6 fire damage on failed save, and half as much on a success. This damage treats immunity to fire damage as resistance and ignores resistance.

At Higher Levels. You can cast this spell using a 5th level or higher spell slot, and you inflict plus 1d6 damage per spell level above 4th.

Hellfire Burst

7th-level evocation

Casting Time: 1 action
Range: 120 feet
Components: V, S, M (the ashes of a burned human)
Duration: Instantaneous

Choose a point within range. Every creature within 20 feet of that point is engulfed in flames from Hell itself and must make a Dexterity saving throw. They take 12d6 fire damage on a failed save and half as much on a successful saving throw. This fire damage treats immunity as resistance and ignores resistance.

At Higher Levels. You can cast this spell using a 8th level or higher spell slot, and it inflicts plus 1d6 damage for every spell slot above 7th.

Hell's Own Blade

6th-level evocation

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

You hurl the weapon in your hand, which is then animated to bury itself in the flesh of a distant foe before exploding in flame. Make a melee spell attack against a target you can see within range. On a hit, the target takes 8d6 magical damage of the same type that the weapon would inflict, and the weapon erupts, forcing the target and every creature within 10 feet of it to make a Dexterity saving throw. A creature takes 6d8 fire damage if it fails the saving throw, or half as much on a success.

The weapon appears to be destroyed in the explosion, but whether you hit or miss, it immediately reappears your hand.

Herald's Call

1st-level enchantment

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

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

Hero's Defiance

4th-level enchantment

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

You demand that your foes meet you in battle, then strike fiercely against one of them. Choose any number of hostile creatures within range of this spell. You may pull each target up to 30 feet closer to you. At the end of this movement, you can make a melee weapon attack against one creature within the reach of your melee weapon. If the attack hits, it deals an extra 3d6 psychic damage, and creature you hit has disadvantage on the next attack roll it makes against any creature other than you before the end of its next turn.

Hibernate

1st-level enchantment (ritual)

Casting Time: 1 hour
Range: Touch
Components: V, S, M (fur of a bear)

Duration: 1 week

You touch a willing creature, they fall asleep for one week. Any conditions or spells effecting the target are suspended while they are asleep. Once the creature awakes, they suffer the full effect of any conditions or spells effecting them. The subject cannot be awakened by any means once the spell puts them to sleep. Hit point damage effects the creature as normal, but the creature will not wake up. A creature can only be under the effects of one hibernate at a time. The caster can use an action to end the spell.

Hidden Lodge

5th-level conjuration

Casting Time: 10 minutes
Range: 120 feet
Components: V, S, M (a chip of stone, crushed lime, and a few grains of sand)
Duration: 24 hours

You conjure a 20-foot square cottage made of stone that appears as a natural rock formation or similar natural terrain feature that blends in with its surroundings. A creature within 30 feet that investigates the area must make a successful DC 20 Intelligence (Investigation) check to discover the hidden lodge. The cottage contains a fireplace, bunks for up to eight people, and a wooden table and eight chairs. The doors are protected against intrusion by arcane lock and alarm spells, and the chimney has a narrow shaft with sturdy bars at the top.

In addition, an unseen servant provides service to the lodge's occupants for the duration.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the cottage's area increases by a 10-foot square and the DC for the Investigation check to discover its true nature increases by 1 for every slot level above 5th.

Hide the Path

6th-level abjuration

Casting Time: 10 minutes
Range: 120 feet
Components: V, S
Duration: 24 hours

You select a point that you can see within range. The area is warded against spells from the divination school of magic in a 200-foot radius from the point you selected. Find the path cast within the area automatically fails. A caster who attempts to cast a spell from the divination school of magic must make a Wisdom saving throw. On a failed save, their spell fails. On a successful save, the spell functions normally.

Hindsight

9th-level divination

Casting Time: 1 hour
Components: V, S, M (a diamond worth 10,000 gp, which the spell consumes)
Range: Self, (60-foot radius)
Duration: Instantaneous

Ghostly images recreate the events of the past, centered on the spot where you cast the spell. The amount of detail in the images depends on how much time you wish to see and hear. When you cast the spell, you must choose one unit of time to view.

- ***Days.*** You view the events of the last 20 days. You get detailed knowledge of the conversations, people, and events.
- ***Weeks.*** You see a summary of the events of the past 20 weeks. You will not hear and see everything that happens, but you will understand the gist of conversations and events. You will see important people and events in greater detail.
- ***Years.*** You see the noteworthy events of the past 20 years. Major participants and events, like executions, battles, and discoveries, will play out in greater detail.
- ***Centuries.*** You gain a general sense of the last 500 years. You will only see the most important events and most remarkable people.

Hiss of Sleep

7th-level enchantment

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

As you softly speak the words that finish this spell, a soft droning sound sweeps out from you. Creatures of your choice that you can see within range that can hear you must make a Wisdom saving throw or fall unconscious. A creature rendered unconscious by this spell doesn't awaken unless it takes damage, someone uses an action to shake or slap it awake, or the spell ends.

Undead and creatures immune to the charmed condition aren't affected by this spell.

Hoar's Revenance

6th-level necromancy

Casting Time: 12 hours
Range: Touch
Components: V, S, M (a jeweled dagger worth 1,000 gp, and 10,000 gp worth of rare inks and unguents, which the spell consumes)
Duration: Instantaneous

In a grueling ritual, you mark one humanoid with the symbol of Hoar, the ancient god of revenge. Twenty-four hours after the creature marked by this spell is slain, they rise as a revenant. The revenant will remember nothing of its former life, and be filled with an all-consuming desire for revenge on its killer. The revenant will kill family and friends if they attempt to stop it from getting revenge.



Holy Star

7th-level abjuration

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

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

For the spell's duration, each additional time a spell that targets you either forces you to make a saving throw or targets you with a spell attack, repeat the process as above but subtract the level of any spells previously turned from the result's total. If the total still equals or exceeds the level of the spell, it is turned back on its caster as described above. If the total is greater than 1 but less than the level of the spell targeting you, then the holy star remains, and you are affected by the targeting spell as normal. However, if the total is reduced to 0 or below, you are affected by the targeting spell as normal and this spell immediately ends.

While the holy star remains, you can use your action on each of your turns to launch a *fire bolt* (as the cantrip) from the star at a target you can see within 120 feet. The *fire bolt* uses your spell attack bonus, and deals 3d10 fire damage on a hit.

Holy Storm

3rd-level conjuration

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

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

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

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

Holy Word

7th-level evocation

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

You speak a word that holds holy power from one of the Outer Planes, power which corresponds strongly to certain ethical or moral alignments and inflicts extra damage against certain types of creatures. When you cast this spell, choose one of these four planes:

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

Creatures within 50 feet of you that are of the types listed for the chosen plane must make a Wisdom saving throw. On a failed save, a creature is frightened for 1 minute or, if it is immune to being

frightened, it suffers disadvantage on attack rolls against you for 1 minute instead. In addition, if a creature that failed its saving throw is not on its native plane, it is banished there, and cannot return for 1 hour. On a successful save, a creature isn't affected by this spell.

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

Home Port

3rd-level divination

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

When you cast this spell you choose one location that has emotional weight for you. For the duration, you know the approximate distance and direction to that location. You and the location must be on the same plane of existence or the spell ceases to function.

Hornet Shot

5th-level transmutation

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

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

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

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

Hornung's Deflector

1st-level abjuration

Casting Time: 1 reaction, which you take when you are hit by a ranged attack
Range: 15 feet
Components: V
Duration: Intantaneous

A hemisphere of extraplanar chaos expands around you, deflecting incoming missiles or making you a bigger target. You and every creature within range of you that is not behind total cover must roll a d20. The creature that rolls the lowest number becomes the target of the triggering attack. The attack roll is compared to the creature's Armor Class normally to determine if the attack hits.

Horrid Withering

8th-level necromancy

Casting Time: 1 action
Range: 300 feet
Components: V, S, M (a sponge)
Duration: Instantaneous

You select a point that you can see within range, and a burst of necrotic energy evaporates moisture within a 60-foot radius from the point you selected. A creature caught within the area when the spell is cast must make a Constitution saving throw. A creature takes 13d6 necrotic damage on a failed save, or half as much damage on a successful one. If

the damage from this spell drops a creature to 0 Hit Points, it dies, and its body shrivels up, leaving only dry bones.

Hovering Snare

3rd-level conjuration

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

You choose a 20-foot-by-20-foot sphere within range, creating an invisible web of energy in that area that immediately stops any creature flying or falling into its strands. A creature that flies into the web must make a Dexterity saving throw. On a failed save, the creature's speed drops to 0, and it is grappled by the web. However, it can use an action to make a Dexterity (Acrobatics) check against your spellcasting DC to break free.

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

"I must admit, it is rather amusing to catch a dragon this way."

—*Elminster*

Howling Chain

6th-level evocation

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

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

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

Hungering Curse

4th-level transmutation

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a troll's stomach)
Duration: Instantaneous

Choose one target within range. That target must make a Wisdom saving throw. If it succeeds, the spell fails and the target is aware someone attempted to enchant it. If the target fails the saving throw, it gains no sustenance from eating or drinking. The target can eat or drink as much as it likes, but it gains no benefit, and suffers the effects of starvation as described in the *Player's Handbook* (page 185). The target may repeat the Wisdom saving throw each day at dawn. If it succeeds, the target may eat normally that day. The spell ends when the target successfully saves three times, or dies.

Hymn of Praise

3rd-level evocation

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

You sing an inspirational tune that bolsters your allies' spellcasting abilities. For the duration, when an ally within 30 feet of you casts a spell, if the spell requires an attack roll, the ally gains a +1 bonus to that attack roll. If an ally casts a spell within 30 feet of you that requires one or more creatures to roll a

saving throw during the same turn as the spell is cast, the DC of those saving throws is increased by 1.

Until the spell ends, if an ally within 30 feet of you uses a Channel Divinity feature that requires an attack roll or saving throw, it gains the same bonuses for that use of Channel Divinity that this spell would grant for casting a spell.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you gain an additional +1 bonus to the spell's saving throw DC or attack roll for every two slot levels above 3rd.

Hypothermia

4th-level evocation

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

You select a creature that you can see within range as you evoke swirling cold mists around it; the creature must make a Constitution saving throw. On a failed save, it takes 2d10 cold damage and suffers one level of exhaustion. On a successful save, the creature takes half the cold damage, and doesn't suffer from exhaustion.

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

Ice Axe

3rd-level evocation

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

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

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

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

Ice Claw

7th-level evocation

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

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

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

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

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

Icelance

3rd-level conjuration

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

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

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

Icon of Fear

Necromancy cantrip

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

As part of the action used to cast this spell, you must make a melee attack with a weapon against one creature within the spell's range, otherwise, the spell fails. On a hit, the target suffers the attack's normal effects, and your weapon takes on an aspect of iconic fear, striking dread into your foe while emboldening a close ally. You can immediately push the target up to 5 feet away from you.

When you push a creature with this spell, one ally of your choice within 5 feet of you can immediately use its reaction to move up to 10 feet. If the target starts its next turn within 5 feet of that ally, the target takes additional psychic damage equal to your spellcasting ability modifier.

Creatures that are immune to the frightened condition take no psychic damage from this spell. This spell's damage increases when you reach higher levels. At 5th level, the melee attack deals an extra 1d8 necrotic damage to the target, and the psychic damage increases to 1d8 + your spellcasting ability modifier. Both damage rolls increase by 1d8 at 11th level and 17th level.

Imbue Undead with Spell Ability

6th-level necromancy (ritual)

Casting Time: 1 action
Range: Touch
Components: V, S, M (a blank scroll, on which you write with ink mixed with blood during the casting)
Duration: Instantaneous

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

Immunity to Poison and Disease

5th-level abjuration

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

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

Impart Knowledge

2nd-level divination

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

You touch a creature and impart it with specific knowledge that you choose. The knowledge appears as images accompanied with phrases from your memory or from your own knowledge. There are two different durations depending on the knowledge you impart. For simple conveyance of information, the duration is instantaneous and the creature you touch can learn information that you know about a specific person or subject.

Alternatively, the creature you touch can temporarily learn one skill that you are proficient with; for 1 hour, the creature is also proficient with that skill.

Implosion

9th-level evocation

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

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

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

Indisputable Possession

1st-level conjuration

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

You can only cast this spell on a willing subject. As part of casting the spell the subject must name an item they own, and are familiar with. This item cannot weigh more than 10 pounds. For the duration, as long as that item is within 1 mile, you can call that item to you as a bonus action. The item appears in the nearest empty space, or in your hand, whichever you choose. You and the item must be on the same plane for the spell to function.

Indomitability

5th-level abjuration

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: 12 hours

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

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

Inevitability of the Grave

7th-level necromancy

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

You recite a deadly cursing dirge, predicting impending doom for a creature you can see within range. You place this curse upon the chosen creature, and until the spell ends, your attacks deal an extra 1d8 psychic damage against it. Also, whenever the target misses you with an attack roll during its turn, it takes 1d8 psychic damage, and must make a Wisdom saving throw. On a failure, it is frightened of you until the start of its next turn.

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

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

Creature with immunity to the frightened condition have resistance to psychic damage from this spell.

Inevitable Wave

Enchantment cantrip

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

As part of the action used to cast this spell, you must make a melee attack with a weapon against the target, otherwise the spell fails. On a hit, the target suffers the attack's normal effects, and it has disadvantage on the next attack roll it makes for an opportunity attack before the start of your next turn.

If you moved at least 10 feet in a straight line towards the target immediately before casting this spell, your weapon attack inflicts an additional 1d4 force damage on a hit, and your allies are psychically inspired to charge the same foe with the relentless force of the incoming tide. Until the start of your next turn, the first time each turn that an ally hits the target with a melee weapon attack, if that ally moved at least 10 feet in a straight line immediately before making that attack, the target takes additional psychic damage equal to your spellcating ability modifier.

The extra force damage inflicted by your initial attack for this spell increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4). The psychic damage does not increase.

Inevitable Winter

6th-level necromancy

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

You call spirits of death and winter, commanding them to surround a foe to sap its vitality. Choose one creature you can see within range. The creature takes 2d12+20 cold damage, and it must make a Wisdom saving throw. If the save fails, the creature takes necrotic damage equal to the amount of cold damage it took from this spell, and the next time it makes a saving throw before the end of its next turn, the target must roll a d6 and subtract the number rolled from the attack roll or saving throw.

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

Infestation of Maggots

3rd-level necromancy

Casting Time: 1 action
Range: Touch
Components: V, S, M (dried fly eggs)
Duration: Instantaneous

At your touch, maggots begin writhing out of your enemy's flesh. Make a melee spell attack. If you hit, the target takes 4d10 necrotic damage and must make Wisdom save. On a failure, it is frightened of you for 1 minute. At the end of each of its turns, it can make a Wisdom saving throw. On a success, it is no longer frightened.



Inquisitive Intuition

2nd-level divination (ritual)

Casting Time: 1 action
Range: Self
Components: V
Duration: 8 hours

You create a magical memory palace, a mnemonic device that focuses all the information in your mind and allows a sudden flash of future insight. Once during the duration, when you make an Intelligence (Investigation, Nature, or History) check or Wisdom (Insight, Perception, or Survival) check and dislike the result, you can choose to resolve that check as if you had rolled a 20 on the die. When you do so, the spell ends. This spells ends early if you cast it again, or if you are reduced to 0 hit points.

Insatiable Thirst

2nd-level enchantment

Casitng Time: 1 action
Range: 50 feet
Components: V, S, M (a few shark teeth)
Duration: Concentration, up to 1 minute

You choose one creature within range and force them to make a Wisdom saving throw. If they fail they are filled with the uncontrollable desire to drink. The creature will not knowingly drink poison or any other liquid that is detrimental to them. The target will use its action on its turn to drink any potable liquid it possesses. If the creature doesn't have any potable liquid in its possession, it will use all its actions to try and find some. The target may repeat the Wisdom saving throw at the end of their turn to end the spell.

Insightful Feint

1st-level divination

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

With a flourish you feint one-way, and then another, leaving your target's defenses more vulnerable to your next attack. You have advantage on the next melee weapon attack roll you make against the target before the start of your next turn. On a hit, the target takes an extra 1d6 damage, of the weapon's damage type.

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

Inspire Dread

1st-level necromancy

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

You take on a ferocious, menacing demeanor, focusing your mastery of fear on a creature of your choice within range. Make a ranged spell attack against the target. On a hit, the target takes 3d8 psychic damage, and it is frightened of you until the end of your next turn. This spell has no effect on undead or constructs.

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.

Inspire Terror

4th-level necromancy

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

You crush your foe's flesh and hammer its mind with the same punishing strike. Make a melee spell attack against a target within range. On a hit, the target takes 3d12 force damage, and if it ends its next turn within 5 feet of you or one of your allies, it takes psychic damage equal to 1d12 + your spellcasting ability modifier.

In addition, the target you hit must succeed on a Wisdom saving throw or become frightened of you

for 1 minute. The frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Undead, constructs, and creatures immune to being frightened automatically succeed on the saving throw.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the force damage and psychic both increase by 1d12 for every two slot levels above 4th.

Instant Refuge

9th-level evocation (ritual)

Casting Time: 10 minutes
Range: Self
Components: V, S, M (an elixir made with rare herbs worth 1000 gp, which the spell consumes)
Duration: Until triggered

Select a location you have previously visited, which can be on any plane of existence. As the same time, you also choose up to six conditions that trigger this spell's effect. Whenever one of the chosen conditions occurs, you are instantly teleported to the location you chose. No creatures can be brought with you, but everything you are carrying on your person that is not a creature is teleported as well.

Instant Search

1st-level divination

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

You may make either a Wisdom (Perception) or Intelligence (Investigation) check with advantage when searching a room.

Instill Vulnerability

7th-level necromancy

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

You select a target within range. The creature must make a Constitution saving throw. On a failed save, the creature is vulnerable to the energy type you select (acid, cold, fire, lightning, or thunder) for the duration of the spell. If the saving throw is successful, the spell ends.

If a creature is immune to the selected damage type, but fails its saving throw, it is affected, and it is no longer immune to that damage type. Instead, it has resistance to the damage type for the duration of the spell.

Intellect Redoubt

3rd-level abjuration

Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Concentration, up to 10 minutes

You use the energies of your own disciplined mind to protect yourself and others against psychic attack. You and any creatures of your choice within the range of this spell when you cast it gain the following benefits for the duration of the spell:

- ✧ You and the chosen creatures gain advantage on Intelligence, Wisdom, and Charisma saves
- ✧ You and the chosen creatures gain resistance to psychic damage

Intent Laid Bare

Divination cantrip

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

As part of the action used to cast this spell, you must make a melee attack with a weapon against one creature within the spell's range, otherwise the spell fails. You can use your spellcasting ability instead of Strength for the attack roll and damage roll of this attack.

On a hit, the target suffers the attack's normal effects, and its moment of pain gives you an opening to search your target's mind. sensing its

intentions until the start of your next turn. Until then, the target cannot benefit from the disengage action, and it cannot benefit from advantage on melee attack rolls against you. In addition, for the duration, if you and the target share a language, you can communicate telepathically with it as long as it is within 30 feet.

The damage of attacks you make with this spell increases when you reach higher levels. At 5th level, the melee attack deals an extra 1d6 psychic damage to the target. This extra damage increases to 2d6 at 11th level and 3d6 at 17th level.

Internal Compass

Divination cantrip

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

With a moment's concentration, you sense which way is true north. Until this cantrip ends, you always know which way is north and cannot become lost except by magical means. If you make a Wisdom or Intelligence check to navigate natural terrain, you may choose to roll a d6 and add the number rolled to your result. If you do so, the spell ends immediately.

Interplanar Telepathic Bond

9th-level divination

Casting Time: 1 action
Components: V, S, M (a pair of linked platinum rings)
Range: Unlimited
Duration: 24 hours

This spell functions like telepathy, with the following exceptions. You and the target do not have to be on the same plane. If the target does not want to communicate with you, it must make a Wisdom saving throw. If they succeed, the spell fails. The target must have Intelligence of at least 3 and cannot be dead.

Invasive Id

3rd-level enchantment

Casting Time: 1 action
Range: Self (30-foot cone)
Components: V, S
Duration: Instantaneous

You project the power of your own darkest thoughts against enemies in your path. Each creature of your choice within a 30-foot cone must make an Intelligence saving throw. A creature takes 4d8 psychic damage on a failed save, or half as much damage on a successful one. Creatures who fail the saving throw cannot take reactions 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 psychic damage increases by 1d8 for each slot level above 3rd.

"A slave of the mind flayers, who found her sorcerous potential awakened when she was subjected to a hideous experiment, created this spell while still in bondage. She based it on the mind blasts of her illithid captors, and used it to turn the tables on them before escaping.

"It is unclear whether the mind flayers considered the experiment a failure or a success, as they did not survive their specimen's assault."

—Mordenkainen

Invigorating Strike

2nd-level evocation

Casting Time: 1 bonus action
Range: Self
Components: V, M (a melee weapon)
Duration: Instantaneous

If you have not already hit a creature with a melee attack this turn, this spell fails. Otherwise, you regain a number of hit points equal to 1d8 + your spellcasting ability modifier. If a weapon you hit a

creature with this turn had the two-handed or versatile qualities, the number of hit points you regain increases to 1d12 + your spellcasting ability modifier.

Iron Mind

3rd-level abjuration

Casting Time: 1 action
Range: Touch
Components: S, M (a small piece of iron ore)
Duration: 1 hour

The creature touched is unaffected by spells with a charm effect nor is it affected by hold person or hold monster spells. In addition, the recipient has advantage on saving throws against effects that cause fear.

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

Iron Scarf

1st-level transmutation

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

You seize a silk scarf and lash it towards your enemy, causing it to magically extend and becomes as hard as iron on impact. Make a melee spell attack against a target you can see within range. On a hit, the target takes 3d6 bludgeoning damage, and is restrained until the end of your next turn by the scarf, which wraps around it like a constricting snake.

A creature restrained by the scarf can use its action to make a Strength check against your spell save DC. On a success, it frees itself. As soon as the scarf is no longer restraining a target, it snaps back onto your person and resumes its normal size, and the spell ends.

At Higher Levels. When you cast this spell using a 2nd level or higher spell slot, the damage increases by ld6 for each slot level above 1st. If the spell slot is 5th level or higher, the range increases to 60 feet.

Ironbreaker Claws

1st-level conjuration

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

You summon the spirit of a clawed predator, which latches onto your foe and twists it off balance, leaving it open to an ally's attack. Choose one creature in range, which must make a Dexterity saving throw. The creature takes 2d10 slashing damage on a failure, or half as much on a success. If it fails, it also provokes an opportunity attack from one or two creatures of your choice within 5 feet of it.

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.

Ironguard

7th-level abjuration

Casting Time: 1 action
Range: Touch
Components: V, S, M (a tiny shield of wood, glass, or crystal)
Duration: Concentration, up to 1 minute

This spell functions like lesser ironguard, except the person touched is immune to both nonmagical and magically imbued metals.

Ironguts

1st-level abjuration

Casting Time: 1 action
Range: Touch
Components: V, S, M (a vial of mixed poisons)
Duration: Concentration, up to 1 hour

The target has advantage on all saving throws to resist poison and resistance to poison damage.

Irregular Dispersal

Abjuration cantrip

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

You control the energy of your spells to reduce possible harm to your allies. Any number of creatures of your choice within range gain resistance to damage from spells you cast until the end of your next turn.

Jaggar's Strengthened Bastion

5th-level transmutation

Casting Time: 1 minute
Range: Touch
Components: V, S, M (a diamond worth at least 1,000 gp)
Duration: Concentration, up to 24 hours

You may only cast this spell on a structure no bigger than a 20-foot cube. For the duration of the spell, that structure is resistant to all damage. A structure can only be under the effect of one Jaggar's Strengthened Bastion at a time. If this spell is cast on a structure every day for a year, it becomes permanent.

At Higher Levels. You can cast this spell using a 7th or higher level spell slot. If you cast this spell using a 7th level spell slot if effects a structure up to a 200-foot cube. If you cast this spell using a 9th level spell slot, it effects a structure that can fill up to a 2,000-foot cube.

Jalartan's Miraculum

3rd-level enchantment

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

For the duration of the spell, you can cast any spell of 2rd level or less with no verbal or somatic components. If the spell does not require any material components worth 50 gold pieces or more then you can cast the spell with no components.

Javelin of Retribution

6th-level evocation

Casting Time: 1 action
Range: 120 feet
Components: V, S, M (a javelin)
Duration: Instantaneous

You imbue a javelin you are holding with magical energy. Make a ranged spell attack with the javelin. On a hit,the target takes 10d10 force damage.

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.

"This is an ancient spell of the southern magic tradition, created in the region known as the Old Empires, which includes Chessenta, Mulhorand, and Unther. These spells were preserved over millennia with the help of Thoth mage-script, a secret magic language usable by the initiated.

"It is said the spells of this tradition were brought to the Realms by the Mulan people, who were brought from another world as slaves by the wizard-lords of the Imaskar Empire.

"This cruel endeavor ended Imaskari. Centuries later, the gods of the Mulan would follow, killing the Lord Artificer and the wizard-lords as their enslaved people rose in rebellion."

——*Laeral Silverhand*

Jaws of the Wolf

2nd-level evocation

Casting Time: 1 action
Range: 50 feet
Components: V, S, M (a canine from a wolf)
Duration: Concentration, up to 1 minute

A pair of slavering jaws, slightly larger than a human head appear beside you. You may use a bonus action to command the jaws to attack a target within range. Make a ranged spell attack. If you hit the target takes 1d8 plus your spellcasting ability modifier piercing damage. For the duration, you may use a bonus action to attack the same target it attacked last turn. The jaws may only attack a different target once the first one dies.

Jergal's Mind Probe

5th-level divination

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (wire wrapped around a small piece of ivory)
Duration: Concentration, up to 1 minute

Choose one target within range. That target must make a Wisdom saving throw. If they fail your target is paralyzed for the duration of the spell. While the target is paralyzed, you may use a bonus action to ask the target a yes or no question. The target must answer truthfully to the best of its ability. You may ask one question per round. The target may repeat the Wisdom saving throw at the end of their turn to end the spell. The spell ends automatically if the target takes any damage.

Jinx Shot

Enchantment cantrip

Casting Time: 1 action
Range: 30 feet
Components: V, M (a ranged weapon)
Duration: Instantaneous



As part of the action used to cast this spell, you must make a ranged weapon attack against a creature within range, otherwise the spell fails. On a hit, the target suffers the attack's normal effects, and your enchanted shot renders your foe unaccountably clumsy. It has disadvantage on the next attack roll it makes before the start of your next turn. If that attack misses, it falls prone and the spell ends.

This spell's damage increases when you reach higher levels. At 5th level, the attack deals an extra 1d4 psychic damage to the target. This extra damage increases to 2d4 at 11th level and 3d4 at 17th level.

Jinx Touch

Necromancy cantrip

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

You utter words of defiance as you touch and bestow misfortune upon a creature within 5 feet. Make a melee spell attack. On a hit, the target has disadvantage the next ability check, attack roll, or saving throw it makes during the spell's duration. After the outcome of the roll is determined, the spell ends.

Jungle's Rapture

5th-level transmutation

Casting Time: 1 action
Range: 90 feet
Components: V, S, M (a bottle carved of obsidian)
Duration: Permanent

Spitting, you curse a creature, causing its body to become more rigid, and whorls of wood grain to appear on its skin as it begins a slow transformation into a tree. Choose a creature within your range that is not undead or a construct, which must make a Wisdom saving throw . On a failure, you curse the creature with a hardening of the limbs and skin as its flesh slowly turns to wood, inflicting the following effects upon it for the duration**:**

- ✧ Any speed it has becomes 5 feet, unless the speed was lower.
- ✧ It has disadvantage on Dexterity checks and Dexterity saving throws.

At the end of each of the target's turns, it must make a Wisdom saving throw. After succeeding on three of these saving throws, the creature defeats the curse, and the spell ends. After failing three of these saving throws, the creature stops making these saves, and it becomes a tree, replacing the previous effects of the curse with the following, which last for the duration**:**

- ✧ Its creature type becomes plant
- ✧ It is restrained
- ✧ Its size becomes Large unless it was already larger
- ✧ Its reach with melee attacks increases to 10 feet
- ✧ It has disadvantage on Dexterity checks and Charisma checks
- ✧ It cannot speak any language
- ✧ It is indistinguishable from a normal tree unless it moves

Every morning at dawn, the creature must make another Wisdom saving throw. Whenever it succeeds, it regains the ability to speak until the next time it fails the saving throw. If it succeeds on two of these saving throws in a row, the spell ends.

A *greater restoration* spell can also end this spell.

Junglerazer

3rd-level necromancy

Casting Time: 1 action
Range: Self (100-foot line)
Components: V, S, M (a pinch of ash from a burnt plant)
Duration: Instantaneous

Invisible destructive energy springs silently forth from you in a direction you choose, destroying natural life in a line 100 feet long and 5 feet wide and leaving a path of ash in its wake. Creatures of your choice within the area must make a Constitution saving throw, taking 3d8 necrotic damage on a failed save, or half as much damage on a successful one. This spell has no effect on undead or constructs.

Magical plants or creatures of the beast, fey, or plant types damaged by this spell take additional force damage equal to the necrotic damage. Any nonmagical plant in the spell's area that isn't a creature, such as a tree or shrub, doesn't make a saving throw, it simply withers and dies.

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

Keen Edge

3rd-level transmutation

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

You speak and bestow an ancient blessing upon either a melee or ranged weapon that you touch. For the duration, attack rolls with the magically imbued weapon score a critical hit with a roll of 19 or 20 on the die. This spell can only be cast on weapons that deal piercing or slashing damage.

Kelpstrand

2nd-level conjuration

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a piece of dried seaweed)
Duration: Instantaneous

You stretch out your hand and a long strand of wet kelp streaks out to envelop your foe and bring the creature to your grasp. Make a ranged spell attack against the target. On a hit, the target takes 2d10 bludgeoning damage, and you can pull it up to 30 feet closer to you. If the target ends this movement within 5 feet of you, the target is grappled by you, just as if you had made a successful grapple attack against it.

A creature you grapple with this spell can use its action to escape. To do so, it must succeed on a Strength (Athletics) or Dexterity (Acrobatics) check against your spellcasting DC.

When you move, you can drag or carry the grappled creature at half your speed. You can move at your full speed if the creature is at least two sizes smaller than you.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the bludgeoning damage increases by ld10 for each slot level above 2nd.

Keys to the City

1st-level enchantment (ritual)

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

You know how to say the right things to get the best reaction from the right people, especially when those people are city officials. The next time you make a Charisma (Performance or Persuasion) check during this spell's duration, you have advantage on the d20 roll. If you are within 100 feet of any settlement that has a population of at least 25 humanoids when you make the Charisma check, you can also reroll one of the dice once. As soon as the Charisma check is resolved, the spell ends.

Khelben's Dweomerdoom

9th-level abjuration

Casting Time: 1 bonus action
Range: 30 feet
Components: V, S, M (A crystal lens worth at least 1,500 gp, which is consumed in the casting)
Duration: 10 minutes

You counter an opponent's spell before it is even cast, without knowing what spell you are countering. When you cast this spell, the target loses the ability to cast the highest level spell it knows (or has prepared, if it prepares spells) for the duration. If the creature knows (or has prepared) multiple spells of that level, the DM randomly determines one of those spells. Until the spell ends, the target cannot cast that spell by any means.

In addition, if the target uses spell slots to cast spells, it loses one spell slot instantly when you cast this spell. The lost spell slot is of the highest level for which the creature currently has slots. After this spell ends, the spell slot is regained.

If the target has 9th-level spell slots, or the spell it would lose the ability to cast is 9th-level, make an ability check using your spellcasting ability. The DC equals 10 + the spell's level. On a success, this spell works normally. On a failure, the target can make

an Intelligence saving throw to negate the effects of this spell entirely.

This spell has no effect on creatures that cannot cast spells.

"Khelben Arunsun, the first Blackstaff of Waterdeep, created many spells, yet only a handful bear his name Now deceased, Khelben was one of the most powerful wizards of Faerûn, or any other world for that matter.

A shocking number of his plane's powerful mages perished in its past century of magical chaos, Khelben among them. Given his power and influence, it is hard for me to credit the small number of spell's bearing his name to humility.

"I note that neither Khelben's close friend Elminster nor the love of his life Laeral have commented on this matter here. Nor did either leave a note on Alamanther's return, a spell created by Alamanther of Aglarond, who was once a consort of the Simbul, the Witch-Queen of Aglarond, before being slain in battle with the Red Wizards of Thay.

"As the Simbul was Laeral's sister, and Elminster's lover, this is another situation where both of my fellow commentators must have personal insights that could be of great scholarly interest. I cannot fathom the reason for their silence."

—Mordenkainen

Khelben's Suspended Silence

3rd-level illusion

Casting Time: 1 action
Range: Touch
Components: V, S, M (a feather and a handful of gem dust worth 50 gp, both of which are consumed in the casting)
Duration: Special (see below)

You imbue the touched object with the magic of a silence spell, but that magic remains dorrmant until you use a bonus action to touch the object and speak a command word you designate. When you do so, for 1 minute, no sound can be created within or pass through a 20-foot-radius sphere centered on the enchanted object.

As per the silence spell, any creature or object entirely inside the sphere is immune to thunder damage, and creatures are deafened while entirely inside it. Casting a spell that includes a verbal component is impossible within the sphere.

The duration of this spell is permanent until the effect is activated. Once it is activated, the silence effect lasts for a duration of 1 minute, and then the spell ends. This spell ends early if you cast it again.

Killing Ground

4th-level conjuration

Casting Time: 1 reaction, that you take when you reduce a creature to 0 hit points
Range: Self (30-foot cone)
Components: V
Duration: Concentration, up to 1 minute

You issue a primal cry of victory that creates a 30-foot cone infused with necromantic power harvested from the death of your foe. The area within the cone is difficult terrain for all crea-tures besides you. Each creature in the cone when you cast this spell must make a Constitution saving throw. Undead, constructs, and creatures immune to necrotic damage automatically succeed on this saving throw. On a failed save, a creature takes 2d8 thunder damage, and is vulnerable to necrotic damage for the spell's duration. A hostile creature that starts its turn within the spell's area takes 1d10 necrotic damage.

A creature that failed its saving throw can make a Constitution saving throw at the end of each of its turns. On a success, it is no longer suffers the

vulnerability to necrotic damage conferred by this spell.

In addition, for the spell's duration, the first time you hit a creature in the spell's area with a melee attack on each of your turns, that attack deals an extra 1d6 necrotic damage.

The sound of theinitial warcry you make when you cast this spell can be heard up to 100 feet away.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the ne-crotic damage increases by 1d10 for every two slot levels above 4th.

"Though the *killing ground* spell is available to paladins, I am told most eschew its use, except in the cause of a truly righteous vengeance or reckoning. Of course, paladins in the service of gods of vengeance or death often consider every battle they fight a righteous reckoning.."

—*Elminster*

Kiss of the Vampire

7th-level necromancy

Casting Time: 1 action
Range: Self
Components: V, S, M (a black onyx worth at least 50 gp that is carved to resemble the face of a vampire)
Duration: Concentration, up to 1 minute

You temporarily transform into the likeness of a vampire. While transformed, you gain resistance to necrotic damage, and to bludgeoning, piercing, and slashing damage from nonmagical weapons. In addition, you have the following abilities for the spell's duration:

- ✧ You can use your action to charm a target within 30 feet that can see you. The target must make a Wisdom saving throw or regard you as a trusted friend and it won't attack you. If the target takes any damage, it can make another saving throw to end the effect.
- ✧ You gain a climbing speed equal to your walking speed.
- ✧ If you have at least 1 hit point emaining, you can regenerate 10 hit points at the start of each of your turns unless you are in direct sunlight. This effect doesn't function if you took any radiant damage since your last turn.

In addition, while under the effects of this spell, you have hypersensitivity to sunlight, taking 20 radiant damage when you start your turn in direct sunlight.

"This spell, aided by judicious use of illusion magic, can convince your enemies they face an actual vampire.

"They should not live long enough to realize their mistake."

—Acererak

Kiss of Torment

4th-level necromancy

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

You pull your target close to you and make a simple act of affection deadly. Make a melee spell attack. If you hit your target takes 4d8 plus your spellcasting ability modifier necrotic damage.. For the duration, your target must make Constitution saving throw at the start of their turn. If they fail they take 4d8 necrotic damage. If they succeed the spell ends.

Knightly Intercession

3rd-level conjuration

Casting Time: 1 reaction, which you take when a creature you can see within range is hit with a melee attack
Range: 60 feet
Components: V, M (a melee weapon)
Duration: Instantaneous

You call out a prayer for protective intercession which teleports the creature that made the triggering attack to an unoccupied space within 5 feet of you. The triggering attack hits you instead, and you can then make one melee weapon attack against the attacker. If that attack hits, it deals an extra 1d10 radiant damage.

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



Knight's Move

2nd-level conjuration

Casting Time: 1 bonus action
Range: 30 feet
Components: V, M (a piece from a chess set)
Duration: Instantaneous

Time slows briefly for you or an ally, allowing a quick burst of movement no one else can perceive. Choose a creature within range of this spell. That creature can use its reaction to teleport up to 30 feet to an unoccupied space. When it arrives, choose a creature within 5 feet of it, which must make a Wisdom saving throw. On a failure, the teleported target gains advantage on its next attack roll against that creature before the end of its next turn.

Know Customs

3rd-level divination

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

Choose a person within range. That person may make a Wisdom saving throw to resist the spell. If they succeed, you learn nothing. If they fail, you learn all of the local laws and customs that target subscribes too. You have advantage on any Charisma check involving a member of that community.

Know Direction

Divination cantrip

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

You can discern which direction is north if you are at a location where north exists.

Know Faction

1st-level divination

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Concentration, up to 10 minutes

After socially interacting with a creature for at least one minute, you can make a Wisdom (Intuition) check with advantage against a DC of 10 + the creature's Charisma modifier + its proficiency bonus

to determine its faction affiliation. For example, if you were interacting with a Harper agent who is a 2nd level bard with a Charisma of 16, you could make a Wisdom (Intuition) check with advantage against a DC of 15 to determine that it is a Harper agent.

The spell's results are inconclusive if the creature isn't affiliated with a faction.

Know Greatest Enemy

1st-level divination

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

Your eyes flash green, turning golden as you survey your opponents and perceive a shimmering green aura over the most powerful foe. Choose any number of creatures you can see within range. You instantly know which creature has the highest challenge rating. If multiple opponents are tied for the highest challenge rating, you become aware that all of them are equally as powerful. This spell does not tell you the actual challenge rating of any creature, just which of the creatures is most powerful. The spell confers no other information.

Know Protection

1st-level divination

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

Choose one creature that you can see within range. It must make a Wisdom saving throw. If they fail, you learn one of the following:

- ✧ One damage type the creature has resistance to
- ✧ One damage type the creature is vulnerable to
- ✧ One condition the creature is immune to

Know School

Divination cantrip

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

Choose a spellcaster within range. If the spellcaster is a wizard, you learn their arcane tradition. If the caster is a cleric, you learn their divine domain.

Know Vulnerabilities

4th-level divination

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

Your target must make a Wisdom saving throw. If they fail, you learn any specific weaknesses the creature has. For example, if you cast this on a Vampire, you would learn that sunlight is deadly to them. If the creature is vulnerable to a specific type of damage that counts as a weakness for this spell.

Knurl

4th-level transmutation

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

One arm transforms into a gnarled tree branch. Your hand becomes a thick knotted fist, you cannot hold anything in your hand, but it excels as a club. The limb constantly twitches and can grow suddenly to crush enemies. For the duration, you can make a melee spell attack against any creature within 15 feet. If you hit, the target takes 2d6 plus your spellcasting ability modifier bludgeoning damage. This is considered magic for the purposes of overcoming damage reduction.

Laeral's Invisible Blade

8th-level evocation

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a metal-bladed weapon that is consumed by the spell)
Duration: Concentration, up to 1 minute

You create an invisible sword-shaped plane of force that hovers within range. It lasts for the duration. When the sword appears, you make a melee spell attack against a target of your choice within 5 feet of the sword. Because the sword is invisible, you have advantage on all attack rolls with the sword against creatures that can't see invisible objects. On a hit, the target takes 3d10 force damage.

Until the spell ends, you can use a bonus action on each of your turns to move the sword up to 20 feet to a spot you can see and repeat this attack against the same target or a different one.

Laeral's Crowning Touch

9th-level necromancy

Casting Time: 1 action
Range: Touch
Components: V, S, M (A prism worth at least 500 gp per Hit Die of the target)
Duration: A year and one day

You magically inscribe a glowing symbol of Mystra, goddess of magic, on a creature, cursing it with that goddess's fury. The target must make a Wisdom saving throw. Creatures that cast spells as a bard, sorcerer, warlock, or wizard (including arcane tricksters and eldritch knights) make this saving throw at disadvantage. On a failure, until the spell ends, the target has disadvantage on all Intelligence, Wisdom, and Charisma checks, all spell attack rolls, and all saving throws against spells. For the same duration, all saving throws against spells cast by the target are made at advantage, and the symbol you inscribed on the target sheds dim light in a 5-foot radius around it.

While a target is under the effects of this spell, each time it casts a spell of 1st-level or higher, it must make a Constitution saving throw. On a failure, it takes damage equal to twice the spell's level. Whenever a creature with hair takes this damage, streaks of silver appear in its hair. If this damage reduces it to 0 hit points, the target's hair becomes completely silver.

The inscribed symbol of Mystra appears drawn in silver on each palm (or on the chest and forehead of beings lacking palms).

This spell cannot be dispelled by any other spell except for *wish*, but it can be countered by *counterspell*. When this spell ends, all of its effects end as well, except for any changes to the target's hair, which remain permanently as if they were the target's natural hair color.

"Our goddess Mystra inspired me to research this spell, intended only for use against beings who misuse arcane magic, which is granted by Mystra via the Weave. The Lady of Mysteries does not look kindly on mages who hurl deadly magic at every spellcaster who insults them, nor those who use the Art to deceive or exert baleful influence over others.

"Mystra has been known to shorten the effects on the truly repentant and the undeserving, if they pray to her for forgiveness and obtain the willing spiritual guidance of a cleric of Mystra."

——*Laeral Silverhand*

Laeral's Cutting Hand

1st-level transmutation

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

You alter the structure of your hand so that it becomes as hard and sharp as a blade. Until the spell ends, your unarmed strikes inflict magical slashing damage instead of bludgeoning damage, and you make unarmed strikes with a magical +1 bonus to attack and damage rolls.

For the duration, once during each of your turns,

you can make one unarmed strike as a bonus action.

At Higher Levels. When you use a spell slot of 3rd, 4th, or 5th level to cast this spell, the magical bonus increases to +2. When you use a spell slot of 6th or higher, the bonus is +3.

Laeral's Dancing Dweomer

3rd-level illusion

Casting Time: 1 reaction, which you take when any creature within range casts a spell, begins its turn, or ends its turn
Range: 30 feet
Components: V, S, M (a pinch of dust cast into the air)
Duration: Concentration, up to 10 minutes

You create a number of false magical auras which blink in and out of the perceptions of any creature that can sense magic, moving from object to object as they do so. Choose a point within range. Within a 30-foot radius sphere centered on that point, any saving throw made against a divination spell is made with disadvantage, and the true magical (or nonmagical) natures creature or objects cannot be detected. The *detect magic* and *identify* spells, and other effects that detect or discern magical properties, do not yield any useful information. Spells and magical effects that detect creature types, such as a paladin's divine sense or the trigger of a *symbol* spell, are also ineffective within the area.

Each creature or object in the area appears magical one moment, or nonmagical the next, and whenever a target does have a magical aura, it appears to belong to a different school of magic each time it is perceived. The changing magical auras are only visible to those who can detect magic or employ one of the other effects described above.

Laeral's Silver Lance

3rd-level illusion

Casting Time: 1 action
Range: 300 feet
Components: V, S, M (A miniature platinum lance engraved with arcane runes that costs 250 gp to construct)
Duration: Instantaneous

You evoke a a shimmering, silver, lancelike column of force in your free hand, then hurl it at an enemy. Make a ranged spell attack against a target within range. The target takes 3d10 force damage on a hit, or half as much damage on a miss. Whether you hit or miss, the target must make a Strength saving throw. On a failure, the target falls prone.

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.

Lair Divination

4th-level divination

Casting Time: 1 action
Range: Self
Components: V, S, M (a handful of coins, incense, and the caster's holy symbol)
Duration: Instantaneous

You focus on a location that you know about on the same plane of existence, gaining insight into the relative strength of creatures guarding the area and the amount of treasure stored there. You do not gain any knowledge regarding the numbers of creatures or the exact amount of treasure. However, you do gain a sense of the overall challenge and reward levels based upon your party's strength.

The Dungeon Master has free reign in determining the results of this spell. For example, the DM could state that the spellcaster has a feeling that the dangers are more dangerous compared to another location the characters had previously explored, but the rewards are also better.

Lance of Disruption

3rd-level evocation

Casting Time: 1 action
Range: Self (60 foot line)
Components: V, S
Duration: Instantaneous

You raise your hand and emit a line of transparent force 60 feet long and 5 feet wide. Each creature in the line must make a Constitution saving throw. A

creature takes 6d6 force damage on a failed save, or half as much on a successful one. This spell inflicts double damage against objects and structures.

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

Land Womb

4th-level abjuration

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

You and any ally within range are drug into the earth and deposited in a chamber just big enough to hold all you. You and the allies you bring with you can breathe and the ceiling of the chamber glows softly. Divination spells of 3rd level or lower cannot detect the chamber. Any divination spell cast from inside the chamber automatically fails. When the spell ends you return to the space you occupied when you cast the spell.

Lash of Cruel Inspiration

1st-level illusion

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

You create a whip made of psychic energy, which sparks pain but also fortifies will. It counts as a simple melee weapon that you're proficient with, and you can use your spellcasting ability instead of Strength for the attack and damage rolls of melee attacks using it. It deals 2d4 psychic damage, and has the reach property.

Until the spell ends, in addition to using the whip normally as a weapon, you can also use the whip on a willing creature as a bonus action. When you do so, the creature takes psychic damage equal to your proficiency bonus plus your spellcasting ability modifier, which cannot be reduced by any means. However, the next time that creature rolls a saving throw before the end of its next turn, it makes the saving throw with advantage.

At Higher Levels. When you cast this spell using a 2nd or 3rd level slot, the damage is 3d4. If the spell slot is 4th or 5th level, it's 4d4. If you use a spell slot of 6th level or higher, it's 5d4.

Lasting Breath

8th-level evocation

Casting Time: 1 action
Range: Self (60-foot cone)
Components: V, S, M (a vial of dragon saliva)
Duration: Concentration, up to 1 minute

You unleash a breath weapon like that of a dragon, which then hangs in place and draws your enemies' attention. You choose acid, cold, fire, lightning, or poison for this spell, and force each creature in a 60-foot cone to make a Dexterity saving throw. A creature takes 6d6 damage of the type you chose on a failed save, or half as much damage on a successful one.

The cone lingers until the spell ends, and its area is lightly obscured. Any creature that enters the spell's area or starts its turn there must make a Dexterity saving throw, taking 6d6 damage of the type you chose on a failed save, or half as much damage on a successful one.

A creature that fails its saving throw also feels compelled to end the source of the breath weapon, giving it disadvantage on attack rolls against creatures other than you for the rest of that turn.

Laughing Water

3rd-level abjuration

Casting Time: 1 action
Range: touch
Components: V, S, M (a stoppered bottle)
Duration: 1 hour

You fill the bottle with water, and you enchant it to become crystal clear. Anyone who drinks the water during the duration is treated as if they were the target of a lesser restoration. The side effect is what gives the spell its name. Anyone that drinks the

potion must make a Wisdom saving throw (DC 15) or find everything hysterically funny. The character becomes prone and incapacitated for one round, laughing so loudly it is audible out to 50 feet.

Launch Ammunition

Transmutation cantrip

Casting Time: 1 action
Range: Touch
Components: V, S (a piece of ammunition)
Duration: Instantaneous

You touch a piece of ammunition and instantly make a weapon attack with it, just as if you were attacking with a weapon that is normally used to fire that type of ammunition. If multiple weapons use that type of ammunition, you choose which of those weapons this attack emulates. This attack is made exactly as if you were using the weapon emulated. The cantrip does not confer any other benefits beyond those stated above (such as weapon proficiency).

At Higher Levels. This spell's damage increases when you reach higher levels. At 5th level, if the attack hits, it deals an extra 1d4 force damage to the target. This extra damage increases to 2d4 at 11th level and 3d4 at 17th level.

Lava Eruption

4th-level transmutation

Casting Time: 1 action
Range: 90 feet
Components: V, S, M (a bottle carved of obsidian)
Duration: Concentration, 1 minute

Choose a point you can see on the ground within range. A fountain of liquid hot magma erupts in a 20-foot sphere centered on that point. For the duration, the area of the spell (including all portions of that area, above the ground or beneath it) becomes difficult terrain, and the lava ignites flammable objects in the area that aren't being worn or carried.

A creature takes 3d6 bludgeoning damage and 3d6 fire damage when it enters the spell's area for the first time on a turn or starts its turn there.

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

Firenewts or earth-based or fire-based elemental creatures (such as gargoyles or salamanders) do not take damage from this spell. Instead, such a creature is healed, regaining hit points equal to half the fire damage inflicted. Only firenewts or creatures of the elemental type can benefit from this effect.

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

Lava Missile

2nd-level conjuration

Casting Time: 1 action
Range: 90 Feet
Components: V, S, M (any object made of glass)
Duration: Instantaneous

You conjure handfuls of liquid-hot stone from the elemental planes and hurl them at foes with unerring accuracy. You create four lava missiles, each of which hits a target of your choice that you can see within range. Make a ranged spell attack. If you hit a lava missile deals 1d6 fire damage and 1d6 bludgeoning damage to its target. The darts all strike simultaneously, and you can direct them to hit one creature or several. The darts can also target objects that are not being worn or carried, and ignites them if they are flammable.

If a lava missile strikes a **firenewt** or an earth-based or fire-based elemental creature (such as a **gargoyle** or **salamander**), it does not inflict damage on the creature. Instead, that creature is healed, regaining 1d4 hit points for each lava missile that hits. Only **firenewts** or creatures of the elemental type can benefit from this effect.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the spell creates one more dart for each slot level above 2nd.

Lava Splash

3rd-level conjuration

Casting Time: 1 action
Range: 90 feet
Components: V, S, M (a fist-sized lump of volcanic rock.)
Duration: Instantaneous

You conjure a wave of burning lava that rises up and showers an area within range. The affected area is a 30-foot cone originating from a point you choose within range. Each creature in that area must make a Dexterity saving throw. On a failure, a creature takes 3d6 bludgeoning damage and 3d6 fire damage, and its speed is reduced by half until the end of its next turn.

The area of the spell becomes difficult terrain, and the lava ignites flammable objects in the area that aren't being worn or carried. The difficult terrain cannot be cleared for 1 minute, after which the lava cools. Each 5-foot-square portion of the area requires at least 1 minute to clear by hand.

Firenewts or earth-based or fire-based elemental creatures (such as gargoyles or salamanders) do not take damage from this spell. Instead, such a creature is healed, regaining hit points equal to half the fire damage inflicted. Only firenewts or creatures of the elemental type can benefit from this effect.

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

Leading Strike

Enchantment cantrip

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

As part of the action used to cast this spell, you must make a melee attack with a weapon against a creature within range, otherwise the spell fails. On a hit, the target suffers the attack's normal effects, and your enchanted strike shows an ally of your choice within 5 feet of either you or the target how to hit your foe where it hurts. That ally has advantage on the next attack roll it makes against the target before the start of your next turn. If that attack hits, it inflicts an extra 1d6 radiant damage and the spell ends.

This spell's damage increases when you reach higher levels. At 5th level, your melee attack deals an extra 1d6 radiant damage to the target, and the extra radiant damage from an ally's strike increases to 2d6. Both damage rolls increase by 1d6 at 11th level and 17th level.



Leaf into Dagger

1st-level transmutation

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

This spell turns one leaf into a dagger. The dagger counts as a magic weapon for overcoming damage resistance. Rangers and druids use this spell to create silent, non-reflective weapons that look like completely harmless leaves.

Leomund's Trap

2nd-level illusion

Casting Time: 1 minute
Range: Touch
Components: V, S, M (a piece of iron pyrite)
Duration: Instantaneous

This spell is cast on a device, such as a chest or door lock. To a creature trained in thieves' tools, the object appears to be trapped with a complex mechanism that would be difficult to disarm. The main purpose of the spell is to deter would-be thieves.

A creature trained in thieves' tools and proficient with the Investigation skill can spend an action to make an Intelligence (Investigation) check with disadvantage against your spellcasting DC. On a successful check, the creature detects the ruse, and can bypass the illusion to deal with the real device. However, if the check is failed, all attempts to disable the device fail, even though the "trap" somehow doesn't activate.

Lesser Acupuncture

Necromancy cantrip

Casting Time: 1 minute
Range: Touch
Components: S, M (acupuncturist's needles)
Duration: Instantaneous

Inserting needles into precise centers of ki in the body, you energize a creature's natural healing abilities. The creature may spend 1 Hit Die, and it it can roll 1d4 and add the result to any Constitution saving throws it makes before the end of its next turn. Once a creature benefits from this cantrip, it cannot benefit from it again until it finishes a short or long rest.

As you gain levels, the number of Hit Dice the affected creature can spend increases. When you reach 5th level, the creature can spend up to 2 Hit Dice, at 11th level it can spend up to 3, and at 17th level it can spend up to 4. This spell has no effect on undead or constructs.

Lesser Chainfire

5th-level enchantment

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

A column of magical fire and light descends on your enemy, then spreads out to not only burn other foes physically, but burn away their ties to the ally you targeted. Make a ranged spell attack against one creature within range. On a hit, the target takes 3d8 radiant damage.

Whether the attack hits or misses, a column of psychic fire consumes it and the creatures around it. Each creature of your choice in a 10-foot-radius, 40-foot-high cylinder centered on the target (including the target) must make a Wisdom saving throw. A creature takes 2d6 fire damage and 2d6 psychic damage on a failed save, or half as much damage on a successful one.

In addition, each creature besides the target who fails the Wisdom saving throw becomes indifferent towards the target and forgets the target ever existed, as if its memories were altered by a modify memory spell. This effect lasts for 1 minute. During that time, the creatures take no action to cooperate with the target and make no special effort to keep it from harm. If it is in a position of authority, affected creatures do not obey its orders. When the effect ends, all affected creatures regain their normal memories.

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

"There is said to exist a *greater chainfire* spell, which can erase all memory of the target from existence. If this spell did once exist, it is now apparently forgotten."

—*Elminster*

"Heartened to see that my dear friend Elminster chose not to make a joke here, instead letting the irony speak for itself. Perhaps, after a thousand years of life, even archmages such as ourselves can still grow and mature. Perhaps..."

——*Laeral Silverhand*

"*Greater chainfire* is not entirely forgotten..."

—Acererak

Lesser Fabricate

2nd-level transmutation

Casting Time: 10 minutes
Range: 120 feet
Components: V, S
Duration: Instantaneous

You convert raw materials into products of the same material. For example, you could fabricate an oar from a wooden limb, or a shirt from a clump of wool.

Choose raw materials that you can see within range. You can fabricate a Medium or smaller object (contained within a 5-foot cube, or eight connected 2.5 -foot cubes), given sufficient quantity of raw material. If you are working with metal, stone or another mineral substance, however, the fabricated object can be no larger than Small (contained within a single 2.5-foot cube). The quality of objects created by this spell is commensurate with the quality of the raw materials.

Creatures or magic items can't be created by this spell. You also can't use it to create items that require a high degree of craftmanship, such as jewelry, weapons, glass, or armor, unless you have proficiency with the type of artisan's tools used to craft such objects.

Lesser Guardian Seal

4th-level abjuration (ritual)

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

You target a closable object (a door, window, box etc.) and name one creature type. Any creature of that type cannot open that object. The creature also cannot damage the object, nor attempt to pick or break the lock. If another creature tries to break the lock or damage the object, the object also becomes resistant to all damage and the DC to break the object increases by 10. Casting knock on the object suppresses lesser guardian seal for 1 minute.

Lesser Ironguard

5th-level abjuration

Casting Time: 1 action
Range: Touch
Components: V, S, M (a tiny shield of wood, glass, or crystal)
Duration: Concentration, up to 1 minute

The person touched is immune to nonmagical metal for the duration of the spell. Metal items pass through you, and cause no harm. You can also walk through metal barriers, such as gates or bars. Magical metal objects affect you normally, as do spells. Secondary effects delivered by metal items affect you normally, such as a poisoned weapon attack.

If the spell expires while metal is inside you, the object is shunted out of your body or you are pushed away from it to the nearest unoccupied space; as a result, you and the object both take 1d6 bludgeoning damage.

Since you pass through metal objects, your unarmed attacks ignore metal armor while you are under the effects of this spell. This does not change the Armor Class of a creature wearing metal armor, but it grants you advantage on unarmed attack rolls against such creatures.

Lesser Water to Poison

4th-level transmutation

Casting Time: 1 reaction, which you take when a creature within 30 feet drinks
Range: 30 feet
Components: S, M (a vessel of water or a beverage which is partially water, with which you make a toasting gesture to the target as you both drink)
Duration: Concentration, up to 1 minute

Waiting for just the right moment, you transform the water someone is drinking into deadly poison. The quantity of water does not matter, just that the target drinks more than a sip. It can also be a beverage that is partially water (such as wine, beer, or juice).

The creature who drinks makes a Constitution saving throw. On a failure, the creature is poisoned for the duration, and they take 4d8 poison damage. If the creature fails the saving throw by 5 or more, its Constitution score is reduced by 1d4. On a success, the creature can choose to spit the water out and take no damage, or continue to swallow it and take half damage. If the creature failed its save, at the start of each of the creature's turns before the spell ends, it must succeed on a Constitution saving throw or take 4d8 poison damage. On a successful save, the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you can affect one additional creature who is drinking at the same time, and the damage increases by 1d8 for each slot level above 4th.

Liberating Memory

1st-level abjuration

Casting Time: 1 reaction, which you take when you would be afflicted with one of the conditions listed in this spell description
Range: Self
Components: V
Duration: 1 round

You call to mind a long-forgotten memory that helps you resist a condition that would dominate or impede you. This memory may even come from some kind of previous incarnation rather than your current lifetime. You spend a Hit Die, but do not regain any hit points. Instead, you prevent yourself from suffering one of following conditions that would otherwise afflict you: blinded, deafened, paralyzed, poisoned, or restrained.

Once you cast this spell, until the end of your next turn, your speed is halved and you cannot take reactions. You must have at least one Hit Die when you cast this spell, otherwise, the spell fails.

"The spell liberating memory is highly useful, and under the right circumstances it can be quite enlightening as well. It was created by members of the Transcendent Order, also called the Ciphers, a faction native to the Outer Planar settlements, particularly Sigil. They teach that the path to enlightenment comes from knowing your body and learning to listen to what existence is telling you to do instead of what your mind is saying.

"This emphasis on trusting instinct over intellect and seeking all answers from within may work for some spellcasters, but for wizards, relying on logic and learning remains the most advisable strategy."

—Mordenkainen

Life Bolt

4th-level evocation

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

You concentrate energy into your palm and fire a bolt of pure life force that sears the walking dead. Choose one undead creature within range. You take an amount of necrotic damage you choose, which must be equal to or less than half your remaining number of Hit Dice. This damage cannot be reduced or avoided in any way. For every hit point you sacrifice to power the spell in this way, the undead target takes 2d6 radiant damage.

Life Drain

3rd-level necromancy

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

You heal your wounds by draining vital energies from a foe you touch. Make a melee spell attack against a creature within your reach. On a hit, the target takes 1d8 necrotic damage and it is paralyzed until the end of your next turn, and you or an ally within 5 feet regain hit points equal to half the amount of necrotic damage dealt. Until the spell ends, you can make the attack again on each of your turns as an action, but only against the same target.

Life Steal

5th-level necromancy (ritual)

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

You pull pure life force out of your victim. The target must immediately make a Wisdom saving throw. On a failed save, the target takes 6d6 necrotic damage, or half as much on a success. Whether the target succeeds or fails its saving throw, you are healed by the amount of damage dealt. Alternatively, you can transfer these hit points to an ally that you touch when you cast the spell.

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

Lifebane

5th-level necromancy

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

You touch a target and drain their life to empower your own. Make a melee spell attack against a target, if you hit, you inflict 8d8 necrotic damage and your target must make a Constitution saving throw. If they fail they are knocked prone and incapacitated until the end of your next turn. If the caster of this spell is undead, they heal half the damage they inflict. This spell has no effect on constructs or undead.

Life's Grace

5th-level abjuration

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

You touch a living creature and ward it against death magic for a time. For the spell's duration, the subject gains resistance to necrotic damage and advantage on saving throws against effects that would reduce its hit point maximum (such as the bite of a vampire) or kill it instantaneously without dealing damage (such as the wail of a banshee). In addition, when the subject would fail a saving throw an undead creature forces it to make, it can choose to succeed instead, and the spell ends.

Lifesurge

4th-level necromancy

Casting Time: 1 action
Range: Touch
Components: V, S, M (a rose thorn dipped in blood)
Duration: Concentration, up to 1 minute

You touch a willing creature and send their body into overdrive. Their adrenaline spikes, and magic enhances their muscles and nervous system. For the duration of the spell the creature has advantage on Strength saving throws, Dexterity saving throws, gains 4d8 temporary hit points, and +3 melee to hit and damage rolls.

Once the spell ends, the target gains 2 levels of exhaustion, and takes necrotic damage equal to the amount of temporary hit points they gained.

Lifetap

2nd-level necromancy

Casting Time: 1 action
Range: 30 feet
Components: S, M (two identical needles)
Duration: Instantaneous

You launch magical darts at two creatures within range, one an ally and one an adversary, with the darts transferring life force from your foe to your ally in a golden flash. Make a ranged spell attack against a target within range. On a hit, the target takes necrotic damage equal to 2d10 plus your spellcasting ability modifier, and a conscious ally of your choice within range gains temporary hit points equal to the damage inflicted. If the attack misses, a conscious ally of your choice within range gains temporary hit points equal to your spellcasting ability modifier.

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

Lightfoot

1st-level transmutation

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

Your movement doesn't provoke opportunity attacks until the start of your next turn.

Lightning Bug

1st-level evocation

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

You launch a missile made of electrical energy that unerringly strikes a target that you can see within range. The target takes 2d10 lightning damage. The target can make a Constitution saving throw, taking half the damage on a success.

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

Lightning Clash

1st-level evocation

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

Your attack leaves a glowing mote of arcane power in your enemy's wound. As part of the action used to cast this spell, you must make a melee attack with a weapon against one creature within the spell's range, otherwise the spell fails. On a hit, the target suffers the attack's normal effects and it takes additional 2d6 thunder damage as electricity arcs from the target to a different creature of your choice that you can see within 5 feet of it. The second creature takes lightning damage equal to 1d6 + your spellcasting ability modifier.

At Higher Levels. When you cast this spell using

a spell slot of 2nd level or higher, the lightning damage increases by 1d6 for each slot level above 1st.

Lightning Reflection

5th-level abjuration

Casting Time: 1 action
Range: Touch
Components: V, S, M (a drop of quicksilver and a shard of metal)
Duration: 10 minutes

The recipient is guarded against magic missiles and lightning. Magic missiles and spell attacks that deal lightning damage that target the recipient directly are reflected at the original caster. The reflected spells use the original caster's attack bonus and saving throw DC.

Lionheart

1st-level abjuration

Casting Time: 1 action
Range: Touch
Components: V, S, M (a hair from a lion's mane)
Duration: Concentration, up to 1 minute

You touch a willing creature and grant it immunity from being frightened for the duration.

Lion's Claws

3rd-level transmutation

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

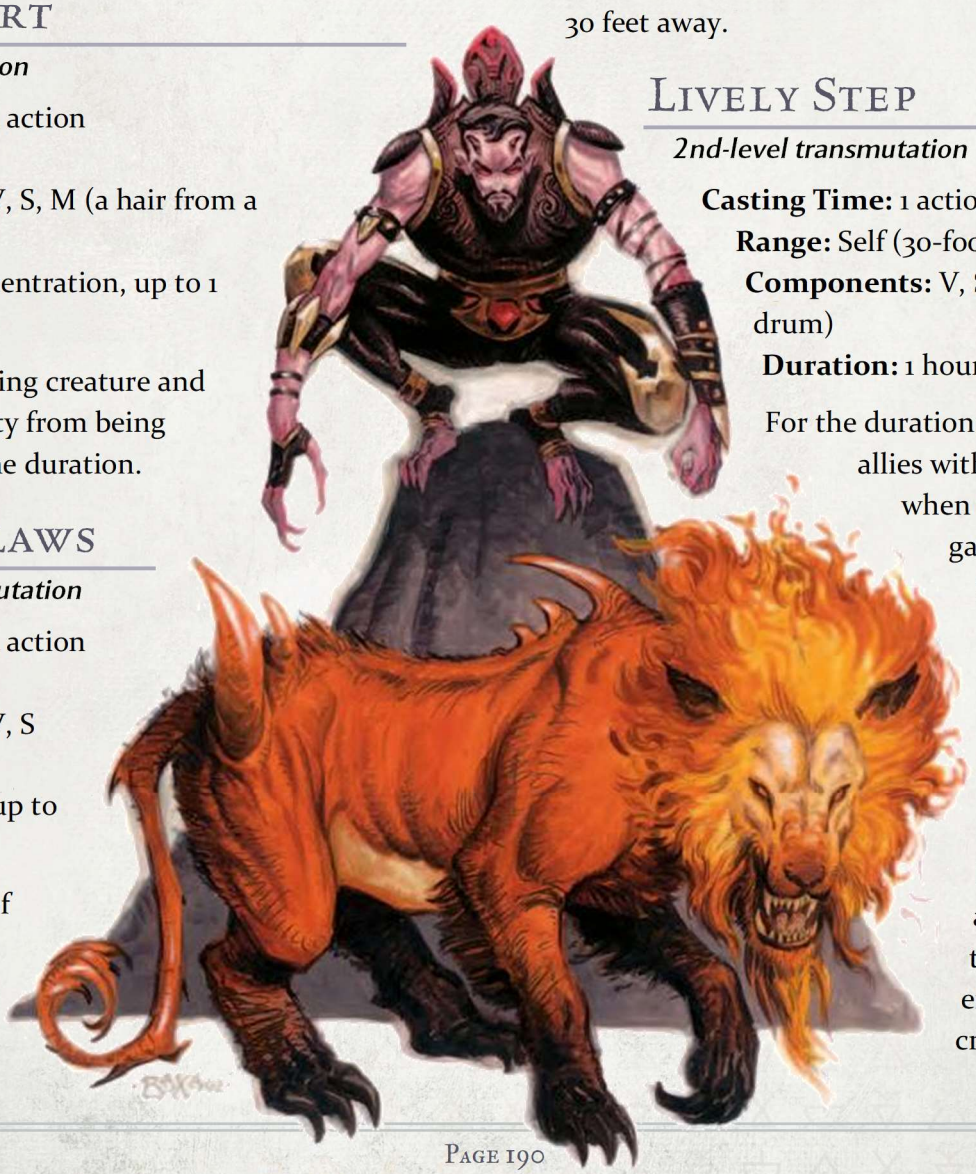
You grow a set of vicious, retractable claws. They do not hinder your manual dexterity, and can turn your hands into deadly weapons in an instant. The claws inflict 1d6 slashing damage and have the light and finesse properties. The hands are useful for climbing as well, giving you advantage on Strength (Athletics) checks to climb.

Listening Lorecall

2nd-level transmutation

Casting Time: 1 bonus action
Range: Self
Components: V, S, M (a hollowed ram's horn)
Duration: Concentration, up to 1 hour

Until the spell ends, you gain advantage on Wisdom (Perception) checks related to hearing, and gain proficiency in the Perception skill. In addition, being invisible doesn't give a creature advantage on attack rolls against you unless that creature is over 30 feet away.



Lively Step

2nd-level transmutation

Casting Time: 1 action
Range: Self (30-foot radius)
Components: V, S, M (a small drum)
Duration: 1 hour

For the duration, you and all allies within 30 feet of you when the spell is cast gain a bonus of 10 feet to your walking speed. However, if a creature affected by this spell takes any other action besides a move action on its turn, the spell ends for that creature.

Living Link

1st-level divination

Casting Time: 1 action
Range: 300 feet
Components: V, S
Duration: Concentration, up to 1 minute

You establish a link to one sense of a living creature you can see within range. You can choose either sight, hearing, or smell. You can perceive what the target experiences through the chosen sense, gaining any special senses the creature possesses. However, your own sense of that type doesn't function while you are linked to the creature.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can choose one additional sense and the range increases by 100 feet for every two slot levels above 1st.

Locate Animal

3rd-level divination (ritual)

Casting Time: 1 action
Range: Self
Components: V, S, M (a bit of fur, a scale, a feather, or another physical remnant from the type of beast you seek)
Duration: Concentration, up to 4 hours

You focus on a specific type of beast. If it is within 15 miles of you, you learn the direction and distance, and if it is within 15 moving you know the direction of its movement. This spell doesn't locate a beast if running water at least 10 feet wide blocks a direct path between you and the beast.

The spell can locate a specific beast known to you, or the nearest beast of the same kind (bear, tiger, or wolf), so long as you have seen such a beast up close—within 30 feet—at least once. If the beast you described or named is in a different form, such as being under the effects of a polymorph spell, this spell doesn't locate the beast.

Looming Shadow

Illusion cantrip

Casting Time: 1 action
Range: 60 feet
Components: V, M (a ranged or thrown weapon)
Duration: 1 round

As part of the action used to cast this spell, you must make a weapon attack with a ranged or thrown weapon against one creature within the spell's range, otherwise the spell fails. On a hit, the target suffers the attack's normal effects, and a shadowy duplicate of the weapon or projectile appears, hanging in the air just short of where the original struck. Choose one ally within 30 feet of the target. The first time the target attacks the chosen ally, forces the chosen ally to make a saving throw, or includes that ally in a harmful area of effect before the end of your next turn, the second weapon or piece of ammunition automatically strikes, inflicting 1d10 psychic damage.

This spell's damage increases when you reach higher levels. At 5th level, the ranged attack deals an extra 1d10 psychic damage to the target, and the damage the target suffers for acting against the chosen ally increases to 2d10. Both damage rolls increase by 1d10 at 11th level and 17th level.

Lord's Armor

1st-level conjuration

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

You must not be wearing armor when you cast this spell, otherwise the spell fails. You call forth enchanted armor that protects you in a time of need. This can be your choice of any kind of light armor. If you are proficient with medium armor, you can choose any kind of light or medium armor with which you are proficienct. You instantly don this armor as part of casting this spell. The armor is magical, and in addition to the normal properties of the type of armor you chose, it grants you a +1 magical bonus to Armor Class. Wielding a shield does not interfere with this spell, but it ends if you attempt to don other armor.

If you cast this spell using a spell slot of 3rd level

or higher, the armor can be your choice of any kind of heavy armor with which you are proficient, as well as light or medium. When you cast this spell using a spell slot of 5th level or higher, the armor magical bonus increases to +2, and you can concentrate on the spell for up to 8 hours.

Lorloveim's Shadowy Transformation

6th-level illusion

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

You trap one creature or inanimate object you touch between the plane you are on and the Shadowfell. The target can make a Dexterity saving throw to avoid the spell. If it fails, the creature becomes insubstantial on both planes. It can see into both planes, but can't tell which plane any particular item or person is on. Anyone on the plane the creature was on originally or in the Shadowfell can see the creature or object as a shadowy, transparent version of itself. Any attack targeting the creature or object fails, and any attack launched by the creature fails.

The creature can cast spells normally if those spells do not require an attack roll, and can target creatures on either plane, but cannot target creatures on both planes with the same effect. This spell has no effect when cast in the Shadowfell.

Love Bite

2nd-level transmutation

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

You create a pair of spectral lips that fly toward an ally and gift them with 2d4 temporary hit points.

At Higher Levels. You can cast this spell using a 3rd level or higher spell slot. You gift 2d4 temporary hit points for each slot level above 2nd.

Love's Lament

3rd-level enchantment

Casting Time: 1 action
Range: Self (60-foot cone)
Components: V, M (a musical instrument)
Duration: Instantaneous

The music created by this spell draws upon the sadness, guilt, and despair of those around you. Each creature in a 60-foot cone has disadvantage on Wisdom (Perception) checks related to hearing until the end of your next turn, and it must make an Intelligence saving throw. A creature that fails the saving throw takes 3d10 psychic damage and is poisoned until the end of its next turn, as it calls to mind memories of all its lost loves and disappointments in life.

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

Loyal Vassal

2nd-level abjuration

Casting Time: 1 action
Range: 5 feet
Components: V, S, M
Duration: Concentration, up to 1 hour

When you cast the spell, select up to six creatures within 5 feet of you. You touch each of these creatures as part of the action of casting this spell. Until the spell ends, each chosen creature gains advantage on Wisdom saving throws against enchantment spells, effects that would cause them to become charmed or frightened, and effects that would force them to obey another creature's commands. If a subject of this spell is already under the influence of such an effect, it can immediately attempt another saving throw against that effect when you cast this spell.

Lucky Blade

2nd-level divination

Casting Time: 1 action

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

You may only cast this on a weapon that deals slashing or piercing damage. That weapon can warn you a second before danger occurs. For the duration, the weapon gains one charge, that can be spent to allow you to reroll one saving throw. You must accept the results of the second roll, even if it worse.

Lullaby

Enchantment cantrip

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

Choose a 10-foot radius area within range. Living creatures within the area hear an enchantingly melodic lullaby and must make a Wisdom saving throw. On a failed save, the creature becomes drowsy and has disadvantage on Intelligence (Investigation) and Wisdom (Perception) checks until the end of its next turn. In addition, the creature has vulnerability to *sleep* spells until the end of its next turn; while vulnerable, the creature only counts half of its current Hit Points to determine whether it is affected by a sleep spell. On a successful save, the creature is unaffected by this spell.

Luminous Swarm

2nd-level evocation

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

You summon a swarm of bright motes made of pure force. They emit bright light out to 10 feet and dim light for 10 feet beyond that. Anyone who attempts to attack you in melee is swarmed by these moats. The moats dig into your opponent's eyes and mouth, making breathing and vision nearly impossible. You may use your reaction to impose disadvantage on a melee attack that targets you or someone within 10 feet of you.

Lungs of Water

4th-level conjuration

Casting Time: 1 action
Range: 50 feet
Components: V, S, M (the tongue of a drowned person)
Duration: Concentration, up to 1 minute

You point at a creature within range and make a retching, gurgling sound, and it must make a Constitution saving throw. On a failure, its lungs start to fill with water, pouring out of the target's mouth and nose. The target starts choking and may not take bonus actions or reactions while their lungs are full of water. The target may repeat the Constitution saving throw at the end of each of its turn, ending the spell on a successful save. If the target fails three saving throws, it drops to 0 hit points.

Luring Strike

Enchantment cantrip

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

As part of the action used to cast this spell, you must make a melee attack with a weapon against one creature within the spell's range, otherwise, the spell fails. On a hit, the target suffers the attack's normal effects, and you instantly teleport 5 feet to an unoccupied space you can see that is farther away from the target than you are now. The spell ends if no unoccupied space within 5 feet fulfills all these requirements.

If you teleport successfully, you magically compel the target to move closer to you, pulling it up to 5 feet in a straight line toward you. It takes 1d6 psychic damage if it ends this movement within 5 feet of you.

This spell's damage increases when you reach higher levels. At 5th level, the melee attack deals an extra 1d6 force damage to the target, and the psychic damage the target takes for moving increases to 2d6. Both damage rolls increase by 1d6 at 11th level and 17th level.

Mace of Odo

3rd-level evocation

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

A shimmering, translucent mace appears in your hand. You can use it to smite your enemies or intercept hostile magic. You can use the mace in melee, on a successful attack the mace inflicts 3d8 plus your spellcasting ability modifier force damage.

If you targeted by, or included in the area of, an enemy spell of third level or lower you can absorb the spell with the mace. Doing so destroys the mace. This cancels the spell's effect on you, but not on anyone else who is in the spell's area of effect.

At Higher Levels. You can cast this spell using a 4th level or higher spell slot. You inflict plus 1d8 force damage for every spell level above 3rd.

Maelstrom

8th-level conjuration

Casting Time: 1 action
Range: 300 feet
Components: V, S
Duration: Concentration, up to 1 minute

You create a 120-foot wide by 60-foot deep swirling vortex that forms in a water source you can see within range. If the water source isn't at least the size of the vortex, the spell fails. A creature in the water that is caught within 60 feet of the vortex must make a Dexterity saving throw. On a failed save, the creature is sucked into the vortex's swirling waters.

A creature that starts its turn within the vortex's swirling waters must make a Dexterity saving throw. On a failed save, the creature takes 2d6 bludgeoning damage, and it is sucked 10 feet closer to the vortex's center. On a successful save, the creature doesn't take damage, and isn't sucked closer to the vortex's center. In addition, the creature can use its action to make a Strength (Athletics) check to swim away from the vortex's center. On a success, the creature can swim at half its speed, unless it has a swimming speed, in which case it can use this full movement. On a failed check, the creature doesn't make any progress.

A creature that starts its turn in the vortex's center, must make a Strength saving throw. On a failed save, the creature takes 2d6 bludgeoning damage and it is sucked 10 feet below the water's surface. A creature that reaches the vortex's bottom, 60 feet below the surface, is ejected a further 20 feet from below the vortex's center.

Magecraft Focus

Divination cantrip

Casting Time: 1 action
Range: Self
Components: V S
Duration: 1 day

Choose one type of tool with which you are proficient. Until the spell ends or the next time you finish a short or long rest (whichever comes first), whenever you make an ability check with the chosen type of tool to craft or repair an item, you have advantage on the roll. This spell ends early if you roll initiative. Once you cast this spell, you gain no benefit from subsequent castings until after the next time you finish a long rest.

"This spell is common among artisans in the world of Eberron, where production of low-powered magic items is not only commonplace, but an important driver of the leading nations' economies."

—Mordenkainen

Magic Fang

1st-level transmutation

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

You touch a beast and imbue its natural attacks with magical energy. For the duration, the creature's natural attacks are considered magical and gain a +1 bonus to hit and damage.

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

Magic Fist

1st-level conjuration

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

You conjure a spectral fist that appears in an unoccupied space you can see within range. As part of the action used to cast the spell, you can make a melee spell attack with the fist against a creature or object within 5 feet of it. On a hit, the target takes 1d6 + your spellcasting ability modifier bludgeoning damage. On each of your turns for the duration, you can use a bonus action to move the fist up to 20 feet to an unoccupied space within range and repeat the attack against a creature or object within 5 feet of the fist.

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

Magma Blade

4th-level conjuration

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

A slashing weapon you hold is coated is glowing magma. The weapon does an extra 2d8 fire damage. Once per turn you can use a bonus action to spray a target you have hit this turn with magma. Make a ranged attack against a target within 15 feet. You do not have disadvantage on this attack if there is an enemy within 5 feet. If you hit you inflict 1d8 fire damage.

Magma Jet

3rd-level conjuration

Casting Time: 1 action
Range: Self (30 foot cone)
Components: V, S, M (an obsidian chip)
Duration: Instantaneous



You fire a cone of magma at your enemies. Everyone caught within the cone must make a Dexterity saving throw. They take 5d8 fire damage on a failed saving throw and half as much on a successful one. In addition, anyone who fails the saving throw takes 2d8 fire damage at the beginning of your next turn. The area covered by the cone of magma counts as difficult terrain for one minute after the spell is cast.

At Higher Levels. You can cast this spell using a spell slot of 4th level or higher. The initial damage increases by 1d8 for every spell level above 3rd.

Magma Shield

4th-level conjuration

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

You conjure magma and its swirls around your shield. Any creature that attacks you in melee must make a Dexterity saving throw versus your spell save DC. Creatures that fail take 2d8 fire damage. Creatures using a weapon with the reach ability have advantage on this saving throw.

Magmin Grasp

1st-level conjuration

Casting Time: 1 action
Range: 90 feet
Components: V, S, M (a speck of glass or obsidian)
Duration: Concentration, up to 1 minute

You cause a grasping, clawed arm of living molten earth like that of a magmin to erupt from the ground as grasp your enemy. Choose a Medium or smaller creature within range. The target takes 2d6 fire damage, has its speed reduced by half until the end of its next turn, and must make a Dexterity saving throw. If it fails, it takes additional bludgeoning damage equal to the fire damage and becomes restrained. Creatures with resistance or immunity to fire damage have advantage on the saving throw.

While restrained by this spell, the target takes 1d6 fire damage at the start of each of its turns. A creature restrained by the grasping claw or one that can touch the creature can use its action to make a Strength check against your spell save DC. On a success, the target is freed.

When a target begins its turn restrained by this spell, all flammable objects in its space that aren't being worn or carried are ignited.

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

"Having known the searing grasp of more than one magmin in my early years, I can attest that this spell is every bit as painful as the real thing."

——*Laeral Silverhand*

Magnetism

3rd-level transmutation

Casting Time: 1 action
Range: 60 feet
Components: S, M (a lodestone)
Duration: Concentration, up to 1 minute

This spell allows you to draw iron or steel objects to yourself by projecting a magnetic ray. Choose one object within range that is nonmagical and made of ferrous metal. This object must weigh less than 40 lbs. If the object isn't being worn or carried, it immediately flies into your space, where you can either catch it with your hand (requiring no action) or let it fall at your feet.

Using an action each round, you can target one object you can see within range of the spell with this effect.

If an object you target with this spell is being held or carried by a creature, that creature must roll a Strength saving throw. On a failure, the creature drops the object, and it flies to your space, where you either catch it with your hand or let it fall at your feet. If the object is being worn by a creature (like a helm or a chain shirt), the creature makes the same Strength saving throw but has advantage on the roll. On a failure, the creature is pulled up to 60 feet towards you if it is Medium-size or smaller.

If the item is secured in some way (such as being chained to a wall or tied down with a rope), but not being held or worn, you make an ability check to break the restraint, as if you were making a Strength check to break or burst whatever is securing it with your own hands. Instead of making a Strength check, you make a check with your spellcasting ability score (adding your proficiency bonus). If the check succeeds, you free the item and it flies to your space as described above.

You can also attempt to move a metal creature

that weighs less than your limit for this spell (such as a Tiny construct). The creature makes a Strength saving throw with advantage against this effect. If the save fails, you can move the creature toward you just as you would any other metal object.

Until this spell ends, your ability to carry, lift, push, or drag any objects you have moved to your space with this spell is calculated as if you had a Strength score of 20 (giving you a carrying capacity of 300 pounds and allowing you to push, lift, or drag up to 600 pounds, if you are Small or Medium sized), unless your Strength if higher.

If you move during the spell's duration, you can choose any object that you moved to your space with this spell which you are not carrying, lifting, pushing, dragging, or wearing to either move with you as you go (levitating just above the level of your feet) or remain in the square you moved it to.

Once you move an object to your space with this spell, you have advantage on saving throws and opposed rolls against dropping it, and creatures seeking to move the item from your space have disadvantage on rolls to do so. When the spell ends, if you are holding, wearing, or carrying an object that is too heavy for you, it falls softly to the ground, landing harmlessly at your feet.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the weight limit of objects you can move with this spell increases by 10 pounds for each slot level above 3rd. When you cast this spell using a spell slot of 5th or 6th level, you can choose up to two objects within range each time you use your action for this spell, instead of just one. If the spell slot is 7th level or higher, you can choose up to three objects instead.

Major Telekinetic Weapon

2nd-level conjuration

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

You summon a simple or martial weapon weighing no more than 20 lbs that normally costs no more than 75 gp. It appears in your free hand, ready to be wielded, and lasts for the duration. It is a magical weapon made of your psychic energies. If you let go of the weapon, it disappears, but you can evoke the weapon again as a bonus action.

You can use your spellcasting ability instead of Strength or Dexterity for the attack rolls of melee attacks using this weapon. On a hit, it deals force damage equal to 2d6 + your spellcasting ability modifier, instead of the normal damage for a weapon of that type. If the weapon normally has the ammunition property, this version does not have that property, but you must go through the physical motions of loading it normally as part of the spell (thus, a weapon with the loading property retains that property as a telekinetic weapon). Attacking with a weapon that normally has the ammunition property creates temporary magical ammunition that you use normally as part of the attack, but that ammunition ceases to exist after the attack hits or misses and any damage is inflicted.

Though it is no more delicate than a common version of that weapon, your telekinetic weapon manifests as a semi-transparent solid the same color as your eyes. This weapon has the simplest possible geometric shape it can have while still functioning as the chosen type of weapon. At the end of the spell's duration, it dissipates harmlessly.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, it gains a magical +1 bonus to attack rolls, and inflicts an additional 1d6 force damage on a hit. When you use a spell slot of 6th level or higher, the magical bonus to attack and damage rolls increases to +2, and the additional force damage increases to 2d6 (for a total of 4d6 + your spellcasting ability modifier).

Malraz's Dramatic Death

7th-level illusion

Casting Time: 1 reaction, which you take when you are dealt damage
Range: Self

Components: V, S
Duration: Concentration, up to 1 minute

You are cloaked in an invisibility spell, while an illusory double dies a horrible, overly dramatic death. You can decide how your illusory double dies, and they can make some grunts or wheezes to try and sell the death, but cannot talk. The illusion will fall to the ground, but cannot move more than 5 feet. The death takes one round, and anyone who touches the corpse will realize it's an illusion, but the illusion will not fade away.

The illusion and the invisibility will last until the end of the spell. The invisibility can be broken the same way as the 2nd level spell of the same name.

Mantle of Baravar

5th-level abjuration

Casting Time: 1 action
Range: Touch
Components: v, S, M (a piece of brain)
Duration: 1 hour

You cover yourself or an ally in magic cloak that provides clarity and protection. For the duration, they target has advantage on all illusion and enchantment spells and spell like abilities that effect the mind. This spell is particularly hated by mind flayers, which were Baravar's hated enemies and favorite prey. The warded creature is immune to the mind flayer's mind blast attack.

Mantle of the Slime Lord

7th-level abjuration

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

You surround yourself with a glossy nimbus of energy that looks like a gelatinous layer of thick, dirty water to observers, but does not hinder you in the least. For the duration of the spell, you gain the following benefits:

- ✧ Oozes with an Intelligence of 3 or lower will not attack you unless you attack them or force them to make a saving throw.
- ✧ You are immune to poison damage.
- ✧ You are immune to the paralyed, poisoned, restrained, and stunned conditions.
- ✧ You are immune to any spell or effect that would alter your form.
- ✧ Magic can't put you to sleep.
- ✧ When an attack that hits you is a critical hit or sneak attack, you gain resistance to its damage

"This spell began as a special gift given by Ghaunadaur, the god of oozes, slime, and abominations, to his clerics. He is sometimes known as the Elder Eye, though his relationship to the Elder Elemental Eye is unclear. Originally a member of the drow pantheon, the Elder Eye was touched by the Far Realm and chose to leave the Inner Planes and strike off on his own.

"Since that time, his only known allies have been two beings now believed dead, the mold god Moander and the archomental Bwimb, Baron of Ooze. Ghaunadaur's enemies, however, are many, including all the gods of elves and all the other gods of the Underdark.

"Some say that Lolth spurned Ghaunadaur's romantic interests, driving him to fit of fury in which he made his greatest worshipers mad or mindless. If such an event did occur, it was fortuitous, since in ancient times some slimes and oozes possessed great intelligence. If this were still the case, today they would pose a dire threat."

—Mordenkainen

Manythorns

2nd-level transmutation

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

You sprout thousands of small thorns. The thorns drain the blood and warmth from others, digging into them after a few seconds of contact. A creature that you grapple or is grappled by you takes 1d6 piercing damage at the start of your turn. On your turn you may use an action to make a melee attack against the creature. If you hit, you inflict 1d6 plus your Strength modifier piercing damage.

At Higher Levels. You can cast this spell using a spell slot of 3rd level or higher. If you use a 3rd level slot the damage dice (both the beginning of turn and the melee attack) become 2d6. If you use a 5th level spell slot the damage dice becomes 4d6. If you use a 7th level spell slot the damage dice becomes 8d6.

Mark of the Unfaithful

7th-level enchantment (ritual)

Casting Time: 1 action
Range: Special
Components: V, S, M (a book or scroll inscribed with the target's name and especially consecrated for this purpose, detailing the crimes (real or imagined) for which the subject is being condemned)
Duration: Instantaneous

You permanently place a mark upon a character or creature that identifies it as an enemy of your faith. The chosen creature suffers the following effects:

- ✧ Any member of your faith feels innately hostile towards the chosen creature, giving it disadvantage on Charisma (Deception, Performance, or Persuasion) checks against members of your faith. This hostility might not induce the viewer to attack, but the creature will instinctively distrust or disbelieve anything the marked one says.
- ✧ Members of your faith have advantage on Wisdom checks against the chosen creature.
- ✧ The marked creature cannot benefit from any of your faith's services, such as spellcasting provided by a temple of your faith, or naming, marrying, or burial services.

You can place the mark of the unfaithful upon any creature, even if it is on a different plane. You cannot cast this spell on someone who is already dead. Clerics, druids, paladins, and rangers of your faith automatically detect this effect simply by looking at the subject.

The effect is permanent until lifted, either by you or another member of your faith of high enough level to cast this spell. This spell is unaffected by dispel magic or counterspell, though it can be copied or undone using a *wish*.

Mark of the Vigilante

1st-level enchantment (ritual)

Casting Time: 1 bonus action
Range: Self
Components: V, M (a weapon)
Duration: Concentration, up to 1 hour

You adopt the persona of a vengeful agent of justice, taking on a distinctive fighting style that promises punishment to those who seek to harm your allies. For the duration, when you hit a creature with a weapon attack, you can mark the creature until the end of your next turn. This effect ends early if someone else marks the creature. While it is within 5 feet of you, a creature marked by you has disadvantage on any attack roll that doesn't target you and cannot make opportunity attacks against you.

In addition, until the spell ends, you can use a bonus action on each of your turns to force one creature within 10 feet of you to roll a Wisdom saving throw. It has advantage on the saving throw if you do not currently have a creature marked, and it automatically succeeds if it is a construct or

undead. On a failure, a creature takes 1d6 psychic damage and becomes frightened of you until the end of your next turn.

At Higher Levels. When you cast this spell using a spell slot of 3rd or 4th level, you can concentrate on the spell for up to 8 hours. With a slot that's 5th level or higher, you can concentrate for up to 24 hours.

Maskstone

2nd-level illusion (ritual)

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

You mask a stone door to appear to be a seamless part of a wall. If the wall is made of a material that is not stone, then the door appears to be made of the same material. Any attempt to discover the door is made with disadvantage. Even *detect magic* does not reveal the illusion.

Marshal's Mark

1st-level enchantment

Casting Time: 1 reaction, which you take when you hit a creature within range with a weapon attack roll
Range: 5 feet
Components: V, M (a weapon)
Duration: Concentration, up to 1 hour

Empowering your voice and weapon with unwavering authority, you impose the full force of your will on your foe. You mark the target of the triggering attack until the end of your next turn. This effect ends early if someone else marks the creature, or if you mark another creature. While it is within 5 feet of you, a creature marked by you has disadvantage on any attack roll that doesn't target you, and your weapon attacks deal an extra 1d4 psychic damage to that creature on a hit.

For the spell's duration, whenever you hit a creature with a weapon attack, you can mark that creature until the end of your next turn.

Once before the spell ends, when you mark a creature during your turn, you can use a bonus action to cause the marked creature to become restrained until the end of your next turn.

At Higher Levels. When you cast this spell using a spell slot of 3rd or 4th level, you can concentrate on the spell for up to 8 hours. With a slot that's 5th level or higher, you can concentrate for up to 24 hours



Marshal's Pursuit

3rd-level transmutation

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

You focus you mind and body on the relentless pursuit of your foe. Choose a creature you can see within range. Until this spell ends, you gain the following benefits whenever you can see the target:

- ✧ Your speed increases by 15 feet.
- ✧ Your movement does not provoke opportunity attacks.
- ✧ When you hit a creature with an attack roll, you deal an extra 1d6 psychic damage. This damage is increased to 1d12 if the creature is the target of this spell.

- ✧ When you hit the target of this spell with a weapon attack, you can mark that creature until the end of your next turn. While it is within 5 feet of you, a creature marked by you has disadvantage on any attack roll that doesn't target you.

At Higher Levels. When you cast this spell using a spell slot of 5th or 6th level, you can concentrate on the spell for up to 8 hours. With a slot that's 7th level or higher, you can concentrate for up to 24 hours.

Marshal's Resolve

4th-level abjuration

Casting Time: 1 reaction, which you take when you hit a creature with a weapon attack
Range: Self
Components: V
Duration: 1 minute

While pressing your attack, you fortify yourself against whatever your quarry throws at you. For the duration, while a creature is marked by you (such as with a spell like *hunter's mark* or *marshal's mark*, or with another marking effect like the Unwavering Mark feature of the Knight martial archetype), you have advantage on saving throws that creature forces you to make. Whenever you hit a creature marked by you with an attack, you gain temporary hit points eqaul to 1d4 + your spellcasting ability modifier.

At Higher Levels. When you cast this spell using a 5th-level or higher spell slot, that number of temporary hit points you gain for hitting a creature marked by you increases by 1d4 for each slot level above 4th.

Marshal's Triumph

5th-level evocation

Casting Time: 1 reaction, which you take when you reduce a creature to 0 hit points
Range: Self
Components: V
Duration: 1 minute

You renew your fighting spirit when you bring down a foe. You regain hit points equal to 4d10 + your spellcasting ability modifier. If the creature you reduced to 0 hit points to trigger this spell was marked by you (such as with a spell like hunter's mark or marshal's mark, or with another marking effect like the Unwavering Mark feature of the Knight martial archetype), you can also spend one or two Hit Dice, as if you had just finished a long rest.

The next time you make a saving throw during the duration, you can roll a d12 and add the number rolled to the saving throw, and then the spell ends.

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

Martyr's Cry

6th-level evocation

Casting Time: 1 reaction, which you take in response to an attack made by a creature within range that inflicts damage reducing you to half your maximum hit points or fewer
Range: 30 feet
Components: V
Duration: 1 minute

You cry out in pain at your wounds, and your suffering weakens the enemy who inflicted it. The creature who damaged you takes 2d12 thunder damage and must succeed on a Charisma saving throw or become poisoned and restrained for the duration. At the end of each of its turns, the target can make another Charisma saving throw. On a success, the spell ends on the target. It also ends if you regain hit points that bring your current total to higher than half your maximum.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the range increases by 30 feet for each slot level above 6th.

Mask of Death

4th-level necromancy (ritual)

Casting Time: 1 action
Range: Touch

Components: V, S, M (a drop of doppelganger blood)
Duration: 12 hours

You change the features of any dead humanoid to mimic someone else. You must either know the person you are mimicking or have an accurate picture or image of them. This spell can be cast on an undead creature that has a tangible body and an intact face (such as a zombie), but its statistics and behavior do not change. A body that is the target of this spell retains the facial features for the duration, even if it is then animated as undead.

Masochist's Salvation

2nd-level enchantment

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

You draw power from your pain. If you have taken 15 points or more hit point damage since your last turn you gain advantage on melee attack rolls and saving throws. This bonus lasts until the start of your next turn. Although if you have taken 15 points of damage since your last turn, you will get the bonus again

Mass Awaken

8th-level transmutation

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

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

Mass Curse of Ill Fortune

5th-level transmutation

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

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

Mass Death Ward

8th-level abjuration

Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: 8 hours

Choose up to six creatures within 30 feet of you. For the spell's duration, the next time a target would drop to 0 hit points from taking damage, it drops to 1 hit point instead, and the spell ends for it.

If the spell is still in effect when a target is subjected to an effect that would kill it instantaneously without dealing damage, that effect is instead negated for that target, and the spell ends for it.

Mass Fire Shield

8th-level evocation

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

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

Mass Longstrider

5th-level transmutation

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

This spell functions the same as *longstrider*, except that you can affect up to seven creatures.

Mass Sanctuary

5th-level abjuration

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

This spell functions like *sanctuary*, except that it affects up to seven creatures within range (one of whom may be you).

Mass Shield of Faith

4th-level abjuration

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a small piece of parchment with some holy text written on it)
Duration: Concentration, up to 1 minute

This spell functions like *shield of faith*, except that it affects you and up to six of your allies within range.

Mass Shield of Warding

6th-level abjuration

Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Concentration, up to 10 minutes

This spell functions like *shield of warding*, except that it affects you and up to six of your allies within range.

Master Earth

7th-level transmutation

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

You travel instantaneously through the earth to any destination you choose on the same world. If you do not choose an exact location, the spell brings you to a point near where you envision.

Master of the Mind

3rd-level transmutation

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

You attune yourself to the rhythms of the planes, acting in harmony with the multiverse and perceiving the transitory nature of the time. Until the spell ends, you have advantage on all saving throws, and whenever you succeed on a saving throw, you can choose to gain a number of temporary hit points equal to your spellcasting ability modifier.

In addition, for the duration, once during each of your turns when you inflict damage on one or more creatures, you can choose one target of that damage and deal an extra 1d12 psychic damage to it.

Maximum Damage

5th-level divination

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

The next successful melee attack of the creature you touch inflicts maximum damage. Treat this as if the dice had rolled their maximum value. Once the creature has made a successful melee attack, the spell ends.

Meld of Lolth

6th-level enchantment

Casting Time: 1 action
Range: Touch
Components: V, S, M (a collar and leash)
Duration: Concentration, up to 10 minutes

This spell can only be cast on a willing target. For the duration, the caster and the target have a shared pool of hit points. Any damage done to either character is subtracted from this combined pool. A spell that effects that damages both the target and

the caster deals damage to the pool is treated as if each character is using their own hit points. They each make saving throws as normal and apply the damage to the hit point pool as normal.

The caster may use their action to completely control the target. The target may resist this part of the spell with a successful Wisdom saving throw. If they fail, you may use your action to take control of the target like they were the target of a dominate person. If the target wishes to end the spell for any reason, it may make a Wisdom saving throw at the end of their turn. The spell ends on a success.

Melf's Slumber Arrows

3rd-level enchantment

Casting Time: 1 bonus action
Range: Touch
Components: V, S, M (an arrow)
Duration: 1 round

You enchant an arrow, and fire it at your target. If you hit, your target takes damage as normal and must make Wisdom saving throw. If they fail they fall into a deep sleep for 10 minutes. If the slumbering creature takes any damage they awaken automatically. The creature may repeat the Wisdom saving throw every minute. If they succeed they awaken.

Memorize Scene

3rd-level divination (ritual)

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

You spend a few moments looking around at your surroundings while enhancing your senses to attain absolute focus on every detail. Until the spell ends, whenever you make an Intelligence or Wisdom check that includes your proficiency bonus, you can roll a d4 and add the number rolled to your result.

In addition, until the spell ends, you have perfect recall of everything you could see, hear, smell, taste, and touch at the moment you cast it. This includes everything that your senses could perceive in every direction, as well as every word you had heard spoken for 1 minute prior to the casting.

You have it all perfectly memorized, allowing you to make Intelligence and Wisdom checks to discern information about the area as if you were there until the spell ends, even if you are far away. Words on the open page of a book, creatures that flew by quickly, and even unfolding magical effects can all be examined in memory as if they were in front of you and holding still. When you examine the area in this way, you can only perceive the area as it was when you cast this spell, and this spell grants no awareness of any ways in which the area might have changed since then.

At Higher Levels. When you cast this spell using a spell slot of 4th or 5th level, you can concentrate on the spell for up to 8 hours. With a slot that's 6th level or higher, you can concentrate for up to 24 hours.

Memory Rot

5th-level evocation

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

You create a cloud of spores that infect the brain of a creature you can see within range. The target must make a Constitution saving throw. On a failed save, the creature takes 4d6 psychic damage, and it has disadvantage on Intelligence ability checks and saving throws until the end of its next turn. On a successful save, the target doesn't take damage or have disadvantage on Intelligence ability checks and saving throws.

You can use an action on each of your turns for the duration to force the target to make another Constitution saving throw or suffer the spell's damage and effects.

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

Merchant's Glamer

2nd-level illusion+

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

Choose a number of items within range equal to your spellcasting ability modifier. Those items appear to be of the highest quality. If you attempt to sell those items, the person you are attempting to sell those items to may make an Intelligence saving throw. If they fail, you make all Charisma (Persuasion) checks with advantage.

Metal to Rust

6th-level transmutation

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a rust monster's eye)
Duration: Instantaneous

You reduce one metal object to a pile of rust. Choose one metal object within range that is Large or smaller. Make a ranged spell attack against the higher of either the AC of the item (19 for most metals, 21 for mithral, 23 for adamantine), or the AC of the one holding or carrying it (if it is being held or carried). If the object is not magical, you have advantage on the attack roll and score a critical hit on a roll of 18, 19, or 20. On a hit, the item takes necrotic damage equal to 6d12 plus your spellcasting ability modifier.

If the chosen object is a magic item, the necrotic damage is determined by the item's rarity, as follows:

Rarity	Damage
Common	5d8 + ability modifier
Uncommon	4d8 + ability modifier
Rare	3d8 + ability modifier
Very Rare	2d8 + ability modifier
Legendary	1d8 + ability modifier



Artifacts take no damage from this spell. Most magic items have resistance to all damage, and will therefore take half the indicated damage. If a magic item you target with this spell is sentient, you have disadvantage on your ranged spell attack against it.

Meteors of Celestian

4th-level evocation

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

A number of meteors equal to your spellcasting ability modifier appear and orbit around you. You may use a bonus action on each of your turns to launch one of the meteors at an enemy within range. Make a ranged spell attack. If you hit, you inflict 2d6 fire damage and 2d6 bludgeoning

damage. Once all of the meteors have been launched or the duration expires, the spell ends.

At Higher Levels. You can cast this spell using a spell slot of 6th level or higher. You create one more meteor for every two spell slot levels above 4th.

Mighty Wallop

1st-level transmutation

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

You can only cast this spell on a melee weapon. The damage dice of that weapon increases to the next larger dice. For example, a weapon that inflict 1d8 damage would inflict 1d10 damage while under the effect of this spell. A weapon that inflicts 1d12 or 2d6 damage inflicts 2d8 damage under the effects of this spell.

Mindspeak

Divination cantrip

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

You send a telepathic message to one creature within range. The target (and only the target) receives the message as your voice whispering in their mind. They can send a telepathic message back in reply. This ability to communicate lasts until the start of your next turn. You can't communicate with an unwilling creature.

Creatures with Intelligence scores of 2 or less aren't affected by this spell. You don't need to share a language with a creature for it to understand your telepathic utterances, but the creature must understand at least one language in order to communicate this way. If you cannot see or hear the target, you must be familiar with the target and know its approximate location with range. If the creature is not within range, the spell fails.

Minor Creation

3rd-level illusion

Casting Time: 1 minute
Range: 30 feet
Components: V, S, M (a tiny piece of matter of the same type of the item you plan to create)
Duration: Special

You pull wisps of shadow material from the Shadowfell to create a nonliving object of vegetable matter within range. This can be soft goods, rope, wood, or something similar. You can also use this spell to create mineral objects such as stone, crystal, or metal. The object created must be no larger than a 2.5-foot cube, and the object must be of a form that you have seen before.

The duration depends on the object's material. If the object is composed of multiple materials, use the shortest duration.

Material	Duration
Vegetable matter	24 hours
Stone or crystal	12 hours
Precious metals	1 hour
Gems	10 minutes
Adamantine or mithril	1 minute

Using the material created by this spell as another spell's material component causes that spell to fail.

Minor Disguise

Transmutation cantrip

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

You can alter minor features of your appearance. The spell can't make major changes to your appearance, such as altering your height or weight. However, you could make a scar or wrinkles appear on your face, or you could change the color or length of your hair. For the duration, you may add +2 to any ability checks you make to create a visual disguise for yourself.

Minor Telekinetic Weapon

Conjuration cantrip

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

You manifest a simple melee weapon or a short sword, made of pure psionic energy. It appears in your free hand, ready to be wielded, and lasts for the duration. If you let go of the weapon, if you dismiss it (no action required), or if you are incapacitated, your telekinetic weapon disappears and this spell ends. Otherwise, it lasts until the end of your next turn.

You can use your spellcasting ability instead of Strength or Dexterity for the attack and damage rolls of melee attacks using this weapon, and it inflicts force damage instead of the normal damage for a weapon of that type.

As part of the action of casting this spell, you can make one melee attack with the weapon against a creature within 5 feet of you. If you do so, for that first attack only, the weapon inflicts an extra 1d4 force damage. After that, you attack with the weapon normally.

Though it is no more delicate than a common version of the weapon you have created, your minor telekinetic weapon manifests as a semi-transparent solid the same color as your eyes. This weapon has the simplest possible geometric shape it can have while still functioning as the chosen type of weapon, and creatures who see it know it is a magical effect you have created. At the end of the spell's duration, the weapon dissipates harmlessly.

This spell's damage increases when you reach higher levels. At 5th level, the extra force damage you inflict when you make an attack with the weapon as part of the action of casting this spell increases by 1d4. This damage roll increases by an additional 1d4 at 11th level and 17th level.

Miscast Magic

3rd-level enchantment

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

Choose one creature within range, which must make a Wisdom saving throw. If the creature succeeds, the spell fails. On a failure, any time the creature attempts to cast a spell for the duration, it instead casts a randomly determined spell of the same level. The arcane spellcaster can repeat the Wisdom saving throw at the end of their turn to end the spell.

Misdirected Mark

1st-level illusion

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

You conceal your arcane attack, mentally influencing your foe into both believing the attack came from one of your allies and focusing on that ally obsessively. Make a ranged spell attack against a target within range. On a hit, the target takes 4d6 psychic damage, and you choose one creature friendly to you who is within 30 feet of both you and the target. That friendly creature marks the target until the end of your next turn.

While a creature marked with this spell is within 5 feet of you of the friendly creature that marked it, it has disadvantage on any attack roll that doesn't target that friendly creature. This spell ends early if the friendly creature dies or is incapacitated, or if the target marked with this spell is marked by a creature besides the friendly creature.

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

Misfire

4th-level enchantment

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

You gesture toward a creature wishing it ill luck. The target must make a Wisdom saving throw. On a failed save, the creature has disadvantage on ranged attacks of any kind for the duration. If the creature attempts to make a ranged attack while under this spell's effect and misses, it must make a second ranged attack roll against itself. On a hit, the creature takes the attack's damage. The creature can attempt a new saving throw at the end of each of its turns, and on a success, the spell ends for that creature.

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

Misfortune & Misery

5th-level enchantment

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

Make a melee spell attack against a creature within reach. On a hit, you can curse one of the target's ability scores of your choice. The creature has disadvantage on ability checks, attack rolls, and saving throws with the chosen ability for the spell's duration. The creature can attempt a Wisdom saving throw at the end of each of its turns; on a successful save, the creature can end one of the disadvantages affecting it (either ability checks, attack rolls, or saving throws). Once a creature makes three saving throws, the spell ends for that creature.

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

Moment Reading

3rd-level divination

Casting Time: 1 action
Range: Self
Components: V, S, M (a set of bone dice marked with runes)
Duration: Instantaneous

You roll a set of bone dice marked with runes. You can read the circumstances of the moment through your interpretation of the dice roll. The Dungeon Master will tell you in no more than two words the situation's current conditions. Some examples of replies could be "pit trap," "impending danger," or "double cross."

Monstrous Thrall

9th-level enchantment

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

Select a non-humanoid target that you can see within range. The target must make a Wisdom saving throw. If it fails the save, the target is charmed and under your mental control (as if under the effects of the *dominate monster* spell).

Unlike the *dominate monster* spell, this effect doesn't grant the monster a saving throw whenever it takes damage. However, if you give the creature an order that is suicidal, self-destructive, or against its very nature (such as ordering a celestial to murder innocents), it can make another saving throw with disadvantage to resist the order. If the creature makes its saving throw, though it doesn't obey that particular order, it is still your thrall. However, all future saving throws made to resist that order are made with advantage.

If you maintain your concentration for the full duration, the effect is permanent.

Moon Blade

3rd-level evocation

Casting Time: 1 action
Range: Touch
Components: V, S, M (a small candy made with wintergreen oil)
Duration: Concentration, up to 1 minute

You cause a glowing white blade of force to spring from your hand. The blade can take the form of any bladed weapon you are proficient with. You can attack with the blade using your spellcasting ability modifier instead of the normal ability modifier used for the attack. If you score a hit with the blade against a living creature, it takes 2d8 radiant damage. If you hit an undead with the blade, it takes 3d8 radiant damage.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the radiant damage increases by 1d8 for every two slot levels above 3rd.

Moon Bolt

4th-level evocation

Casting Time: 1 action
Range: 150 feet
Components: V, S
Duration: Instantaneous

You create a bolt of energy made of moonlight that streaks from your hand unerringly towards one target within range.

A living creature struck by a moon bolt takes radiant damage equal to 4d4 + your spellcasting ability modifier. In addition, the target must make a Constitution saving throw, or it has disadvantage on Strength ability checks and saving throws for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the Strength sapping effect on a success.

An undead creature struck by the moon bolt takes radiant damage equal to 8d4 + your spellcasting ability modifier. In addition, the creature must make a Wisdom saving throw, or it is knocked prone and incapacitated for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the incapacitated condition on a success. Afterwards, it can stand but has disadvantage on attack rolls and Wisdom saving throws for the spell's duration.

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

Moon Rune

2nd-level transmutation (ritual)

Casting Time: 1 action
Range: Touch
Components: V, S, M (100 gp worth of rare inks that are consumed by the spell)
Duration: Instantaneous

You inscribe up to seven marks on any surface, which can be
any



nonmagical glyphs or symbols. When the spell is finished, each mark becomes invisible. You specify the conditions that make the runes visible. The runes only become visible to those who match the conditions you described, or by anyone using *true seeing*. The runes last until the object they are placed upon is destroyed.

Moonbow

5th-level evocation

Casting Time: 1 action
Range: 150 feet
Components: V, S, M (a small piece of moonstone)
Duration: Instantaneous, or up to 3 rounds

When you cast this spell, three motes of lightning appear next to you, and you can direct each mote to strike a target within the spell's range. You can direct the motes to strike a single target or separate targets. Make a separate ranged spell attack for each mote. On a hit, the mote deals 4d6 lightning damage, and then fades away.

You do not have to fire all the motes on the round you cast the spell. On each successive turn, you can use an action to fire any remaining motes. If a turn passes without firing any motes, the spell ends, and all remaining motes vanish.

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

Moonfire

9th-level conjuration

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

A 60-foot cone of moonfire emanates from your outstretched hand. A creature caught in the cone must make a Constitution saving throw or take 10d8 radiant damage and it is blinded until the start of your next turn. On a successful save, a creature takes half the damage and isn't blinded. A shapechanger or an undead caught in the cone has disadvantage on the saving throw.

In addition, all creatures and objects caught in the cone that are either affected by spells or imbued with magic glow with a faint blue light for 1 minute. A shape-changed or polymorphed creature that misses its saving throw returns to its original form.

Mordenkainen's Electric Arc

4th-level evocation

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a bit of fur and a glass rod)
Duration: Instantaneous

You point your finger at a creature you can see within range and an arc of blue lightning jumps out toward it. The creature must make a Dexterity saving throw. The target takes 6d10 lightning damage on a failed save or half as much on a success. The creature has disadvantage on the saving throw if it is wearing metal armor.

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

Mordenkainen's Penultimate Cogitation

7th-level enchantment

Casting Time: 1 action
Range: 1 mile
Components: V, S, M (the eyes of a lich, which the spell consumes)
Duration: Concentration, up to 1 minute

You can change one 6th level or lower memorized spell for any spell of the same level or lower from your spellbook. Your spellbook must be within a mile of you. You forget your memorized spell, and treat the spell from your spellbook as if you had memorized it. When the spell ends, you forget both spells. Only one spell can be called for each casting of Mordenkainen's penultimate cogitation.

"Not only do the vast majority of mages lack the level of mastery required to cast my spells effectively, but I am told that quite a few sorcerers and warlocks struggle to even pronounce their names."

—Mordenkainen

"Of all the multiverse's practitioners of the Art, even among the ranks of the archmages, few can match Mordenkainen in his meticulous creativity when researching spells, his breadth and precision in planar knowledge, or his sheer snobbery."

——Laeral Silverhand

"I have considered Mordenkainen a friend for centuries. For a time, we enjoyed regular meetings, joined by a third wizard from a distant plane (a black-robed elf whose mentored by the most terrifyingly ambitious archmage even I ever heard of), and I eagerly looked forward to our exchanges of arcane lore. Though we no longer meet in this way (and our elven friend seems to have disappeared), Mordenkainen remains a steadfast ally in many worthy causes."

"Yet it must be said: the man has changed."

—Elminster

"Change is the multiverse's only reliable constant."

—Mordenkainen

Mordenkainen's Disjunction

9th-level enchantment

Casting Time: 1 action
Range: Self (30-foot radius)
Components: V
Duration: Instantaneous

You speak an ancient cipher that disrupts all magic within 30 feet of you. Any spells within range other than those cast upon yourself are instantly ended as if by a *dispel magic* spell and all unattended magic items are destroyed, as the magic that holds them together is unraveled.

In addition, any creature other than you within range that carries any magic items must make a Wisdom saving throw for each item carried; a creature can use its own Wisdom saving throw for each item, with a bonus equal to 1 plus the item's maximum bonus, as listed in the Magic Item Power by Rarity table in chapter 9 of the Dungeon Master's Guide. On a failed save, the item is destroyed.

Artifacts and sentient magic items are unaffected by this spell.

Mordenkainen's Force Missile

4th-level evocation

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

You create a globe of force that streaks unerringly toward a target you can see within range. The target takes 2d6 force damage, and the globe explodes in a concussive blast. The target and each creature within 5 feet of it must make a Dexterity saving throw. On a failed save, a creature takes 4d6 force damage, or half as much on a successful save. Objects within range automatically miss the saving throw.

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

Mountain Stance

2nd-level transmutation

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

For the duration of the spell, the creature touched has advantage on saving throws against any spell that would move it against its will. In addition, the subject has advantage on ability checks to resist being grappled, shoved, or moved against its will.

If an effect successfully moves the target, the spell ends.

Multi-Lock

6th-level transmutation

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

All windows, doors, or other forms of egress in a 40-foot cube instantly slam shut and are secured with an arcane lock. Each opening is secured with its own arcane lock, which must be dispelled separately.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the size of the cube increases by 10 feet for each slot level above 6th.

Murderous Mist

4th-level conjuration

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

You create a 30-foot radius by 20-foot high cloud of scalding hot steam within range that moves away from you in a straight line at a speed of 10 feet per round.

A creature that starts its turn in the cloud takes 2d6 fire damage, and suffers from the blinded condition for the duration of the spell. A successful Dexterity saving throw halves the damage and negates the blinded condition. A blinded creature can attempt a Constitution saving throw at the end of each of its turns, and on a success, the blinded condition ends.

In addition, the area within the mists is heavily obscured. Wind does not affect the cloud's direction or speed. However, a moderate wind disperses the cloud in 4 rounds.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the amount of fire damage increases by 1d6 for each slot level above 4th.

Murderous Twin

2nd-level conjuration

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Concentration, up to 1 minute

You conjure a shadowy duplicate of a foe that assaults and harries the original. Choose a Medium-size or smaller creature within range, then choose an unoccupied space within 5 feet of that creature. A murderous twin of the target appears in the chosen space, and makes a melee spell attack against the target, using your spell attack modifier. On a hit, the target takes 2d6 psychic damage and has disadvantage on the next attack roll it makes before the end of its next turn.

The murderous twin lasts for the duration. While it is within 5 feet of the target, the target has disadvantage on all attack rolls for opportunity attacks.

Until the spell ends, whenever the target makes an attack roll, forces another creature to make a saving throw, or ends its turn more than 5 feet away from the murderous twin, you can use your reaction you can cause the murderous twin to vanish. The murderous twin then reappears in an unoccuped space within 5 feet of the target, then repeats the melee spell attack.

Mycontil's Last Resort

9th-level evocation

Casting Time: 1 action
Range: Self (30-foot radius sphere)

Components: V, S, M (a staff of wood capped with the fingerbone of an archmagi, which has been packed in diamond dust worth 5,000 gp for 1 week, which you break over your knee or another object)
Duration: Instantaneous

You unleash deadly explosive power, like the effects of the retributive strike created by breaking a *staff of power* or *staff of the magi*. The spell converts any unexpended spell slots you have into a blast of magical energy, releasing your arcane power in an explosion that expands to fill a sphere with a 30-foot radius centered on you.

When the staff explodes, you have a 50% chance to avoid the explosion by instantly transporting to a random plane of existence. However, if you are not transported, then you take force damage equal to 16 × the number of unexpended spell slots you had when you cast the spell.

In addition, each creature in the sphere's radius when the blast occurs must make a Dexterity saving throw. On a failed save, a creature takes an amount of damage based on how far it is from the blast's point of origin, as described below. On a successful saving throw, a creature takes half damage.

All creatures within 10 feet of you when the blast occurs take force damage equal to 8 × the number of unexpended spell slots you had when you cast this spell. Likewise, creatures between 11 and 20 feet away from you take force damage equal to 6 × the number of unexpended spell slots you had when you cast this spell. Finally, creatures between 21 and 30 feet away from you take force damage equal to 4 × the number of unexpended spell slots you had when you cast this spell.

"This spell was created in the nation of Halruaa. It is widely thought that Mycontil cast this spell to defeat the barbarian chieftain Reinhar I, during Dambrath's invasion of Halruaa. Mycontil and his assistants vanished after the blast and were presumed destroyed. As of this writing, there has been no other recorded use of the spell."

—*Elminster*

Nature's Avatar

9th-level transmutation

Casting Time: 1 bonus action
Range: Touch
Components: V, S
Duration: Concentration, up to 10 minutes

You touch a willing beast and transform it into an exemplary member of its kind. For the duration, the beast gains the following benefits:

- ✧ It has maximum hit points.
- ✧ It gains one size category.
- ✧ It has advantage on Strength and Constitution ability checks and saving throws.
- ✧ Its natural attacks deal an extra 1d4 damage.
- ✧ It gains 20 temporary hit points.

Mystical Awareness

3rd-level divination

Casting Time: 1 bonus action
Range: 5 feet
Components: V
Duration: 1 minute

Until the spell ends, you gain +5 bonus to your passive Wisdom (Perception) score and a +2 bonus to AC. For the duration, when a creature would make an attack roll against you, that attack cannnot benefit from advantage.

Nauseating Breath

3rd-level conjuration

Casting Time: 1 action
Range: 30-foot cone
Components: V, S, M (a piece of rotting fish)
Duration: Instantaneous

You breathe out a cloud of sickly green gas. Anyone caught in the cloud must make a successful Constitution saving throw or be stunned for 2d6 rounds.

The affected target must make a Constitution saving throw at the end of each of its turns. On a successful save, the stunned effect ends.

Necrotic Compulsion

4th-level necromancy

Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: 1 round

You briefly compel a wounded undead or other creature infused with necrotic energies to aid in your defense. Choose one creature you can see within range that is below its hit point maximum. If the target is not undead, it must have taken necrotic damage since the start of your last turn. The target must roll a Wisdom saving throw.

On a success, the target suffers disadvantage on its next attack roll before the end of your next turn. On a failure, you can pull the target up to 30 feet closer to you and it is both restrained and charmed by you until the end of your next turn. Until then, any creature that ends its turn within 5 feet of the target takes 4d6 necrotic damage.

While it is charmed by you, the creature will not attack you or seek to harm you, but otherwise it is not forced to obey your commands.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the necrotic damage inflicted increases by 1d6 for each slot level above 4th.

Necrotic Web

8th-level evocation

Casting Time: 1 action
Range: 90 feet
Components: V, S, M (a vial of phase spider venom)
Duration: Concentration, up to 1 minute

You create a 30-foot cube filled with shadowy, life-draining webs for the duration. The area is difficult terrain and heavily obscured. If the webs are not anchored to a solid object or layered across a floor, wall, or ceiling, the web collapses on itself and fades away, ending the spell.

A creature that starts its turn in, or moves into the web during its turn must make Dexterity saving throw. If it fails it is restrained. A restrained creature can sue its action to make Strength check against your spell save DC. If they succeed they are no longer restrained.

A creature that ends its turn restrained by the webs, must make a Constitution saving throw. They take 6d8 necrotic damage on a failed save and half as much on a successful one.



Negative Energy Aura

4th-level necromancy

Casting Time: 1 action
Range: Self (10-foot radius)
Components: V, S
Duration: Concentration, up to 1 minute

You radiate life-stealing negative energy in a 10-foot radius. Each living creature that starts its turn within 10 feet of you must make a Constitution saving throw. On a failed save, the creature takes

1d10 necrotic damage. On a successful save, the creature takes half the damage.

An undead creature that starts its turn within 10 feet of you gains 1d10 hit points.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the necrotic damage dealt to living creatures or the amount of hit points healed for undead creatures increases by 1d10 for every two slot levels above 4th.

Needlestorm

2nd-level conjuration

Casting Time: 1 action
Range: Self (30-foot cone)
Components: V, S, M (a pine cone)
Duration: Instantaneous

You sprout needles from your hand and spray them at your enemies. Every creature in a 30-foot cone must make a Dexterity saving throw. They take 2d6 piercing damage on a failed save and half as much on a successful one. This damage counts as magical for the purposes of overcoming damage resistance.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d6 piercing damage for each spell slot above 3rd.

Nerveskitter

1st-level transmutation

Casting Time: 1 reaction, which you take immediately when a creature within range that you can see is about to make an ability check for initiative
Range: 30 feet
Components: V, S
Duration: Instantaneous

You inject a jittery burst of power into one creature within range, speeding its senses and reactions to the point of near precognition. The creature makes its ability check for initative with advantage.

"As a frequent user of this spell, I was once considered about the long-term effects of repeated castings. After centuries, I can confirm that despite the anxious energy it creates in the body, there are no negative consequences. I drink a cup of kaethe every morning, that deep brown beverage known for conferring alert wakefulness, and have concluded the *nerveskitter* spell has a very similar effect, though it is quicker and more intense."

——*Laeral Silverhand*

Nightmare Lullaby

2nd-level enchantment

Casting Time: 1 action
Range: 20 feet
Components: V, S
Duration: Concentration, up to 1 minute

You play an enchanting lullaby that puts a creature into a waking dream-like state, full of disturbing and distracting sounds and images. You may target up to six creatures of your choice within range who can hear you. Each target must succeed on a Wisdom saving throw or take 3d4 psychic damage and be affected for the duration.

An affected creature has disadvantage on attack rolls and cannot take reactions for the duration. A creature affected by this spell makes another Wisdom saving throw at the end of its turn. On a successful save, the effect ends for it.

This spell has no effect on undead and constructs.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d4 for each slot level above 2nd.

Nightscar

3rd-level illusion (ritual)

Casting Time: 1 action
Range: 60 feet
Components: S, M (a sprig of wolfsbane)
Duration: 1 month

You place a magical mark upon another creature. The target is allowed a Wisdom saving throw to negate the spell. This mark is only visible to you and up to seven other creatures. It is visible even in

magical or normal darkness. Even if the target changes shape, turns invisible, or cloaks itself in an illusion, the mark remains visible.

Nightshield

1st-level abjuration

Casting Time: 1 action
Range: Self
Components: V, S
Duration: Concentration, up to 1 minute

There is a bare whisper of rushing air as a protective field of shadowy energy cloaks your body. For the duration, you have resistance to force damage from spells, and you take no damage from *magic missile*. In addition, for the spell's duration, whenever you make a saving throw, roll a d4 and add the number rolled as a bonus to your saving throw. The spell ends at the end of the turn if you are exposed to direct sunlight.

Nimodes' Major Delousing

2nd-level necromancy

Casting Time: 1 action
Range: Self (50 foot radius)
Components: V, S, M (a handful of sage)
Duration: 1 minute

Insects or arachnids with an Intelligence of 5 or less will move as quickly as they can, taking the Dash action if necessary, to get outside of the range of this spell. For the duration, no insect or arachnid with an Intelligence of 5 or less will enter the area of this spell's effect willingly.

Any insect with an Intelligence of 6 or higher must make a Constitution saving throw when it moves into the spell's area or start its turn there. If an insects or arachnid is controlled by magic, or if it is an animal companion provided by a class feature, race, or feat, it uses either its own saving throw modifier or the saving throw modifier of the creature it is connected in this way, whichever is higher.

No More Lies

3rd-level enchantment

Casting Time: 1 reaction, which you take when you make a Charisma (Intimidate) or Wisdom (Insight) check against a creature you can see within range
Range: 30 feet
Components: V
Duration: Instantaneous

You can roll a d10 and add the number rolled to the triggering ability check. In addition, any creature you can see within range must make a Constitution saving throw if it is a shapechanger, a spellcaster concentrating on a transmutation or illusion spell, or currently the subject of a spell that has altered its form. On a failure, the creature instantly reverts to its original form (if applicable), and if it is maintaining concnetration on a spell, the spell is suppressed until the end of your next turn. At that time, any suppressed spell resumes, provided that its duration has not expired in the meantime.

Note of Aggression

6th-level enchantment

Casting Time: 1 bonus action
Range: 60 feet
Components: V, S
Duration: Instantaneous

You shout a verse from an ancient battle hymn to spur an unexpected attack. Choose an ally within range. That ally can use its reaction to make a melee weapon attack against a hostile creature within its reach. If no hostile creature is within reach, as part of the same reaction, the ally can move up to 15 feet closer to a hostile creature before making the attack. On a hit, the target suffers the attack's normal effects, and takes an additional 1d8 psychic damage.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the psychic damage increases by 1d8 for each slot level above 6th.

Numinous Shield

1st-level abjuration

Casting Time: 1 bonus action
Range: Self (15-foot cone)
Components: V, S, M (a shield or metal plate embossed with a symbol of the upper planes)
Duration: 1 round

You project a celestial radiance that protects your allies but punishes an enemy. One creature of your choice within a 15-foot cone originating from you must make a Wisdom saving throw. On a failed save, the creature takes 2d10 radiant damage. In addition, choose up to three allies within the same cone. You and those allies each gain a +2 bonus to Armor Class until the end of your next turn.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d10 for each slot level above 1st.

Nybor's Gentle Reminder

1st-level enchantment

Casting Time: 1 action
Range: 90 feet
Components: V, S, M
Duration: Instantaneous

You point your finger at a creature within range and a thick, red welt appears on their body. You target must make a Dexterity saving throw. If they fail, they have disadvantage on their next attack roll or saving throw. If they successfully save, this spell has no effect.

Nystul's Blacklight Burst

4th-level evocation

Casting Time: 1 action
Range: 120 feet
Components: V, S, M (a dagger with an onyx blade)
Duration: Instantaneous

You reach into the Shadowfell and blast your enemies with the essence of shadow. Choose a point within range and every creature within 20 feet of that point must make a Wisdom saving throw. Creatures take 12d6 necrotic damage if they fail the save and half as much if they successfully save. This spell is hard to control, and is infamous for hurting its caster almost as much as its enemies. Once you have cast this spell, make a Wisdom saving throw against your own spell save DC. If you fail, you take half the damage inflicted by the spell. This damage bypasses resistance and immunity. If you succeed you maintain control of the spell and take no damage.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you inflict 1d6 extra damage for every level above 4th.

Nystul's Flash

1st-level evocation

Casting Time: 1 action
Range: Self (15-foot cone)
Components: V, S
Duration: Instantaneous

All creatures caught in a 15-foot cone must make a successful Constitution saving throw or be blinded for 1d4 rounds. Any affected target makes a Constitution saving throw at the end of each of its turns. On a successful save, it is no longer blinded.

Oak Skewer

4th-level conjuration

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a splinter)
Duration: Instantaneous

You conjure a massive spear of oak and skewer your foe with it. Make a ranged spell attack against one creature within range. On a hit, the creature takes 6d10 piercing damage and must make a Strength saving throw. If it fails, you can push it up to 30 feet away from you. If the target ends this movement adjacent to a solid obstacle (such as a wall), the target is restrained until the end of your next turn.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the piercing

damage increases by 1d10 for each slot level above 4th.

Oakheart

4th-level necromancy

Casting Time: 24 hours
Range: Touch
Components: V, S, M (a dagger and a collection of rare inks worth at least 10,000 gp, which the spell consumes)
Duration: Instantaneous

You link your life force to an oak tree. The oak tree must be at least 150 years old and cannot be the home of another soul (including a dryad). A magical, invisible tether connects you to the tree, and as long as you maintain the connection you cannot die. If you die your spirit is drawn into the tree. Over the course of the next week a new body is created inside the tree. Once the body is finished it is placed within the closest empty space near the oak tree, and the spell ends.

If someone attempts to bring you back to life the body you abandoned suddenly decomposes, violently. If you or the oak tree leave are no longer on the same plane, the spell ends. If you enter a dead magic zone, the spell ends. If the oak tree dies, you immediately die and cannot be resurrected by any means short of a wish or divine intervention. You may use an action to get a general sense of the oak tree's condition. You do not have any sense of what is happening around the oak tree, just the general sense of the tree's condition.

Obedient Avalanche

9th-level conjuration

Casting Time: 1 action
Range: 300 feet
Components: V, S
Duration: Instantaneous

You summon an avalanche of snow out of a rift in mid-air, burying your foes in icy graves. Choose a point within range. The ground within a 60-foot sphere centered on that point is covered in snow and becomes difficult terrain for 1 hour. In addition, all creatures within a 40-foot radius sphere centered on the sam epoint must make a Dexterity saving throw. The effects of the saving throw depend on a creature's distance from the center of the effect.

A creature within a 20-foot radius sphere from the point you chose who fails its saving throw takes 10d12 cold damage and 10d12 bludgeoning damage, and it is buried in the snow (with effects as described below), or it takes half damage and isn't buried on a successful save.

A creature outside of the 20-foot radius sphere, but within 40 feet of its center, who fails its saving throw takes 5d12 cold and 5d12 bludgeoning damage, is pushed 20 feet away from the center point, and falls prone. On a successful saving throw, the creature takes half as much damage and is pushed only 10 feet from the center point. Any creature that fails its saving throw by 5 or more is also buried in the snow.

A creature buried in the snow is restrained, and it is surrounded by snow that provides full cover. On its turn, a buried creature can use its action to make a Strength check against your spell save DC. On a success, it frees itself. Other creatures within 5-feet of a buried creature can attemt to dig it out, but freeing one buried creature requires one or more others to use a total of ten actions digging. This can be one creature using ten actions, five creatures using two actions each, or some other combination that equals a total of ten actions, over however many rounds this requires.

Structures and inanimate objects in the area suffer the same effects as creatures, which often causes small trees to be uprooted and structures to collapse. Even after the snow melts, rubble and other detritus are left behind. All flames in the area are extinguished, whether they are magical or not.

Odeen's Impenetrable Lock

4th-level transmutation

Casting Time: 1 action
Range: Touch

Components: V, S, M (a platinum key worth 100 gp)
Duration: 1 hour

You tap a lock with the key. For the duration, only that key can open that lock. Any attempt to pick, damage, or break the lock, magical or otherwise, will fail. Even a dispel magic will fail if it targets the lock. Once the spell is cast it will last for the duration, even if the wizard who cast it wants it to end. This spell does not confer any immunity or special qualities to the door or container attached to the lock.

Open the Floodgates

6th-level enchantment

Casting Time: 1 action
Range: 15 feet
Components: V
Duration: Instantaneous

You release a burst of previously contained emotions, unleashing a fury that batters your enemies' minds. Each creature of your choice in a 20-foot radius sphere centered on you must make an Intelligence saving throw. A target takes 6d10 psychic damage on a failed save, or half as much damage on a successful one. Also on a failed save, a target is deafened and has disadvantage on attack rolls and on Intelligence, Wisdom, and Charisma saving throws until the end of your next turn.

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.

Opportune Lacuna

6th-level illusion

Casting Time: 1 action
Range: 120 feet
Components: V
Duration: Concentration, up to 1 minute

You chant a maddening incantation that sears your enemy's thoughts, blinding it to a looming threat. Choose a target within range to make a Wisdom saving throw. On a failed save, choose a second creature within range, which becomes invisible to the target for the duration. At the end of each of the target's turns before the spell ends, the target must succeed on a Wisdom saving throw or take 5d12 psychic damage. On a successful save, the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the damage increases by 1d12 for each slot level above 6th.

Orb of Cold

4th-level conjuration

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Instantaneous

You create an orb of cold roughly 3 inches wide that shoots from the palm of your hand toward a target within range. Make a ranged spell attack. On a hit, the orb explodes, and the target takes 8d6 cold damage.

In addition, a creature struck by the orb must make a Constitution saving throw, or its speed is reduced by half until the end of its next turn.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d6 for each slot level above 4th.

> "There are other versions of this spell that conjure orbs of fire, thunder, lightning, or acid. They all hurt."
>
> —*Elminster*

Orb of Dancing Death

5th-level necromancy

Casting Time: 1 action
Range: 120 feet
Components: V, S, M (a piece of a zombie's scalp)
Duration: Concentration, up to 1 minute

A 4-inch orb of absolute darkness hovers over your shoulder. As part of casting this spell, and as a bonus action for the duration, you may direct it to attack a target in range. Make a ranged spell attack,

you inflict 8d8 necrotic damage on a hit. Whether the orb hits or misses, it returns to you at the end of your turn.

If you direct the orb to hit an undead ally, that ally gains 20 temporary hit points.

At Higher Levels. You can cast this spell using a 6th level or higher spell slot, you inflict plus 1d8 damage for each spell level above 5th. An undead ally will gain 2 temporary hit points per spell level above 5th.

Otiluke's Acid Cloud

3rd-level evocation

Casting Time: 1 action
Range: 90 feet
Components: V, S, M (a small vial of whiskey)
Duration: Concentration, up to 1 minute

A small glass orb filled with a billowing green gas appears in your hand. Any time during the spells duration you can use an action to throw the orb at any point within range. The orb burst and a 15 foot diameter cloud of acidic vapors fills the area. The cloud moves around corners. The cloud lasts for one minute and does not require concentration, or until it is dispelled by a strong wind. Its area is heavily obscured. Any creature that moves into the cloud or starts its turn there must make a Dexterity saving throw. Creatures take 5d6 acid damage on a failed save, and half as much on a successful one.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for each spell level above 3rd.

Otiluke's Boiling Oil Bath

2nd-level conjuration

Casting Time: 1 action
Range: 50 feet
Components: V, S, M (an eye dropper full of acid)
Duration: Instantaneous

A cauldron made of pure force appears above a creature in range. The suddenly tips over and spills boiling oil on the creature below. The creature below must make a Dexterity saving throw. The target takes 5d4 fire damage on a failed save, and half as much on a successful one.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d4 for each spell level above 2nd.

Otiluke's Bubbling Buoyancy

1st-level conjuration

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a quartz crystal)
Duration: Concentration, up to 1 hour

You cause an object to be lifted into 5 feet into the air on a layer of floating crystals. If the object is underwater, it is raised to the surface. The object can weigh no more than 100 pounds.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you may increase the amount of weight by 100 pounds for each spell level above 1st.

Otiluke's Death Screen

7th-level evocation

Casting Time: 1 action
Range: 50 feet
Components: V, S, M (the teeth of a dead man)
Duration: Concentration, up to 10 minutes

The caster creates a 20 foot by 20 foot wall of shadows and bone numbing cold within range. Any creature moving into contact with this wall must make a Wisdom saving throw or be stunned for 1 minute. Creatures that start their turn in contact with the wall take 4d10 necrotic damage. Creatures in contact with the wall may make a Wisdom save at the end of their turn to break contact with the wall and act normally.

Otiluke's Diamond Screen

6th-level conjuration

Casting Time: 1 action
Range: 100 feet

Components: V, S, M (a diamond)
Duration: Concentration, up to 10 minutes

A 20 foot by 20 foot wall of glittering, razor sharp diamonds appear. Any creature that moves into contact with the diamonds (whether under their own volition or from some other effect like thunderwave spell) must make a Dexterity saving throw. The creature take 6d10 slashing damage on a failed save and half as much on a successful one.

Otiluke's Dispelling Screen

4th-level evocation

Casting Time: 1 action
Range: 50 feet
Components: V, S, M (a lead crystal and a then sheet of steel)
Duration: Concentration, up to 10 minutes

You conjure a 20 foot by 20 foot wall of grey fog. Hungry faces appear in the fog whenever a spellcaster gets within 10 feet. The first creature to come into contact with the wall is hit with a 3rd level dispel magic as if it was cast by the same caster who conjured the wall. Once a creature has come into contact with the wall, the spell ends.

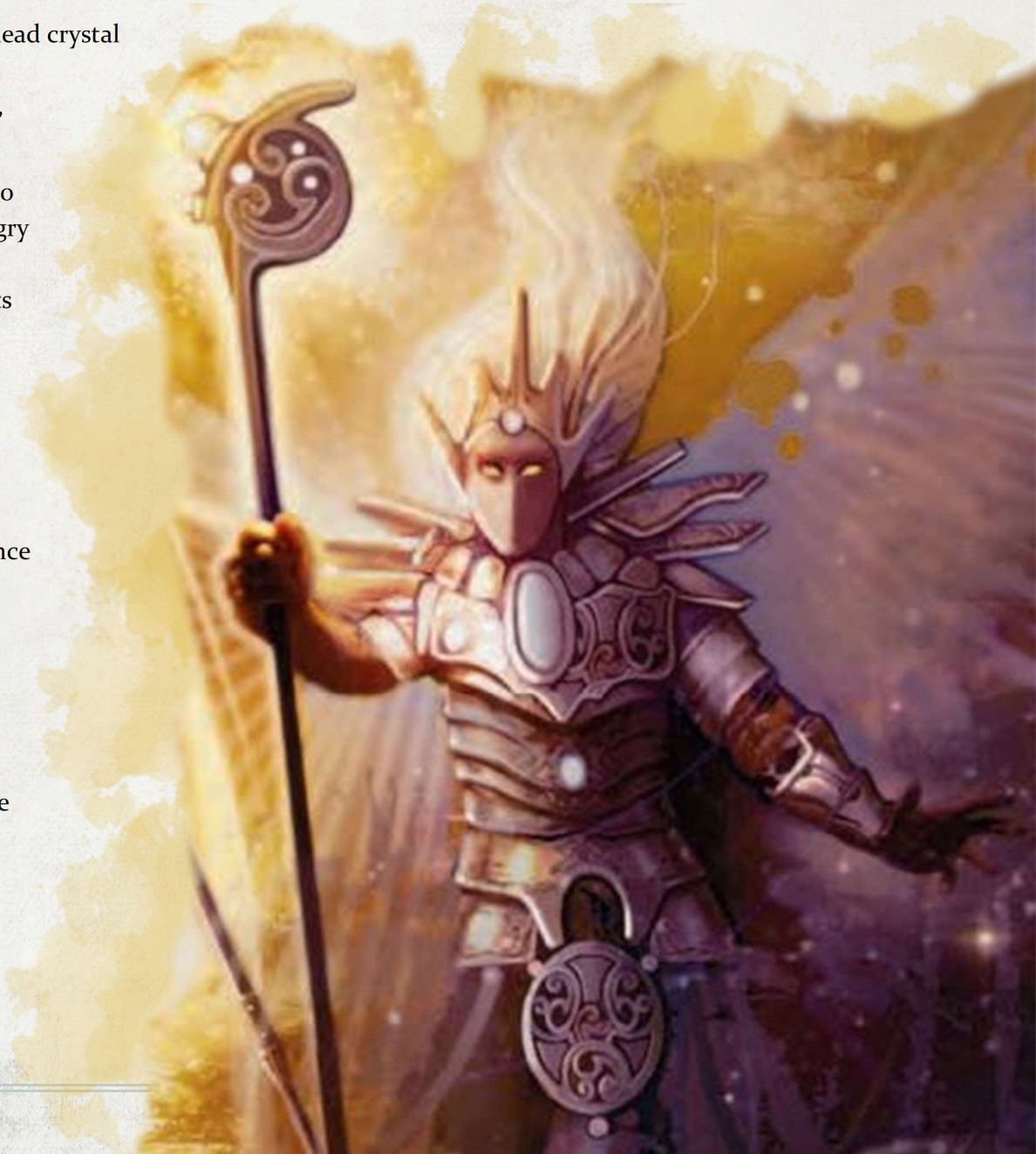
At Higher Levels. When you cast this spell using 5th level or higher spell, you may increase the level of dispel magic by one level for every spell level above 4th.

Otiluke's Electrical Screen

5th-level evocation

Casting Time: 1 action
Range: 100 feet
Components: V, S, M
Duration: Concentration, up to 1 minute

When this spell is cast you may conjure a hemisphere with a 20 foot diameter or a 20 foot by 20 foot wall. Once the shape has been chosen it cannot be changed. Either shape is made out of crackling bolts of lightning. A creature that comes into contact with either shape must make Dexterity saving throw. The creature takes 4d8 electrical



damage and makes their next saving throw with disadvantage on a failed save, and takes half as much damage and may roll saves without disadvantage on a successful one. Any creature wearing metal armor makes this save with disadvantage.

Otiluke's Excruciating Screen

6th-level evocation

Casting Time: 1 action
Range: 50 feet
Components: V,S, M (a needle and ashes)
Duration: Concentration, up to 1 minute

You create a 20 foot by 20 foot wall of black energy. As you approach the wall it becomes freezing cold and the warmth seems to be leeched from your bones. A creature that comes into contact with the wall must make a Constitution saving throw. They take 4d10 necrotic damage on a failed save and half as much on a successful one. In addition, anyone who fails the save cannot take any reactions for 1 minute. It can repeat the Constitution save at the end of each of its turns to act normally.

"Strangely, the late Otiluke's 'screen' spells are among the least well-known of his spells, when I have actually found them to be his most useful.

"Despite his well-known lack of common sense, Otiluke had an innovative genius for researching new spells, a creativity on par with Drawmij or Tenser.

"He deserved a better end than he received."

—Mordenkainen

Otiluke's Fire and Ice

7th-level evocation

Casting Time: 1 action
Range: 120 feet
Components: V, S, M (a ruby and a sapphire)
Duration: Instantaneous

A red crystal appears in front of you and streaks toward your target. A split second later a blue crystal appears and streaks toward the same target. Once the red crystal reaches your target it explodes, an instant later the blue crystal explodes at the same place. Every creature within 20 feet of the exploding crystals must make a Dexterity saving throw. Because of the dual nature of the attack, these Dexterity saves are made with disadvantage. Targets take 4d8 fire and 4d8 cold damage on a failed save, and half as much on a successful one. This spell deals double damage to objects and structures.

Otiluke's Orb of Containment

6th-level evocation

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a crystal sphere)
Duration: Instantaneous

You create a number of 6 inch orbs of solid force equal to your spellcasting ability modifier. An object or liquid can be placed in these orbs and safely contained. The orbs cannot be damaged by physical force and time does not pass for anything placed within the orb. The orbs may be destroyed by a dispel magic or a disintegrate. If an orb is destroyed, the contents are unharmed.

Otiluke's Polar Screen

5th-level evocation

Casting Time: 1 action
Range: 50 feet
Components: V, S, M (a small diamond)
Duration: Concentration, up to 1 minute

You create a 20 foot by 20 foot wall of ice crystals that form, shatter, and form again. A creature coming into contact with the wall must make a Constitution saving throw. They take 3d10 cold damage and half their movement cut in half for 1 minute if they fail the save, and half as much damage and no movement penalty if they succeed.

Otiluke's Radiant Screen

5th-level evocation

Casting Time: 1 action
Range: 50 feet
Components: V, S, M (a jewel engraved with one rune for each color)
Duration: Concentration, up to 1 minute

You create a 20 foot by 20 foot screen or a hemisphere 20 feet in diameter. The screen is made of pure energy, one of the colors of the rainbow. The effect of the spell depends on the color:

Red. Any creature that comes into contact with the screen must make a Wisdom save. The target takes 8d8 cold damage on a failed save and half as much on a successful one.

Orange. Any creature that comes into contact with the screen must make a Wisdom save. The target takes 8d8 fire damage on a failed save and half as much on a successful one.

Yellow. Any creature that comes into contact with the screen must make a Wisdom save. The target takes 8d8 thunder damage on a failed save and half as much on a successful one.

Green. Any creature that comes into contact with the screen is the target of a dispel magic. Treat it as if it was cast by the caster as a third level spell.

Blue. Any creature that comes into contact with the screen must make a Wisdom save. The target takes 8d8 psychic damage on a failed save and half as much on a successful one.

Indigo. Any undead that comes into contact with the screen must make a Wisdom save. That undead takes 4d8 radiant damage on a failed save, and is stunned for one round. If the undead saves it takes half as much damage, and is not stunned.

Violet. Any creature that comes into contact with the screen is the target of a remove curse. Treat it as if it was cast by the caster as a third level spell.

You can change the color of the screen as a bonus action.

Otiluke's Siege Sphere

7th-level evocation

Casting Time: 1 action
Range: Touch
Components: V, S, M (a lodestone)
Duration: 1 minute

You create a boulder-sized orb of force that you can load into a catapult or trebuchet. Before the orb is fired, it is made of pure force and can only be destroyed by disintegrate or dispel magic. Once the orb has been fired you can choose one of the following effects:

- ***Crystal Shards.*** At any point within the range of the catapult or trebuchet the orb explodes into crystal shards. Everyone within 20 feet of the exploding orb must make a Dexterity saving throw. Targets take 6d8 force damage on a failed save, and half as much on a successful one.
- ***Liquid Fire.*** The orb strikes any point within the range of the catapult or trebuchet and shatters, spraying liquid fire that sticks to anything. Everyone within 30 feet of the shattered orb must make a Dexterity saving throw. Targets take 4d6 fire damage in a failed save and half as much on a successful one. The target continues to burn. At the beginning of their turn the target must make a Dexterity saving throw, taking 4d6 fire damage on a failed save and half as much on a successful one. Once the target makes three Dexterity saving throws, the fire goes out. The fire lasts for 10 minutes and creatures that start their turn into the area or moves into the area takes 2d6 fire damage on a failed Dexterity save.
- ***Wrecking Ball.*** The orb strikes any target within the range of the catapult or trebuchet. A split second before impact the orb becomes impossibly dense. Choose one target within range, which must make a Dexterity saving throw, taking 10d10 bludgeoning damage on a failed save and no damage on a successful one. This effect deals double damage against objects.

Otiluke's Smoky Sphere

1st-level evocation

Casting Time: 1 action
Range: Touch
Components: V, S, M (a piece of charcoal)
Duration: Instantaneous

A crystal sphere about 3 inches in diameter and filled with noxious smoke appears in your hand. As part of casting the spell, you must throw this orb at any point within 50 feet. The crystal shatters and fills the area with a choking gas. Everyone within 10 feet of the shattering sphere must make a Constitution saving throw. Targets take 2d4 poison damage on a failed save and half as much on a successful one. The smoke lasts for 1 minute. Any creature that moves into the cloud or starts their turn inside the cloud must makes a Constitution saving throw. They take 1d4 poison damage on a failed save and no damage on a successful one.

Otiluke's Telekinetic Sphere

8th-level evocation

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a hemispherical piece of clear crystal and a matching hemispherical piece of acacia gum, and a pair of bar magnets)
Duration: Concentration, up to 1 minute

This spell functions the same as Otiluke's resilient sphere, except that a creature or object inside weighs only one-sixteenth its normal weight.

Otto's Crystal Rhythms

3rd-level enchantment

Casting Time: 1 action
Range: 90 feet
Components: V, S, M (a set of chimes)
Duration: Concentration, up to 1 minute

You chant and clap, targeting one creature within range. That creature must make Wisdom saving throw. If the creature saves the spell ends. If the creature saves it immediately begins to dance along with your chanting. For the duration you can use your bonus action to force that creature can only dance and clap on its turn. The creature gains +2 to its AC, its random jerky movements are hard to predict. The creature can repeat the Wisdom saving throw at the end of its turn to break the spell.

Overwhelming Revelations

6th-level divination

Casting Time: 1 action
Range: 50 feet
Components: V, S, M (a piece of a shattered crystal ball)
Duration: Concentration, up to 1 minute

You show a target how important their life is to the multiverse. It must make a Wisdom saving throw or be stunned and fall prone. At the end of your next it is no longer stunned, but it is still prone. At the start of its next turn your target must make a Wisdom saving throw or be overwhelmed by its own insignificance, using all of its movement to get as far away as possible from any creatures near it. A creature that fails the save will only fight if forced to defend itself. It can repeat the Wisdom saving throw at the end of each of its turns, ending the spell on a success.

Pain

4th-level enchantment

Casting Time: 1 action
Range: 120 feet
Components: V, S, M (a live leech)
Duration: Concentration, up to 1 minute

This spell strikes creatures with wracking pains and agony, 2even if they are unliving. Roll 12d8, and total the dice. The number rolled is the number of hit points of creatures this spell can affect. Creatures within 20 feet of a point you choose within range are affected in ascending order of their current hit points (ignoring unconscious creatures

and constructs, who are not affected by this spell). Subtract each creature's hit points from the total before moving on to the creature with the next lowest hit points. A creature's hit points must be equal to or less than the remaining total for that creature to be affected.

Starting with the creature that has the lowest current hit points, each creature affected by this spell has disadvantage on attack rolls and ability checks until the spell ends. Each creature can attempt to resist, but only at the risk of making its agony even worse. Each creature affected by the spell can choose whether to make a Constitution saving throw to try to resist the spell's effect at the end of each of its turns, ending the effect on itself with a success. However, if the creature fails the saving throw, it takes 3d6 psychic damage. A creature that fails this saving throw four times in a row is incapacitated with pain, in addition to the spell's other effects.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, roll an additional 2d8 for each slot level above 4th.

"Though negotiation is preferable, for some creatures pain is a much more effective and expedient form of motivation."

—Mordenkainen

Painful Revelations

2nd-level divination

Casting Time: 1 bonus action
Range: 30 feet
Components: V, S
Duration: Concentration, up to 1 minute

You share in the pain of your enemy, risking your own sanity, but gaining insights into how to defeat it. For the duration, whenever a creature within 30 feet of you takes damage, you can use your reaction to take psychic damage equal to half the amount of damage taken by that creature. This damage cannot be reduced or redirected in any way. Whenever you do so, all attacks against that creature are made at advantage until the end of your next turn.

Paralyzing Field

7th-level enchantment

Casting Time: 1 action
Range: 120 feet
Components: V, S, M (a small ball of powdery clay soaked in wasp venom)
Duration: Concentration, up to 1 minute

You cause a 10-foot radius paralytic field to form at a point you see within range. A creature that starts its turn within the field must make a Wisdom saving throw or be paralyzed until the end of its next turn. On a successful save, the creature is unaffected that turn.

At Higher Levels. When you cast this spell using a spell slot of 9th level, the radius of the paralytic field increases to 20 feet.

Paralyzing Smite

5th-level enchantment

Casting Time: 1 bonus action
Range: Self
Components: V



Duration: Concentration, up to 1 minute

The next time you hit a creature with a weapon attack before the spell ends, your weapon crackles with force, and the attack deals an extra 5d10 force damage to the target. Also, if the attack reduces the target to half its hit point maximum or fewer, the target is paralyzed until the end of its next turn.

Past Life

2nd-level divination

Casting Time: 1 action
Range: Touch
Components: V, S, M (the tongue of a corpse)
Duration: Instantaneous

You touch a corpse and you can see what that person looked like before they died. This spell will work no matter how decayed the remains.

At Higher Levels. If you cast this spell using a 3rd level spell slot, you can see the last minute of the corpse's life. If you cast this spell using a 5th level spell slot you can see the last hour of the corpse's life. If you cast this spell using a 7th level spell slot, you can see the final 24 hours of the corpse's life.

Phantasmal Assault

Illusion cantrip

Casting Time: 1 action
Range: 60 feet
Components:
Duration: Instantaneous

For a brief moment, you create the illusion of an attacking creature in the mind of a single foe. Choose one creature within range, which must succeed on a Charisma saving throw or it takes 1d6 psychic damage. A creature which takes psychic damage from this spell suffers disadvantage on the next Wisdom (Perception) check or ranged attack roll it makes before the start of its next turn.

The spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

Phantom Caravan

4th-level conjuration

Casting Time: 1 action
Range: 1 mile
Components: V, S, M (the hoof or leg-hair of a camel)
Duration: Instantaneous

You and up to six willing creatures of your choice that you can see within 60 feet of you teleport to a spot you can see within range. If there isn't an open space for all the targets to occupy at the arrival point, the spell fails.

Phantom Wind

2nd-level illusion

Casting Time: 1 action
Range: Self (50 foot cone)
Components: V, S, M (a fan)
Duration: Concentration, up to 1 minute

For the duration of the spell, nonliving objects, including undead and constructs, are buffeted as if they are in a strong wind. Torches will go out and curtains and loose cloth will be buffeted and ripped from their emplacements if not held by a living creature. Fog and cloud, both magical and mundane, are immediately pushed to the edge of the spell effect. Undead and constructs will be buffeted and must make a Strength saving throw or treat all terrain as difficult terrain for the duration.

Pierce Any Shield

9th-level transmutation

Casting Time: 1 action
Range: 120 feet
Components: V, S, M (a vial of doppelganger blood that is less than 1 week old)
Duration: Instantaneous

While casting this spell you must name another spell and choose one creature within range. You must cast the named spell on your next turn. The creature you chose must be the target of that spell, or included in its effects. They will automatically be

hit if the spell requires an attack roll, will automatically fail their saving throw of the spell allows one, and will become vulnerable to the type of damage the spell inflicts. If the named spell persists for more than one round the named creature regains damage resistance and immunities and can make saving throws as normal after the first round.

Piercing Smite

1st-level enchantment

Casting Time: 1 bonus action
Range: Self
Components: V
Duration: Concentration up to 1 minute

The next time you hit with a melee weapon attack during this spell's duration, your attack deals an extra 1d8 magical piercing damage. In addition, when you deal this extra damage, the target and two other creatures of your choice within 5 feet of you or the target take psychic damage equal to your spellcasting ability modifier. When a creature takes this psychic damage, the next time it makes an attack that does not target you before the start of your next turn, it has disadvantage on the attack roll.

Pinnacle of Awareness

3rd-level divination

Casting Time: 1 action
Range: Self
Components: V, M (a magnifying glass)
Duration: Concentration, up to 10 minutes

You enchant your mind and senses, becoming a master of observation and deductive reasoning. For the duration, you can't be surprised, ranged attack rolls made against you cannot benefit from advantage, and whenever you hit with an attack roll, you deal an extra 1d8 psychic damage to one target of that attack. In addition, until the spell ends, you have advantage on all of the following rolls:

- ✧ Dexterity saving throws
- ✧ Dexterity checks for initiative
- ✧ Intelligence (Investigation, Nature, or History) checks
- ✧ Wisdom (Insight, Perception, or Survival) checks

After the spell ends, you have advantage on all ability checks to accurately recall anything you saw or heard while the spell was active.

This spell ends early if you hit the same creature with an attack roll more than once.

Plague Bearer's Masque

4th-level illusion

Casting Time: 1 action
Range: Touch
Components: V, S, M (a vile of pus)
Duration: Concentration, up to 1 hour

The creature you touch must make a Wisdom saving throw. On a failure, its features immediately change, making it appear to be the bearer of a terrible and highly contagious plague. The illusion is olfactory, tactile, and visual. Any creatures that can see the creature must make a Wisdom saving throw. Any that fail are frightened of the plague bearer for the duration. A creature frightened of the plague bearer can repeat the Wisdom save at the end of each of its turns. On a success, it is no longer frightened by the plague bearer.

The plague bearer or any creature not frightened of it can use an action to inspect the various oozing pores and rancid flesh, making an Intelligence (Investigation or Medicine) check against your spellcasting save DC. On a success, the spell ends.

Plague of Undead

9th-level necromancy

Casting Time: 1 action
Range: 120 feet
Components: V, S, M (an ebony skull etched in sliver worth at least 5,000 gp, which is consumed by the spell)
Duration: Instantaneous

When you cast this spell, the skeletons and bodies of dead creatures within range permanently rise as undead creatures that follow your commands. All the risen dead have maximum hit points for their hit dice. The bones become skeletons, and the bodies become zombies.

You are able to animate a maximum of 24 Medium sized or smaller undead creatures with a single casting of this spell, or up to 12 Large, or six Huge creatures.

After 24 hours, you must reassert control over the undead you create, or they wander off. You can affect double the number of creatures you could normally create when casting this spell to reassert control.

Pocket Cave

5th-level conjuration

Casting Time: 1 minute
Range: Touch
Components: V, S, M (a black piece of cloth shaped like an arched doorway)
Duration: 8 hours

You conjure an extradimensional cave that has a single entrance on the plane from which the spell was cast. You can only cast this spell on a surface made of rock or some form of earth within range. The entry point looks like a dark cave entrance that is 5 feet wide and 10 feet high. Only those you designate can enter the cave, and all other creatures and objects are barred from passing through. Spells and other magical effects can't extend through the entry portal or be cast through it. The entry portal is shut and made invisible behind you when you enter. You can open it again from your side at will.

You can choose the shape of the cave inside. You can form it into a hemispherical dome or a sphere with a radius of up to 30 feet. It takes the form of a dark, wet cavern. This area contains enough oxygen to sustain as many creatures as can fit in the area for the duration of the spell. Edible fungus grows along the walls, and condensation drips down one wall into a pool of fresh, clean water that never seems to run dry. External conditions such as weather do not affect the pleasant atmosphere of the cave, and nothing except the designated creatures can pass through the portal in either direction. Until the spell ends, you can command the interior to become dimly lit or dark.

At the end of the spell's duration, all within the pocket cave return to the spot where they entered or else to the nearest open space, if that spot is occupied.

> "Most sources state that the orc god Gruumsh was the first to grant his clerics this spell, which seems oddly inventive for the one-eyed one. However, some sages believe that another orc pantheon deity granted it first, and Gruumsh's shamans demanded credit be given to their god instead. That seems much more plausible."
>
> —Elminster

Poisonous Touch

3rd-level necromancy

Casting Time: 1 action
Range: Touch
Components: V, S, M (a fang or stinger from a venomous creature)
Duration: Concentration, up to 1 minute

You channel venom into your victim. The creature you touch takes 3d10 poison damage and is poisoned until the end of its next turn. Until the spell ends, the creature must make a Constitution saving throw at the end of each of its turns. If the target fails the save, it takes 3d10 damage and remains poisoned until the end of its next turn. If it succeeds, the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 4th or higher level, the duration you may concentrate increases by 1 minute for each slot level above 3rd.

Poison Smite

1st-level evocation

Casting Time: 1 bonus action

Range: Self
Components: V
Duration: Concentration, up to 1 minute

The next time you hit a creature with a weapon attack before the spell ends, your weapon inflicts an extra 1d6 poison damage, and the target must make a Constitution saving throw. On a failed save, the creature is poisoned for 1 minute. The creature can make a new saving throw at the end of each of its turns to end the poisoned condition early. On a successful save, the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the initial poison damage increases by 1d6 for each slot level above 1st.

Poisonstar

2nd-level evocation

Casting Time: 1 action
Range: 90 feet
Components: V, S, M (a viper's fang)
Duration: Concentration, up to 1 minute

A number of eerie green stars equal to your spellcasting ability modifier appear above your head. You can use a bonus action to fire one or more of the stars at a creature or creatures in range. Once a creature has been hit by this spell it is immune to it for 24 hours. Any unused stars wink out at the end of the spell's duration. The stars radiate dim light out to 15 feet.

A creature you fire a star at must make a Dexterity save. If they fail they take 2d4 poison damage and are poisoned until the end of your next turn. If they succeed they take no damage and are not poisoned.

Polar Ray

8th-level evocation

Casting Time: 1 action
Range: 90 feet
Components: V, S, M (a small white cone)
Duration: Instantaneous

A white ray of pure cold jumps from your hand to the target. Make a ranged spell attack against a target within range. On a hit, the target takes 10d6+50 cold damage.

> "Don't miss."
>
> —Elminster

Pool of Deeds

4th-level divination (ritual)

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a mirror)
Duration: Instantaneous

You enchant a body of water of any size and name a creature. This can be a living or dead individual. The creature you name, or their corpse, does not have to be physically present. The most important events of that creature's life will play out in the water. The whole event will take about an hour.

You can also choose to view a specific story from the target's life. You must have general knowledge of the story, but you don't need to know specifics. If you name a creature that does not want to have its life events displayed, it can make a Charisma saving throw to resist the spell. On a success, the pool shows a series of random images.

> "Another mysterious spell. The events it depicts always seem to be momentous, but how it determines which events matter enough to be shown is unclear. This spell's judgement doesn't seem to parallel that of the caster or the target."
>
> ——*Laeral Silverhand*

Portrait

2nd-level illusion

Casting Time: 1 action
Range: Self (30 foot radius)
Components: V, S, M (a 6-inch crystal sphere)
Duration: Instantaneous

You create a perfect picture of everything within 30 feet of you, which is permanently captured in the

crystal sphere. The sphere records a perfect image of everything within 30 feet of it. As an action, you can withdraw the picture from the sphere at any point as an illusory image. You choose the picture's size, from 6 inches to 15 feet in diameter. You can withdraw the picture as often as you wish. If you cast the spell again, you can place a new picture within the sphere, but the old one is lost.

Positive Energy Aura

4th-level conjuration

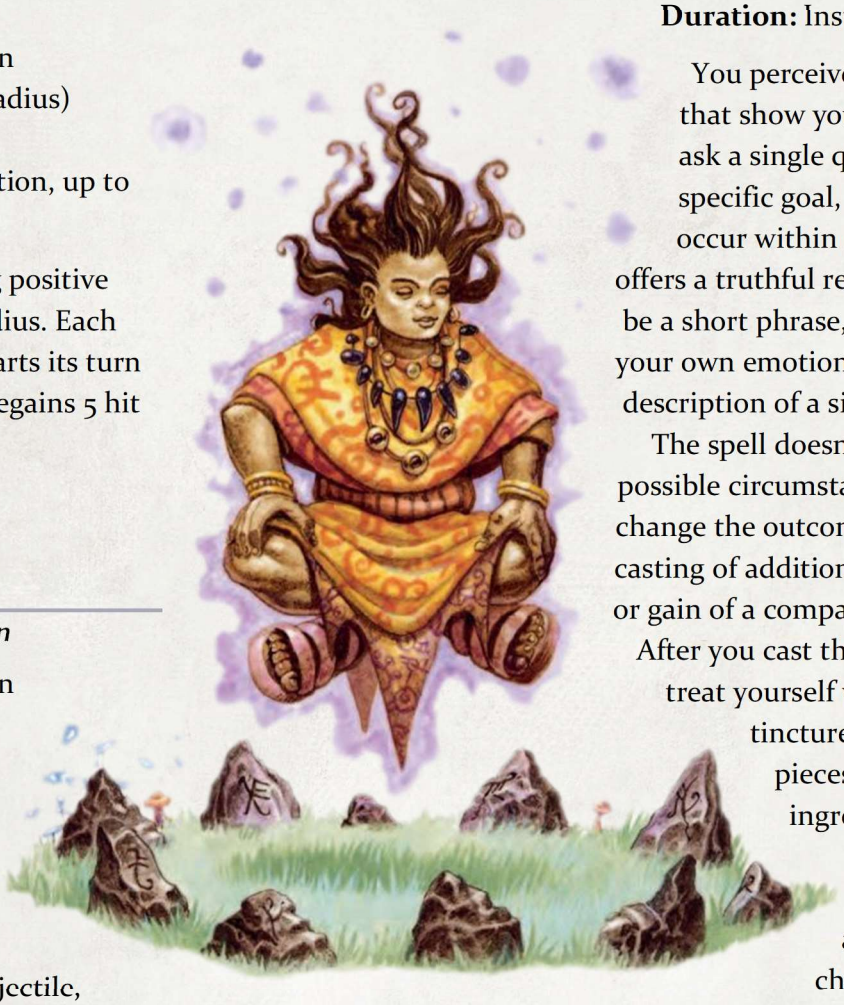
Casting Time: 1 action
Range: Self (10-foot radius)
Components: V, S
Duration: Concentration, up to 1 minute

You radiate life-giving positive energy in a 10-foot radius. Each living creature that starts its turn within 10 feet of you regains 5 hit points.

Predatory Shards

3rd-level transmutation

Casting Time: 1 action
Range: Self
Components: S, M (a ranged weapon)
Duration: Instantaneous



You inscribe a magical rune on a projectile, causing it to erupt on impact into a cloud of magical shards hostile to your enemies. As part of the action used to cast this spell, you must make a ranged weapon attack, otherwise, the spell ends. If the attack hits, the target takes an additional 2d10 piercing damage. Hit or miss, the area around the target is then filled with magical shards. The target and each creature within 5 feet of it must succeed on a Dexterity saving throw or take 5d6 force damage.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the force damage increases by 1d6 for each slot level above 3rd.

Premonitory Vision

4th-level divination (ritual)

Casting Time: 1 reaction, which you take when you finish a short or long rest
Range: Self
Components: V, S
Duration: Instantaneous

You perceive a series of images that show you future events. You ask a single question concerning a specific goal, event, or activity to occur within seven days. The DM offers a truthful reply. The reply might be a short phrase, an explanation of your own emotional reaction, or a description of a single image you saw.

The spell doesn't consider any possible circumstances that might change the outcome, such as the casting of additional spells, or the loss or gain of a companion.

After you cast this spell, unless you treat yourself with a special calming tincture that uses 25 gold pieces worth of ingredients, you have disadvantage on Wisdom, Dexterity, and Intelligence checks, and on Constitution saving throws to maintain concentration for 10 minutes.

If you cast the spell two or more times before finishing your next long rest, you receive increasingly confusing visions that muddle your mind. For each casting after the first, the duration of the negative effects for not imbibing a calming tincture increase by an additional (cumulative) 10 minutes, and there is a cumulative 25* chance that the information you perceive is random and

possibly unrelated to the question you asked. The DM makes this roll in secret.

Prescient Sense

4th-level divination

Casting Time: 1 action
Range: Self
Components: V, S
Duration: Concentration, up to 1 hour

You extend your senses to perceive the near future. For the duration of the spell, you gain the following benefits:

- ✧ You have advantage on all Wisdom checks and initiative checks.
- ✧ Once per round, when you hit a creature that has not yet acted in this combat with an attack roll, that attack deals an extra 1d8 damage.
- ✧ If you are surprised, you can end this spell immediately to no longer be surprised.
- ✧ If you are attacked, you can use your reaction to end this spell immediately and give yourself a +5 to AC, including against the triggering attack, until the beginning of your next turn.
- ✧ If you roll a Dexterity save, you can use your reaction to end this spell immediately and give yourself advantage on that Dexterity save and all other Dexterity saves until the beginning of your next turn.

Prismal's Wormhole

8th-level conjuration

Casting Time: 2 hours
Range: Touch
Components: V, S, M (a door knocker)
Duration: Until discharged

While casting this spell, you designate one creature as the caller and tell it a command word that is used to activate the wormhole. The caller may discharge the spell by repeating the command word and creating the wormhole. Communication and travel are possible through the wormhole, which has infinite range and can cross dimensional boundaries.

Once the caller says the command word, the caster hears a voice alerting that someone is calling. The door knocker raises five feet off the ground. By grasping the door knocker, the caster can open a portal to the caller. The caster and the caller can speak through the portal and the caster can look around without stepping through. Spells can be cast through the wormhole. The caster can also go through the wormhole and join the caller. The caster may collapse the wormhole at will. However, the wormhole will only last 1 minute per spellcaster level before collapsing, whether the caster wishes it or not. If the wormhole remains open, anyone can pass through.

Prismatic Ray

5th-level evocation

Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: Instantaneous

When casting this spell, you point and make a ranged spell attack as you shoot a colored ray at a target you can see within range. On a successful hit, the target is blinded until the end of its next turn.

In addition, roll a d8 and consult the following table to determine what color the ray is, and what the secondary effect is:

1d8	Color	Damage Type
1	Red	15 points of fire damage (Dexterity save for half)
2	Orange	25 points of acid damage (Dexterity save for half)
3	Yellow	30 points of lightning damage (Dexterity save for half)
4	Green	35 points of poison damage (Constitution save for half)
5	Blue	40 points of cold damage (Constitution save for half)
6	Indigo	45 points of thunder damage (Dexterity save for half)

7	Violet	50 points of force damage (Dexterity save for half)
8	Multihued	Roll twice, ignoring this result

Probe Thoughts

6th-level divination (ritual)

Casting Time: 1 action
Components: V, S
Range: 50 feet
Duration: Concentration, up to 10 minutes

Your target must make a Wisdom saving throw. If it fails, its mind opens itself to you. You gain access to all of its memories and knowledge, even things the target has buried deep in its subconscious. You may learn the answer to one question per round. Your question and the answer are conveyed telepathically, and you do not need to speak the same language. Creatures with an Intelligence less than 3 may only answer in mental pictures.

The target is not aware of the probe unless you wish it to be. If the target resists the probe successfully, they know that someone has tried to cast a spell on them, but not what the spell was nor who cast it.

Project Object

Conjuration cantrip

Casting Time: 1 bonus action
Range: 30 feet
Components: V, S
Duration: Instantaneous

Your force of will teleports an object a short distance away. You teleport one object you are holding to an unoccupied space within range. Alternatively, you can teleport the object to a willing creature within range.

You can either cause the object to land at the creature's feet, or you can give the creature the option to grasp it with a free hand, which requires the creature to make a Dexterity (Acrobatics) check with a DC of 11. If the creature succeeds, it is instantly holding the object. If the check fails, the object falls to its feet.

This cantrip can only teleport objects that weigh 25 pounds or less. In addition, it cannot affect objects that you are not already holding when you cast the spell.

Projected Magnification

2nd-level illusion (ritual)

Casting Time: 1 minute
Range: 1 mile
Components: V, S, M (a magnifying glass)
Duration: Concentration, up to 1 minute

Choose a 5 foot square within the range. That square is recreated within 10 feet of you. The image is purely visual, with no sound of smell. The image is an obvious illusion, and creatures can see through it. The spell creates a snapshot of the 5 foot area you chose when you cast the spell, but nothing in the area moves or changes. The area appears exactly as it does at the time of the spell, and you do gain any special means of vision. For instance, if the area is covered in darkness, either natural or magical, then so is the snapshot.

Programmed Image

6th-level illusion

Casting Time: 1 action
Range: Touch
Components: V, S, M (a small replica of a wizard)
Duration: Until dispelled or triggered

This spell functions the same as silent image, except that the image remains invisible until triggered. You decide what triggers the image when you cast the spell, but the trigger must be audible, tactile, olfactory, or visual. The most typical triggers include touching an object that had the spell cast upon it, stepping within 10 feet of the point where the spell was cast, or speaking a certain phrase.

Once triggered, the image appears at the point where you cast the spell and lasts for 10 minutes, after which time the spell ends. You can pre-program the image to move around once activated, in a similar manner to silent image.

At Higher Levels. When you cast this spell using

an 8th level spell slot you can add sound to the image.

Prophesied Strike

1st-level divination

Casting Time: 1 action
Range: 5 feet
Components: V, S, M (a melee weapon)
Duration: Instantaneous

You cast your mind's eye forward a split second, predicting the best moment for a telling blow. As part of the action used to cast this spell, you must make a melee weapon attack against a creature within range, otherwise the spell fails. You can use your spellcasting ability instead of Strength for the attack and damage bonus for this attack. If the attack hits, it inflicts an additional 2d6 damage of the weapon's type, and the next attack roll made against the target before the end of your next turn is made with advantage.

"The powers of the divination school are often undervalued by mages who focus their training on combat. This is one of many spells which proves their folly."

——*Laeral Silverhand*

Protection from Aerial Attack

1st-level abjuration

Casting Time: 1 action
Range: Touch
Components: V, S, M (a heavy lead weight shaped like a shield)
Duration: Concentration, up to 10 minutes

Until the spell ends, one willing creature you touch is protected against flying creatures. A creature with a fly speed has disadvantage on attack rolls against the subject, and when such a creature causes the target to make a Dexterity saving throw, it has advantage on that roll. The target also can't be charmed or frightened by flying creatures. If the target is already charmed or frightened by such a creature, the target has advantage on any new saving throw against the relevant effect.

"Some of the more unique spells described in this grimoire were first practiced among the spellcasters of Faerûn's Shining South.

"In this region of trade and commerce, many consider magic a commodity, just like precious metals and foodstuffs. Ships arrive in every port along the coast of the Great Sea carrying strange and wondrous spells, items, and components from distant lands."

—*Elminster*

Protection from Cantrips

2nd-level abjuration

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: 1 hour

The protected creature has resistance to damage caused by cantrips and advantage on saving throws against any effects caused by cantrips.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the duration increases by 1 hour for each slot level above 2nd.

"This one helps kill warlocks."

—Acererak

Protection from Normal Missiles

3rd-level abjuration

Casting Time: 1 action
Range: Self
Components: V, S, M (a piece of turtle shell)
Duration: Concentration, up to 1 minute

A magical shield protects you from ranged attacks from nonmagical weapons, even larger projectiles fired by catapult and ballista. For the duration, you

are immune to nonmagical bludgeoning, piercing, and slashing damage from ranged weapon attacks.

Protection from Normal Weapons

3rd-level abjuration

Casting Time: 1 action
Range: Touch
Components: V, S, M (a broken piece of a weapon)
Duration: Concentration, up to 10 minutes

The protected creature has resistance to damage caused by nonmagical weapons.

Protection from Paralysis

2nd-level abjuration

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a ghoul's fingernails)
Duration: Concentration, up to 1 minute

For the duration, you or the creature you choose within range cannot be paralyzed by magical means. If you are paralyzed by nonmagical means (a shattered spine, for example) then this spell has no effect.

Protective Amulet

1st-level abjuration

Casting Time: 1 reaction
Range: Self
Components: V, S, M (an amulet, see spell description)
Duration: Instantaneous

Before you can cast this spell, you must create an amulet. You can crush the amulet to become immune to a spell that just targeted you or includes you in its area of effect. The spell effects other targets within its area of effect normally.

The amulet you create must be worth 100 gp per spell level you wish to effect. For example, if you want to create an amulet that can ward you against a 3rd level or lower spell, you must spend 300 gp to create the amulet. Creating the amulet takes 1 day for every 100 gp you spend. During that day you must spend 8 hours making the amulet. If you miss more than two days during that time, the amulet and gold are destroyed and you must start over again.

Psychic Assessment

1st-level divination

Casting Time: 1 bonus action
Range: 120 feet
Components: S
Duration: Instantaneous

You analyze the aura of one creature you can see within range and force it to make a Wisdom saving throw. If they fail, you learn its current mood (angry, frightened, bored, etc.), and have advantage on your next Charisma (Persuasion) check versus that creature.

Psychic Backlash

2nd-level abjuration

Casting Time: 1 reaction, which you take when a creature within range that you can see would hit with an attack
Range: 60 feet
Components: V, S
Duration: Instantaneous

You impose disadvantage on the attack, possibly causing it to miss. If it still hits, the creature must make an Intelligence saving throw. It takes 3d8 psychic damage on a failed save, or half as much damage on a successful one.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 for each slot level above 2nd.

Psychic Poison

4th-level abjuration

Casting Time: 1 action
Range: Self (30 foot radius)
Components: V, S, M (the eyes of a diviner)
Duration: Concentration, up to 1 hour

You channel your own most horrific memories to emit a field of painful psionic energy that disrupts attempts at magical spying. For the duration, any creature that attempts to cast a divination spell that targets a creature within 30 feet of you, it must make a Wisdom saving throw, taking 6d6 psychic damage on a failure, and half as much on a success.

Whether or not the creature fails the saving throw, if the divination spell it attempted to cast is 3rd level or less, then that spell also automatically fails, as if it had been countered with *counterspell*.

Psychic Shield

1st-level abjuration

Casting Time: 1 reaction, which you take when you roll an Intelligence or Charisma save or when you would take psychic damage
Range: Self
Components: V, S
Duration: 1 round

You quickly fortify your mind against a sudden psychic attack. You gain 4 temporary hit points, and until the start of your next turn, you gain the following benefits, including against the triggering effect:

- ✧ You have advantage on Intelligence and Charisma saves
- ✧ You gain resistance to psychic damage.

Psychic Shock

Illusion cantrip

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Instantaneous

You invade another creature's mind, and for one split second, you cause them to perceive some image, noise, or memory that would cause them stress. Choose a target you can see or hear within range. The creature makes an Intelligence saving throw. If it fails, the creature takes 1d6 psychic damage, and it has disadvantage on the next Wisdom check it makes before the end of your next turn. If the creature has not yet acted this combat, it suffers an additional effect: it makes its next attack roll at disadvantage.

You do not know what image the creature saw unless you can read its thoughts by other means (such as the *detect thoughts* spell). If the creature fails the saving throw by 5 or more, it does not realize a cantrip caused this effect and believes the flash of emotional pain it experienced came from its own mind.

At Higher Levels. This spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

Pummeling Drumbeat

8th-level evocation

Casting Time: 1 action
Range: Self (60-foot cone)
Components: V, S, M (a drum, which you play during the casting of the spell)
Duration: Instantaneous

Your allies' attacks fall like the beats of your drum, pummelling your foes. Each creature in a 60-foot cone must make a Constitution saving throw. A creature takes 10d8 thunder damage on a failed save, or half as much damage on a successful one.

If a creature that failed its saving throw is hit by an attack roll from one of your allies before the end of your next turn, it is stunned until the end of its next turn.

The sound of the drumming from this spell can be heard up to 300 feet away.

Punishing Strike

Necromancy cantrip

Casting Time: 1 action
Range: 5 feet
Components: V
Duration: 1 round

As part of the action used to cast this spell, you must make an unarmed strike or melee weapon attack against one creature within the spell's range, otherwise the spell fails. On a hit, the target suffers

the attack's normal effects. In addition, a black web of necrotic energy radiates across its skin from where it was struck until the start of your next turn. If the target willingly takes a reaction before then, it immediately takes 1d8 necrotic damage, and the spell ends.

This spell's damage increases when you reach higher levels. At 5th level, the melee attack deals an extra 1d8 necrotic damage to the target, and the damage the target suffers for taking a reaction increases to 2d8. Both damage rolls increase by 1d8 at 11th level and 17th level.

Pyroclastic Tide

3rd-level evocation

Casting Time: 1 action
Range: Self (10-foot radius sphere)
Components: V, M (a melee weapon)
Duration: Instantaneous

You strike a blow fueled by the fury of the earth, channeling volcanic energy into the very ground beneath your feet.

As part of the action used to cast this spell, make a melee weapon attack against a creature within range. If the attack hits, the target is knocked prone, and the ground within a 10-foot radius sphere centered on you becomes difficult terrain until it is cleared. All creatures besides you within the affected area must roll a Strength saving throw. A creature takes 2d6 bludgeoning damage and 2d6 fire damage and is knocked prone on a failed save. If the saving throw is successful, the creature takes half the damage, and isn't knocked prone. Molten lava ignites flammable objects in the area that aren't worn or carried.



The spell's area remains difficult terrain until it is cleared. Each 5-foot-square portion of the area requires at least 1 minute to clear by hand.

Firenewts and earth-based or fire-based elemental creatures (such as gargoyles or salamanders) do not take damage from this spell.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the bludgeoning damage and fire damage both increase by 1d6 for each slot level above 3rd.

Quickening Breeze

3rd-level conjuration

Casting Time: 1 bonus action
Range: 60 feet
Components: V, S, M (a thin-bladed razor)
Duration: 1 minute

You summon a gentle wind spirit whose influence grants serenity and good fortune to your allies. Choose a 15-foot cube within range. The next three saving throws rolled by your allies within that area before the spell ends are made with advantage. Once the third saving throw is rolled with advantage, the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the number of saving throws made at advantage are increased by 1 for every 2 slot levels above 3rd.

Quickling Step

Transmutation cantrip

Casting Time: 1 bonus action
Range: Self
Components: S
Duration: 1 round

You gain the speed of a magical creature. For the

rest of the turn, your walking speed is increased by 10 feet, and you have advantage on Dexterity (Acrobatics) checks.

Quill Blast

5th-level conjuration

Range: Self (20-foot radius)
Casting Time: 1 action
Components: V, S, M (a porcupine's quill)
Duration: Instantaneous

Needle-sharp quills emerge from your skin, flying outward in every direction. All creatures in a 20-foot radius sphere centered on you must make a Dexterity saving throw. On a failed save, a creature takes piercing damage from the quills. The amount of damage depends on a creature's size as shown on the table below. On a successful saving throw, the creature takes half the listed damage.

Size	Piercing Damage
Tiny	2d6
Small	4d6
Medium	6d6
Large	8d6
Huge	10d6
Gargantuan	12d6

Unless a creature is an undead or a construct, on a failed saving throw it has disadvantage on all its saving throws and ability checks until the end of your next turn as it writhes in pain.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the radius of the sphere increases by 10 feet for each slot level above 5th. If the spell slot used is 7th level or higher, the dice rolled for damage increases to d10s instead of d6s.

Quillfire

3rd-level transmutation

Casting Time: 1 action
Range: Self (30 feet)
Components: V, S, M (a porcupine quill)
Duration: Concentration, up to 1 minute

Poisonous quills sprout from your forearms. You can use the quills in melee, inflicting 1d8 piercing damage and 1d8 poison damage plus your Strength modifier on a successful melee attack.

You may also fire the quills at any target within range. They inflict 1d8 piercing damage and 1d8 poison damage plus your Dexterity modifier on a successful ranged attack.

Quivaelyn's Silversteel Veil

2nd-level abjuration

Casting Time: 1 bonus action
Range: Self (5-foot radius)
Components: V, M (any metal object)
Duration: 1 round

A magical ward of thin, wispy silver mist, seemingly no more tangible than warm breath on a frosty morning, gathers under enemy blows and turns them aside. Until the end of your next turn, you and any allies within 5 feet of you have half cover against all enemies, and all Wisdom (Perception) checks made to see you or those allies are rolled with disadvantage.

Quivaelyn's Sharpening Palm

1st-level transmutation

Casting Time: 1 action
Range: Touch
Components: V, S, M (a whetstone)
Duration: Concentration, up to 1 minute

You run your palm along a blade, and the magic in your hand gives it a preternaturally keen edge. Touch one slashing melee weapon. For the duration, attacks with that weapon inflict a critical hit on a roll of 19 or 20. Once the weapon inflicts a critical hit, the spell ends. If the weapon doesn't inflict a critical hit during the spell's duration, the spell ends with no effect.

After the spell ends, the weapon retains a keen

edge for the next 24 hours, as if an expert swordmaster had sharpened it with a whetstone.

Quivaelyn's Sloth Strike

2nd-level transmutation

Casting Time: 1 action
Range: 5 feet
Components: V, M (a weapon)
Duration: Instantaneous

As part of the action used to cast this spell, you must make a melee attack with a weapon against one creature within the spell's range, otherwise the spell fails. On a hit, the target suffers the attack's normal effects and takes an additional 1d10 cold damage, as its blood turns to leaden ice and its limbs grow heavy. Until the end of your next turn, the target's speed is halved, it takes a -2 penalty to AC and Dexterity saving throws, and it can't use reactions. On the target's next turn, it can use either an action or a bonus action, not both. Regardless of the creature's abilities or magic items, it can't make more than one melee or ranged Attack during its turn.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the initial extra damage dealt by the attack increases by 1d10 for each slot level above 2nd.

Quivaelyn's Wind Stepping Stance

2nd-level transmutation

Casting Time: 1 bonus action
Range: Self
Components: S
Duration: Concentration, up to 1 minute

A series of precise, silent gestures places you in a state in which you can run up anything that has any substance, even if it could not normally bear your weight: a cloud of dust, falling snowflakes, tiny branches, cherry blossoms on the breeze, and so on. For the duration, you gain a climbing speed equal to your walking speed, and you can climb vertically, at an angle, or move horizontally, through any unoccupied space, as long as there is anything more substantial than air within that space and it is not more than 40 feet above a surface on which you can stand. The spell ends early if you are incapacitated, restrained, or otherwise unable to move.

"The name of the moon elf swordmage and bladesinger Quivaelyn Mondior is often left off these spells, and some indicate that he is not their true inventor, but rather merely recreated effects that had been practiced in old Myth Drannor. Quivaelyn is also well-known for rediscovering lost elven traditions of battle magic not long before the Time of Troubles and for his later service as one of the most trusted armathors bodyguards of Lady Ilsevele Miritar, the seventh Coronal of the rebuilt realm of Cormanthyr. He is known to have survived the new Myth Drannor's fall, entering the service of a Cormyrean noble family for a time, but seems to vanish from history a few years after.

"In any case, his devoted scholarship has preserved many swordmage spells that would otherwise have been lost."

——*Laeral Silverhand*

"Rumors say that Quivaelyn fell in love with a human women, and settled down to raise a family, either in the rebuilt port of Ylraphon or somewhere on the Sword Coast.

—Elminster

Radiant Assault

7th-level evocation

Casting Time: 1 action
Range: 300 feet
Components: V, S
Duration: Instantaneous

You cause a blast of radiant energy in a 20-foot radius centered on a point within range. Any creature caught in the blast takes 12d6 radiant

damage, or half as much on a successful Dexterity saving throw.

In addition, a creature caught in the blast must make a Constitution saving throw or be stunned until the end of its next turn.

Blinded or sightless creatures are not affected by this spell.

At Higher Levels. When you cast this spell using a spell slot of 8th level or higher, the amount of radiant damage increases by 1d6 for each slot level above 7th.

Rage Beacon

5th-level enchantment

Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Concentration, up to 1 minute

Choose a point within range. Every creature within 10 feet of that point must make a Wisdom saving throw. Those that fail are filled with the overwhelming desire to murder you. They will move toward you as soon as they can, though they will not move into an obviously dangerous area. If the creature cannot get to you, the spell ends for that creature.

Creatures effected by this spell will use the Dash action to get close to you, and once within melee range with target you with all of their attacks. The creatures will perform no other actions. The creatures targeted by this spell have advantage on all melee attacks against you.

Rain of Blood

4th-level necromancy

Casting Time: 1 action
Range: 50 feet
Components: V, S, M (a needle)
Duration: Instantaneous

The sky darkens and blood rains from the sky. Creatures within a 10 foot radius 30 foot high cylinder centered on a point you choose within range must make a Dexterity saving throw. A creature takes 8d6 poison damage on a failed save, and half as much on a successful one. The ground under the cylinder becomes a sticky morass as the earth and stone dissolve. The area covered by the cylinder becomes difficult terrain for 10 minutes after he spell is cast.

At Higher Levels. You can cast this spell using a spell slot of 5th level or higher. You can increase the radius of the cylinder by 10 feet or the damage by 1d6 for each spell level above 4th.

Rain of Steel

2nd-level divination

Casting Time: 1 reaction, which you take when a creature ends its turn within 5 feet of you
Range: 5 feet
Components: V, M (a weapon)
Duration: Concentration, up to 1 minute

You enter a trancelike state of mystical combat awareness, sensing the approach of enemies and protectively whirling your weapon around to strike them with supernatural speed. When you cast this spell, until the start of your next turn, when a creature starts its turn within 5 feet of you, it takes 1d8 force damage.

Until the spell ends, whenever a creature ends its turn within 5 feet of you, you can use your reaction to reactivate this effect, causing the triggering creature and any other hostile creature that starts its turn within 5 feet of you until the start of your next turn to take 1d8 force damage.

"I believe this spell to be a recent creation, crafted by Ariella Kulmina, a Windsoul genasi swordmage from Airspur, though I know Elminster's scholarly opinion differs. He concludes that Ariella discovered it in the spellbook of the moon elf Josidiah Starym, a famed bladesinger of old Myth Drannor.

"Wherever it originated, it is now a favorite of those who combine blade and spell in battle, in frequent use by spellcasting warriors of both elven and genasi ancestry, as well as among the githyanki gish."

——*Laeral Silverhand*

"If this is not the spell Starym was researching with an apprentice when he and I crossed paths in Cormanthor in the 3rd Century, then by an unlikely coincidence Kulmina researched a nearly identical dweomer of her own over a millennium layter."

—*Elminster*

Rainbow Beam

2nd-level evocation

Casting Time: 1 action
Range: 60 feet
Components: V, S, M
Duration: Instantaneous

A ray of rainbow colored light streaks from your hand. Make a ranged spell attack. On a hit, the target takes damage equal to 2d12 + your spellcasting ability modifier, and it is stunned until the end of its next turn. A successful Constitution saving throw negates the stunning effect.

The type of damage dealt is rolled randomly from the following table:

d8 Roll	Color	Damage Type
1	Red	Fire
2	Orange	Acid
3	Yellow	Lightning
4	Green	Poison
5	Blue	Cold
6	Indigo	Thunder
7	Violet	Force
8	Multihued	Roll again twice, ignoring this result if rolled again

If the result indicates the beam is multihued, then the target takes 2d12 points of damage for each of the two damage types.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the amount of damage of the type rolled increases by 1d12 for every two slot levels above 2nd.

Rainbow Blast

3rd-level evocation

Casting Time: 1 action
Range: 150 feet
Components: V, S, M (a small clear gem or crystal prism worth at least 50 gp)
Duration: Instantaneous

A multihued ray of energy shoots from your hand at a target within range. Make a ranged spell attack. On hit, the ray deals 1d8 acid damage, 1d8 cold damage, 1d8 fire damage, 1d8 lightning damage, and 1d8 thunder damage to the target.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the amount of damage of each type increases by 1d8 for every three slot levels above 3rd.

Random Casualty

3rd-level transmutation

Casting Time: 1 reaction (after you or an ally has been struck by an enemy)
Range: 50 feet
Components: V, S
Duration: Instantaneous

As an enemy strikes your ally, you gesture and your ally is unharmed, but one of your enemies jerks as if struck. When an enemy within range has struck one of your allies, but before they roll for damage, you may use your reaction to force them to make a Wisdom saving throw. If they fail the damage is applied to one of their allies. Determine which ally randomly. The ally must be within 30 feet of the target. If the target has no allies, the spell fails.

Rary's Mnemonic Enhancer

4th-level transmutation

Casting Time: 1 minute
Range: Self

Components: V, S, M (a piece of string, black dragon blood, and squid ink)
Duration: 24 hours

You may only cast this spell once per day, before you start preparing your spells for the day. Choose up to three levels of spells (three first level spells, one first level spell and one second level spell, or one third level spell) from any other class's spell list. For 24 hours, you treat the selected spells as if they belonged to your class's spell list, and you may prepare those spells normally.

"A most convenient way to surprise your foes, aid your friends, and conjure lunch."

—Elminster

Rary's Superior Spell Enhancer

5th-level transmutation

Casting Time: 1 bonus action
Range: Self
Components: V
Duration: Concentration, up to 10 minutes

Once you cast this spell, you hold its energy to empower another spell you will cast later. Once before the spell ends, you can either grant yourself advantage on one spell attack roll or impose disadvantage on one saving throw made by a target against a spell you cast.

In addition, if the spell which you enhanced with one of the effects described above deals damage, you can reroll any damage die that rolls a 1. You must use the second roll for each die, even if the damage is lower.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, when rerolling damage dice for a spell you enhanced, you can reroll any damage die that rolls a 1 or a 2.

Ray of Entropy

6th-level necromancy

Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Concentration, up to 1 minute

You emit a ray of negative energy from your outstretched hand at a target within range. Make a ranged spell attack against the target. If the attack hits, the creature has disadvantage on Strength, Dexterity, and Constitution saving throws and ability checks for the duration of the spell.

An affected creature can attempt a Charisma saving throw at the end of each of its turns, and on a success, the spell ends.

"The hour approaches when Rary of Ket will face the reckoning he so richly deserves. After that long-awaited day, the only remnant of the traitor's existence will be the spells that bear his name."

—Mordenkainen

Ray of Exhaustion

3rd-level necromancy

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a drop of sweat)
Duration: Concentration, up to 1 minute

You strike a creature you can see within range with an enervating black ray. The creature must make a Constitution saving throw or suffer one level of exhaustion. If the creature misses its saving throw by 5 or more, it suffers two levels of exhaustion. On a successful save, the creature is unaffected.

Ray of Ondovir

2nd-level enchantment

Casting Time: 1 action
Range: 90 feet
Components: V, S
Duration: Instantaneous

Make a ranged spell attack against a creature in range. If you hit, the creature must repeat their movement action from the last turn. For example, if

the creature moved 15 feet forward and 15 feet to the right during its last move action, then it will immediately move 15 feet forward and 15 feet to the right. The creature will not move into an area that is dangerous or fatal. The spell will end if the creature would be forced into those areas.

Ray of Reprisal

3rd-level evocation

Casting Time: 1 reaction, which you take when a creature within 30 feet of you hits one of your allies with an attack roll
Range: 30 feet
Components: V, S
Duration: Instantaneous

You direct a beam of fierce radiance against an enemy and force it to feel the pain of the wounds it inflicted on your comrade. Make a ranged spell attack against the attacker. If the attack hits, it inflicts 4d6 radiant damage on the target.

Razorscales

2nd-level transmutation

Casting Time: 1 action
Range: Touch
Components: V, S, M (a thin-bladed razor)
Duration: Concentration, up to 1 minute

Your skin transforms into razor sharp scales. Your Armor Class cannot be lower than 15, no matter what armor you wear. In addition, any creature that grapples you or hits you with a melee attack during the duration must roll a Dexterity saving throw. On a failed save, the creature takes 2d4 slashing damage, or half as much on a successful one.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d4 for each slot level above 2nd.

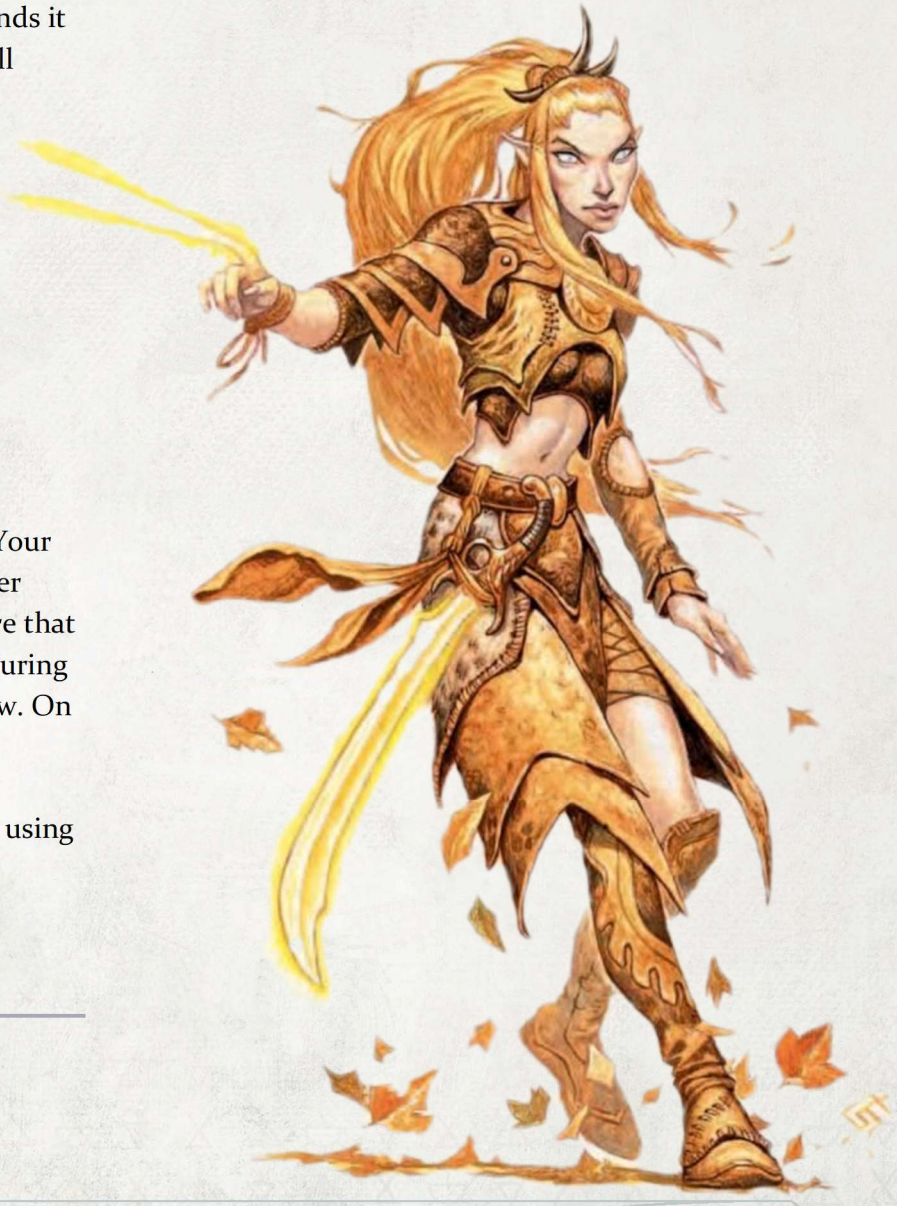
Read Moods

1st-level divination

Casting Time: 1 bonus action
Range: 60 feet
Components: S
Duration: Instantaneous

Choose up to six creatures you can see within range. Those creatures must make a Wisdom saving throw. If they succeed the spell has no effect on that creature. If they fail, the DM must provide you with a one-word summary of the emotional state of each creature, such as "happy," "confused," "afraid," or "violent." You receive no information from this spell about creatures that are not living (such as constructs or undead) or from creatures which are immune to psychic damage.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the number of creatures whose mood you can read with this spell is increased by two for each slot level above 1st.



"The practical value of knowing a possible oppoenent's emotional state cannot be overestimated, especially when entering into delicate negotiations or investigating the commission of a crime. Certain casters may not wish to spend their energies on it, but I can attest that early use of *read moods* has oft saved me the casting of many a *meteor swarm* spell later on."

——*Laeral Silverhand*

Read Object

6th-level divination (ritual)

Casting Time: 10 minutes
Range: Touch (1 object)
Components: V, S
Duration: Concentration, up to 1 hour

You can concentrate on an object you are touching, reading psychic impressions left on it by recent events. At the end of the time you spend casting this spell, you learn of any events within the past 24 hours that occurred within 30 feet of the object. You see, hear, and smell those events from the object's point of view, as if you had been there at the time.

You also see a mental image of the last creature that handled the object, also from the object's perspective, no matter how long ago the object was last held. The only information you receive about the creature is its appearance at that time (including a sense of its size), whether it was alone (although you can't see any other creatures that might have been there), and a one or two-word description from the DM describing that creature's emotional state the last time it touched the object (such as "Enraged", "Extremely Agitated", "Relaxed", "Satisfied", "Utterly Emotionless", etc.). If the creature was not capable of emotion, or if its mental state was too alien for you to understand, the DM will tell you that instead.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, if the object has been handled by multiple creatures within the last week, you get the same information about each creature who handled it during that time the same way you would normally receive about the last creature who handled it.

Reality Maelstrom

9th-level evocation

Casting Time: 1 action
Range: 150 feet
Components: V, S, M (a golden hoop no less than 1 inch across)
Duration: 1 round

With a crack of lightning and thunder, a 20-foot radius spherical rip in space and time appears, centered on a point you choose within range. All loose materials weighing under 100 pounds within the sphere are sucked into the center of the maelstrom and transported to a random plane of existence. Similarly, any creatures caught within the sphere must make a Wisdom saving throw or be pulled into the maelstrom and transported. All objects and creatures sucked into the maelstrom are transported to the same plane of existence.

The maelstrom has a secondary windstorm effect that extends 40 feet from the center of the sphere. All unattended objects weighing 50 pounds or less in the extended area are pulled 20 feet closer toward the maelstrom's center, and then sucked into the rift and transported. A creature within the extended area must make a Dexterity saving throw. On a failure, it is pulled 20 feet closer to the center of the sphere. Any creature pulled into the sphere must make the Wisdom saving throw, being transported to another plane on a failure.

Each time this spell is cast, roll on the following table to determine the destination for any objects or creatures transported to another plane.

d%	Planar Destination
01-05	Tarterian Depths of Carceri
06-10	Ever-Changing Chaos of Limbo
11-15	Windswept Depths of Pandemonium
16-20	Infinite Layers of the Abyss
21-25	Heroic Domains of Ysgard
26-30	Gray Waste of Hades

31-35	Bleak Eternity of Gehanna
36-40	Nine Hells of Baator
41-45	Infernal Battlefield of Acheron
46-50	Clockwork Nirvana of Mechanus
51-55	Peaceable Kingdoms of Arcadia
56-60	Seven Mounting Heavens of Celestia
61-65	Twin Paradises of Bytopia
66-70	Blessed Fields of Elysium
71-75	Wilderness of the Beastlands
76-80	Olympian Glades of Arborea
81-89	Concordant Domain of the Outlands
90-91	Elemental Plane of Fire
92-93	Elemental Plane of Earth
94-95	Elemental Plane of Air
96-97	Elemental Plane of Water
98	Feywild
99	Shadowfell
100	Barovia or other demiplane of the DM's Choice

Reaver's Touch

Necromancy cantrip

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Instantaneous

The touch of your hand drains a target's life energy, allowing you to sacrifice animals or sometimes other creatures to make their vitality your own. Make a melee spell attack against a conscious living creature within range. You have advantage if your target is a beast. On a hit, the target takes 1d6 necrotic damage, and you gain temporary hit points equal to half the damage dealt (rounded up). The spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

"Sometimes the simplest magic is also the darkest."

—Elminster

Recitation

4th-level enchantment

Casting Time: 1 bonus action
Range: 30 feet
Components: V, S, M (a sacred text of your faith)
Duration: Concentration, up to 1 minute

By reciting a sacred passage or declaration from holy teachings, you invoke ancient divine blessings upon your allies. Choose up to four creatures within range, one of which may be yourself. Whenever a target makes an attack roll or a saving throw before the spell ends, the target can roll a d4 and add the number rolled to the attack roll or saving throw.

If the target worships the same patron deity as you, it may choose to roll a d6 for the benefit of this spell instead of a d4.

Whether or not you choose yourself as a target of this spell, you gain a +2 bonus to your Armor Class for the duration.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you can target one additional creature for each slot level above 4th.

Redirect Spell

3rd-level abjuration

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Concentration, up to 10 minutes

You create a magical connection between yourself and an ally, such that any spells that would harm the ally are redirected to you. Touch a willing creature when you cast this spell. Whenever you are within 15 feet of that creature, and it is forced to make a saving throw against a spell, or it is targeted by a spell attack, the spell targets you instead. If the spell forces a saving throw, you make your own saving throw against it and undergo its effects for a success or failure. If the spell is an attack, the attack roll is made against you.

This spell ends early if the chosen creature is ever more than a mile away from you.

Reflect Elements

3rd-level abjuration

Casting Time: 1 reaction, taken when you would take acid, cold, fire, lightning, or thunder damage
Range: Self
Components: S
Duration: Instantaneous

The spell partially redirects the elemental energy affecting you, turning some of it against its source. Make a melee or ranged spell attack (your choice), targeting the source of the triggering damage. On a hit, the target takes force damage equal to half the damage it just dealt. Whether you hit or miss, you gain resistance to the triggering damage type (including against the triggering damage) until the start of your next turn.

> "The lower-level spell *absorb elements* is highly effective, yet against enemies of great power [especially dragons], *reflect elements* can be even better."
>
> ——*Laeral Silverhand*

Refuge Talisman

7th-level conjuration

Casting Time: 1 action
Range: Touch
Components: V, S, M (a specially prepared breakable object worth at least 1,500 gp)
Duration: Instantaneous

You imbue a specially crafted object with powerful magic. A creature can speak the command word while breaking the object and be instantly teleported to a location you designated when the spell was cast. The destination must be on the same plane of existence as the object when broken, or the spell fails.

Regal Procession

3rd-level conjuration

Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Instantaneous

This spell functions like *find steed*, except you summon three more mounts that come with bit and bridles, riding saddles, saddle blankets, ribbons and adornments, and a regal banner. You select the color of the horses and livery, which can include heraldry or a personal symbol.

Rejuvenate Self

1st-level necromancy

Casting Time: 1 action
Range: Self
Components: V, S
Duration: Concentration, up to 1 minute

For the duration of this spell, at the beginning of each of your turns, if you made one or more melee attacks that inflicted at least 10 points of damage since the start of your previous turn, you gain 1 temporary hit point for every 5 points of damage you inflicted with your most damaging attack. The maximum number of temporary hit points you can gain in this way in one turn is equal to your spellcasting ability modifier.

At Higher Levels. When you cast this spell using a 2nd-level or higher spell slot, you increase the duration of the spell to 10 minutes. If you use a 3rd-level or higher spell slot, the duration increases to 1 hour. In addition, the maximum number of temporary hit points you can gain from this spell in one turn is equal to your spellcasting ability modifier or the level of the slot you used to cast this spell, whichever is higher.

> "Few magical strategies are more effective than harming one's enemies and energizing one's self at the same time."
>
> —Acererak

Remote Viewing

Divination cantrip

Casting Time: 1 bonus action
Range: 30 feet

Components: V, S
Duration: 1 round

An image forms in your mind, revealing what you would see if you were standing some distance away. Choose one point within range that you can see. Until the end of your next turn, you perceive visually from that point instead of where you actually are. You determine line of sight from that point as well.

Revenance

2nd-level necromancy

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Concentration, up to 10 minutes

An undead you touch is warded against the petty whims of the gods. The warded undead ignores the next time an enemy attempts to turn it.

Reverse Arrows

3rd-level abjuration

Casting Time: 1 action
Range: Self
Components: V, S
Duration: Concentration, up to 1 minute

Ranged attacks with nonmagical missiles have disadvantage to hit you for the duration. If a missile misses you due to this disadvantage, then the missile is turned back upon your attacker. If that happens, use your reaction to make a ranged spell attack against the attacker. On a hit, the target takes the normal missile damage.

In addition, you have resistance to damage from nonmagical missiles for the duration

Reverse Teleport

8th-level conjuration

Casting Time: 1 reaction (which you take at the end of any turn during which a creature within range teleported or left the plane you are in for another)
Range: 50 feet
Components: V, S
Duration: Instantaneous

The triggering creature must make a Wisdom saving throw. If it fails, the teleportation or planar travel is reversed, and the target reappears in the space it occupied before it traveled in this way.

Righteous Might

5th-level transmutation

Casting Time: 1 action
Components: V, S, M (your holy symbol)
Range: Self
Duration: Concentration, up to 1 minute

You grow enormous as you are filled with holy power. For the duration, your size increases by one category (from Medium to Large, for example) and you have advantage on Strength and Constitution checks and saving throws. In addition, your skin hardens, giving you a +4 bonus to AC, and you have resistance to necrotic damage.

Any equipment you carry or wear also grows. Your melee weapons increase their reach by 5 feet, and attacks you make with them inflict an additional +2 damage. Your ranged weapons also inflict an additional +2 damage, but their range is unchanged.

After casting this spell, if you cast it again before you finish a short or long rest, you must make a Constitution saving throw at disadvantage, against a DC equal to your own spellcasting DC plus the number of times you have cast this spell since the last time you finished a short or long rest. If you fail, you fall unconscious for 1 minute, and the spell fails.

Rip Creature

5th-level transmutation

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (two black gloves worth at least 20 gp)
Duration: Concentration, up to 1 minute

You point at one creature of Large size or smaller that you can see within range. The creature must

make a Constitution saving throw or take 2d10 slashing damage, as it begins to rip apart. On a successful save, the target takes half the damage. On each of your turns for the duration, you can use a bonus action to force the creature to make the save and suffer the damage again.

If a creature is reduced to 0 hit points by this spell, it dies as it is ripped in half.

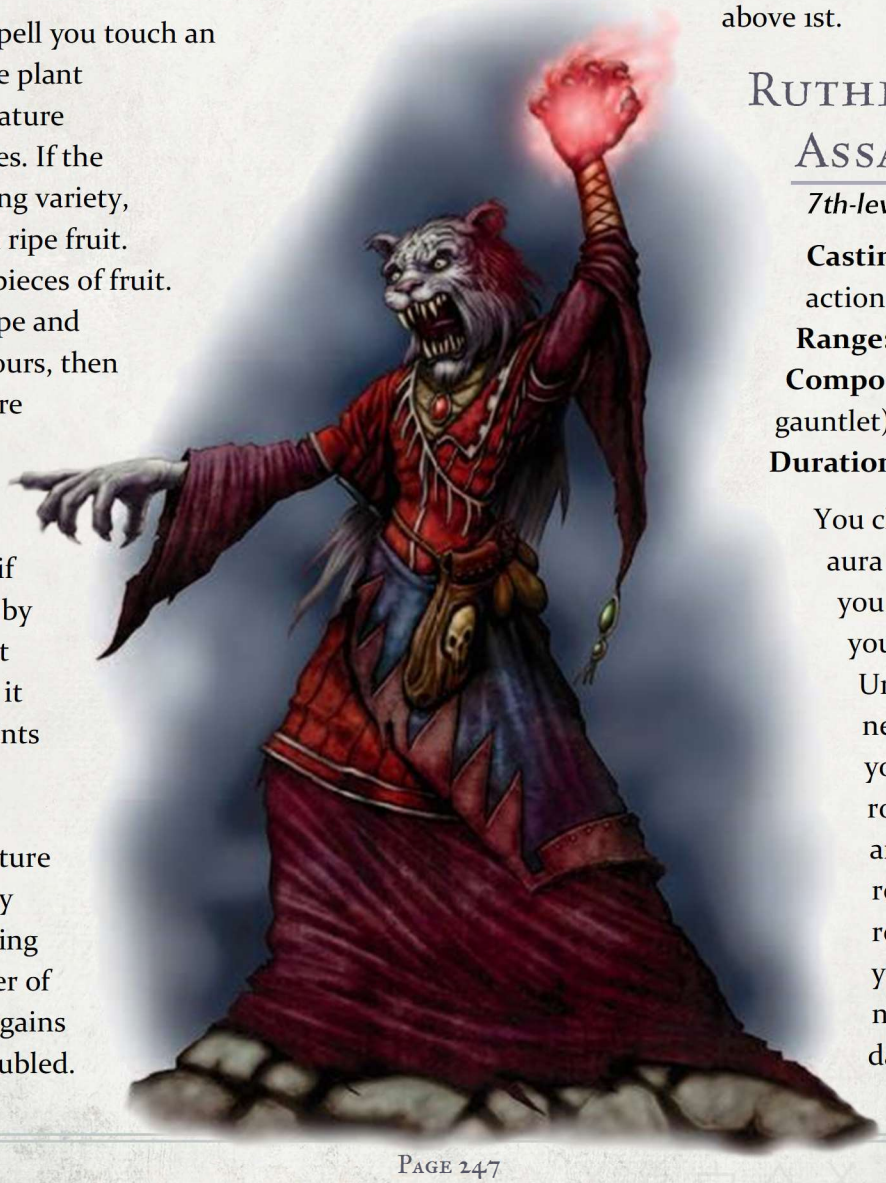
At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d10 for every two slot levels above 5th.

Ripen

1st-level transmutation (ritual)

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Instantaneous

While casting this spell you touch an immature plant. The plant transforms into a mature member of its species. If the plant is a fruit bearing variety, then it is laden with ripe fruit. You can pick 1d4+1 pieces of fruit. The fruit remains ripe and nourishing for 24 hours, then rots. When a creature eats one or pieces of this fruit that are still ripe during a short rest, if it regains hit points by spending Hit Dice at the end of that rest, it regains extra hit points equal to your spellcasting ability modifier. If the creature has also received any magical healing during that rest, the number of extra hit points it regains from this spell is doubled.



Rune of Peace

1st-level enchantment

Casting Time: 1 action
Range: 5 feet
Components: V, S
Duration: 1 round

As part of the action of casting this spell, you must make a melee weapon attack or unarmed strike against a target within range, otherwise the spell fails. On a hit, your attack deals an extra 1d6 radiant damage and the target must make a Wisdom saving throw. On a failure, the target cannot make any attack rolls against you until after the end of its next turn.

At Higher Levels. You can cast this spell using a 2nd level or higher spell slot,increasing the radiant damage by 1d6 for every spell level above 1st.

Ruthless Assault

7th-level enchantment

Casting Time: 1 bonus action
Range: Self
Components: V, M (an iron gauntlet)
Duration: 1 round

You cloak yourself in an aura of might that grants you strength and speeds your allies' attacks. Until the end of your next turn, whenever you make an attack roll, you can roll 1d8 and add the number rolled to your attack roll. If the attack hits, you add same number to the damage inflicted. For

the same duration, you gain an additional action on each of your turns. The action can be used to take any one of the following actions: Attack (one weapon attack only), Dash, Disengage, Hide, or Use an Object. Any creature of your choice that starts its next turn within 10 feet of you also gains the same additional action on its turn.

Sacred Strike

4th-level necromancy

Casting Time: 1 action
Range: Self
Components: V, S, M (two drops of unholy water, and one of the caster's hairs)
Duration: Concentration, up to 1 minute

You conjure a whip-like flexible line of force that emanates from your hand and crackles with purple-hued sparks. You are considered proficient with the weapon, wielding it like a normal melee weapon, and you may substitute your spellcasting ability modifier for your Strength modifier when making attack and damage rolls with it. It has a reach of 10 feet.

Any living creature struck by the weapon suffers excruciating pain and takes an amount of necrotic damage equal to 4d4 + your spellcasting ability modifier. A creature struck by the whip must make a Constitution saving throw. On a failure, it suffers disadvantage on the next attack roll, ability check, or saving throw it makes before the end of its next turn. After dealing damage, the caster regains a number of hit points equal to half the necrotic damage dealt.

An undead creature struck by the weapon takes damage normally, but does not suffer any further effects. In addition, rather than being healed, when you damage an undead creature with this spell, you take damage equal to half the necrotic damage inflicted.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the amount of necrotic damage increases by 1d4 for every two slot levels above 4th.

Saga of Foretold Doom

9th-level divination

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a ranged weapon)
Duration: Concentration, up to 1 minute

As you strike, you call out an ancient prophecy that seems to have predicted your opponent's defeat long ago. As part of the action of casting this spell, make a ranged weapon attack against a creature within range. You can use your spellcasting ability instead of Dexterity for the attack and damage roll for this attack. If the attack hits, it inflicts an additional 2d12 psychic damage, and all attack rolls against the target are made with advantage for the spell's duration.

At the end of each of the target's turns before the spell ends, the target must make a Wisdom saving throw. On a failure, it takes 6d12 psychic damage and is frightened of you until the end of its next turn. On a successful save, the spell ends.

This spell immediately ends if you cast it again before the end of its duration.

"Bards are often of little use, trifling fools ruled by thirst for fame and their own basest impulses. Yet this is not always the case.

"The eldritch threat posed by certain bards of great power should not be underestimated—especially when such a bard possesses the gift of prescience."

—Mordenkainen

Salutary Touch

1st-level transmutation

Casting Time: 1 bonus action
Range: Touch
Components: V, S
Duration: 1 hour

Your touch grants the target advantage on Constitution saving throws to avoid exhaustion until this spell ends.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the duration increases by 1 hour or every slot level above 1st.

Sand Blade

6th-level transmutation

Casting Time: 1 hour
Range: Self
Components: V, S, M (a hilt worth at least 500 gp and a pound of sand)
Duration: Instantaneous

You turn a pile of sand into a scimitar that burns with the heat of the desert sun. The scimitar inflicts 1d6 slashing damage plus 1d6 fire damage on a successful hit. You may use your spellcasting ability modifier for to hit and damage rolls with the scimitar. If you roll a 1 to hit, the scimitar shatters into a thousand pieces and you must forge a new one.

If you roll a natural 20 to hit, you may choose to shatter the scimitar. The scimitar is destroyed but the shards are buried into your target. Your target must make a Constitution saving throw. If they succeed, they rip the shards from their body. If they fail, they take 1d6 slashing damage at the beginning of your turn. The victim can repeat the Constitution saving throw at the end of their turn, ending the damage on a successful save. The shards will continue to burrow into your victim until it dies or successfully saves.

Scattered Form

1st-level transmutation

Casting Time: 1 action
Range: 5 feet
Components: V
Duration: Instantaneous

Your body briefly transforms, shattering into a horde of insects to attack nearby creatures before instantly reforming. Each creature within range, other than you, must succeed on a Dexterity saving throw, taking 2d10 piercing damage on a failure, or half as much on a success. If at least one creature fails its saving throw, you gain resistance to nonmagical bludgeoning, piercing, and slashing damage until the end of your next turn.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the piercing damage increases by a 1d10 for each slot level above first.

Scintillating Sphere

3rd-level evocation

Casting Time: 1 action
Range: 120 feet
Components: V, S, M (a small glass sphere and a pinch of iron oxide)
Duration: Instantaneous

A small electrically charged sphere appears in the air in front of you and then streaks out to a location you can see within range. When the sphere reaches the location, it bursts with electricity in a 20-foot radius. Each creature within the area must make a Dexterity saving throw or take 5d10 lightning damage, or half as much on a successful save. Creatures wearing metal armor have disadvantage on the save.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d10 for every slot level above 3rd.

Seal Mouth

2nd-level enchantment

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Until dispelled

Choose one creature you choose within range. Until the spell ends, whenever the creature speaks of you, even indirectly, it must make a Wisdom saving throw if it would say anything about you that would be considered critical, incriminating, or negative in any way. On a failure, its words come out as

nonsensical stories or children's nursery rhymes from which no relevant meaning can be discerned. If the creature succeeds on this Wisdom saving throw, the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 4th or 5th level, the spell does not end until the creature has succeeded on the Wisdom saving throw twice. If the spell slot is 6th level or higher, the spell does not end until the creature has succeeded on the Wisdom saving throw three times.

Searing Light

3rd-level evocation

Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: Instantaneous

A blast of light shoots from your palm. Make a ranged spell attack against a target within range. If you hit, the target takes 4d10 radiant damage. If the target is undead, it takes maximum damage, and must make a Wisdom saving throw. On a failed save, the target is stunned until the end of its next turn.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the radiant damage increases by 1d10 (or max damage against undead) for every slot level above 3rd.

Secret Page

2nd-level transmutation (ritual)

Casting Time: 1 minute
Range: Touch
Components: V, S, M (powdered herring scales, and essence of will o' wisp)
Duration: Instantaneous

You transform the contents of a page to appear totally different. A map could be made to look like a poem, a business ledger, or even a blank page. A *comprehend languages* spell doesn't reveal the true nature of the page. You can use a command word to reveal the page's true contents or speak it twice in succession to end the spell.

The page will radiate a dim aura of transmutation magic. If *dispel magic* is cast on the page, the spell ends if this spell was cast using a spell slot of 2nd or 3rd level, and the page's true contents are revealed; however, if this spell was cast using a spell slot of 4th level or higher and the attempt to dispel its magic fails, the page is destroyed, and its contents are unrecoverable.

A *true seeing* spell will reveal the true nature of the page, but it does not give its caster knowledge of any languages required to decipher the text.

At Higher Levels. When you cast this spell using a spell slot higher than 2nd level, you can affect one additional page, and the difficulty of dispelling its magic increases accordingly.

See Hidden Doors

3rd-level divination

Casting Time: 1 action
Range: 30 feet
Components: V, M (a polished glass lens)
Duration: Concentration, up to 10 minutes

Once per minute for the duration, you can search a 50-foot section of wall while peering through a specially crafted lens; you automatically detect the presence of secret doors along the section of wall you search as they are surrounded by a faint glow that you can only see while peering through the lens.

See Through Other Eyes

2nd-level divination

Casting Time: 1 action
Range: 120 feet
Components: V, S M (a beholder eyestalk)
Duration: Concentration, up to 10 minutes

Choose one target within range. That target must make a Wisdom saving throw. If they fail, you can see through their eyes. The target is unaware that you can see through their eyes. You may use a bonus action to switch between your target's eyes and your own. You do not gain access to any of the other senses your target possesses, but you can see

through their eyes for the duration of the spell as long as your target stays on the same plane and does not enter an anti-magic field. If the target successfully saves, the spell has no effect.

Seed of Fire

4th-level evocation

Casting Time: 1 action
Range: 5 feet
Components: V, M (a weapon)
Duration: Instantaneous

Your attack leaves a glowing mote of arcane power in your enemy's wound. As part of the action used to cast this spell, you must make a melee attack with a weapon against one creature within the spell's range, otherwise the spell fails. On a hit, the target suffers the attack's normal effects and you push it 15 feet away from you, kicking your foe free of your blade before it erupts in a blossom of hellish flames. The target you hit and each creature within 10 feet of it must succeed on a Dexterity saving throw or take 4d6 fire damage.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the fire damage increases by 1d6 for each slot level above 1st.

Seek Eternal Rest

4th-level necromancy

Casting Time: 1 bonus action
Range: Self
Components: V, S
Duration: 1 minute

The next time you use a Channel Divinity option that turns undead or other creatures before this spell ends, you add 1d4+1 to the DC of saving throws against the turning effect, and the spell ends..

Seeking Missile

1st-level transmutation

Casting Time: 1 reaction, which you take when you miss with a ranged weapon attack roll
Range: Self
Components: V
Duration: Instantaneous

Your projectile changes direction in mid-air to strike your foe. You repeat the triggering ranged weapon attack roll against the same target. You must use the new roll.

Seize Mind

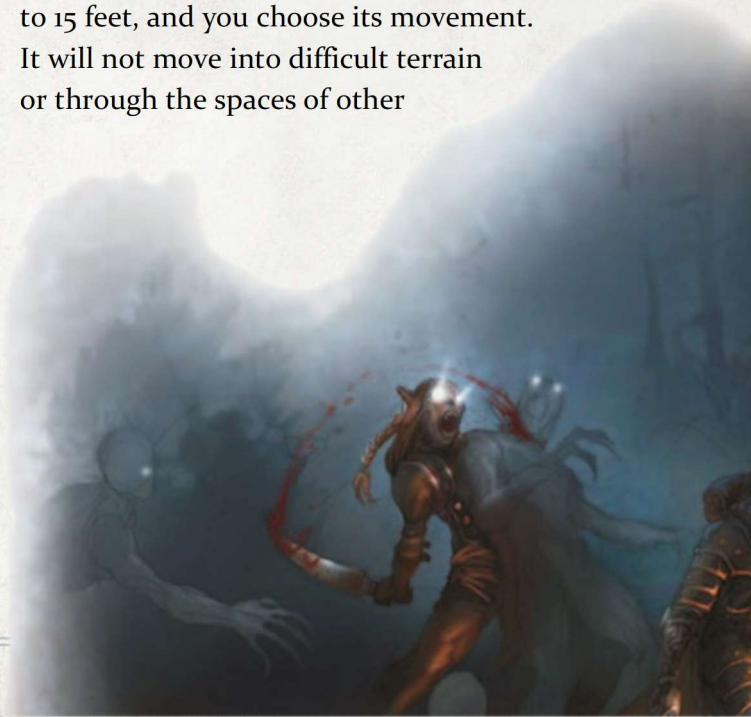
Enchantment cantrip

Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Instantaneous

With a whispered word and a piercing gaze, you momentarily project an impulse into your enemy's mind, channeling its hostility towards you into a sudden reflexive attack against another of your foes. Choose one humanoid creature you can see within range that can also see and hear you. The target must succeed on a Wisdom saving throw or become charmed by you until the start of its next turn. A creature has advantage on this saving throw if it is not currently in combat, or if it has witnessed another creature fail its saving throw against your casting of this spell within the past minute.

When you charm a target with this spell, any other creatures who can see or hear you know you have magically influenced the target, and you can immediately choose one of two effects:

- ✧ You can force the charmed target to walk up to 15 feet, and you choose its movement. It will not move into difficult terrain or through the spaces of other



creatures, and its movement only provokes opportunity attacks from other creatures hostile to you. After the creature moves, the spell ends.

- ✧ You can make a melee spell attack against another creature within 5 feet of the charmed target. The charmed target delivers this melee spell attack, as if it had cast the spell. On a hit, the attack inflicts 1d6 psychic damage. Whether the attack hits or misses, the spell ends.

When the spell ends, the creature realizes that you used magic to control it and becomes hostile toward you. It likely seeks to attack you or your allies, but will not do so if doing so would be disadvantageous for it or its friends. The creature might also seek retribution in other ways (at the DM's discretion), depending on the situation.

The spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

"Arguably the most powerful cantrip in battle. Not only excellent for quickly establishing tactical controil, but also invaluable for the fear and uncertainty it sows in the enemy's ranks."

—Mordenkainen

"On this point, I find myself in agreement with the pitiful Mordenkainen. A rare occasion, that.

"Teaching this cantrip to even the most ignorant of apprentices makes them much more useful when they fight in the company of your other minions."

—Acererak

Sensate's Rush

3rd-level evocation

Casting Time: 1 bonus action
Range: Self
Components: V
Duration: Concentration, up to 1 hour

You channel your hunger for new experiences into a special state of mental focus. For the duration, whenever you attack with a weapon you have not attacked with since the last time you rolled initiative, you roll 1d6 and add the result to the attack roll. You gain the same bonus when you cast a spell requiring an attack roll that you have not cast since the last time you rolled initiative.

"This spell was first researched in the outer-planar city of Sigil, by members of a faction known as the Society of Sensation. Not all casters are as eager for new experiences as the creators of this spell, especially after a thousand years or more of life, but the magic is potent enough that it always achieves its practical effect, regardless of the user's state of mind."

——Laeral Silverhand

Sensory Caress

1st-level divination (ritual)

Casting Time: 1 bonus action
Range: Touch
Components: S
Duration: 1 hour

In a moment of quiet reflection, you touch a creature and can take its pain or anguish onto yourself, temporarily suppressing one condition afflicting it. The condition can be blinded, deafened, paralyzed, or poisoned. When you suppress the condition, the creature is no longer afflicted with it, but you immediately suffer the same condition yourself for duration, even if you would normally be immune to it. At the end of your next turn, you can make a Constitution saving throw against your own spellcasting DC. If you succeed, the condition ends early for you, but it remains suppressed for the original creature until the spell ends. If you fail, you can make the saving throw again at the end of each of your turns until you end the condition early or the spell ends.

When this spell ends, any suppressed effect resumes for the creature that originally suffered it, provided that its duration has not expired in the

meantime.

Sensory Deprivation

4th-level illusion

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a black silk cloth)
Duration: Concentration, up to 1 minute

Choose a creature that you can see within range as your target. The creature must make a Wisdom saving throw. On a failed save, the creature is blinded, deafened, and it can't benefit from blindsight or any other sense for the duration.

The creature can attempt a new saving throw at the end of each of its turns, and on a success, the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, you can affect one more creature within range for every two slot levels above 4th.

Sentinel's Mark

3rd-level divination

Casting Time: 1 bonus action
Range: 90 feet
Components: V
Duration: Concentration, up to 8 hours

You choose a creature you can see within range and mark it as your doomed prey with this more powerful version of the *hunter's mark* spell. Until the spell ends, you have advantage on any Wisdom check you make to find the target or discern any other information about it, and you deal an extra 1d10 damage to the target whenever you hit it with a weapon attack.

Whenever the target takes the extra damage from this spell, until the end of its next turn it has disadvantage while it is within 5 feet of you on any attack roll that doesn't target you. A creature does not suffer disadvantage on attack rolls from this spell while it is marked by another creature.

If the target drops to 0 hit points before this spell ends, you can use a bonus action on a subsequent turn of yours to mark a new creature.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you can maintain your concentration on the spell for up to 24 hours.

Serenity of Stone

4th-level abjuration

Casting Time: 1 bonus action
Range: Self
Components: S, M (a polished obsidian mirror worth 200 gp, which the spell consumes)
Duration: Concentration, up to 1 minute

Your body and mind are invested with the hardness of stone and the inexorable power of flowing magma. Until the spell ends, you gain resistance to fire damage and to nonmagical bludgeoning, piercing, and slashing damage, and you have advantage on Wisdom and Intelligence saving throws.

Serpent Arrows

4th-level transmutation

Casting Time: 1 action
Range: Touch
Components: V, S, M (a serpent scale)
Duration: Concentration, up to 1 hour

You touch a quiver containing arrows or bolts. When a target is hit by a ranged weapon attack using a piece of ammunition drawn from the quiver, the target takes an extra 2d6 poison damage. Even if the attack misses, the target takes 1d6 poison damage. The spell's magic ends on the piece of ammunition when it hits or misses, and the spell ends when ten pieces of ammunition have been drawn from the quiver.

After each attack, whether it hits or misses, the used piece of ammunition falls into an unoccupied space closest to the target, where it transforms into a **giant poisonous snake** under the control of the creature who attacked with the ammunition.

Giant poisonous snakes created by this spell are friendly to you and your companions. They act on the initiative of the creature who attacked with

the ammunition, immediately after that creature's turn ends, but act on their own. The snakes obey any verbal commands issued by the creature controlling them (no action required by you). If that creature doesn't issue any commands, the snakes continue to attack the target of the ranged attack (even if the target has dropped to 0 hit points), but otherwise take no actions beyond defending themselves.

Each snake changes back into a piece of ammunition when it drops to 0 hit points or when the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the number of pieces of ammunition you can affect increases by two for each slot level above 4th.

"Serpent arrows.' What can I say? There are some people in this world with truly twisted imaginations."

—Elminster

Serpent Missile

1st-level evocation

Casting Time: 1 action
Range: 120 feet
Components: V, S, M (s snake scale)
Duration: Instantaneous

Writhing bolts of energy leap from your hand, and strike a target you can see within range. The target must make a Constitution saving throw. On failure, the target takes 3d4 poison damage, and is poisoned until the end of its next turn. On a successful save, it only takes half damage and isn't poisoned.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you deal an extra 1d4 poison damage, and the poisoned condition lasts one round longer for each slot level above 1st.

Serten's Spell Immunity

4th-level abjuration

Casting Time: 1 action
Range: Self
Components: V, S, M (the same material components, if any, as the spell you choose)
Duration: Instantaneous

Choose a spell of 4th level or lower. The next time you are targetted by, or included in the area of effect, of that spell it will have no effect on you. Once the named spell has been negated, or when you complete your next long rest, the spell ends.

"This spell is often associated with the cleric Serten, a close friend of Tenser who died in battle some years ago. In fact, a legendary archmage, also called Serten, created the spell long before the famed cleric was born. Adding to the confusion was the fact that the cleric Serten possessed a magic ring which granted him the benefits of this spell.

"Tenser spent years blaming me for the cleric's death. Whether he ever forgave me or saw sense, I don't know, but I bear no responsibility for the man's fate. The truth is, the cleric Serten was a fool—a brave, kindly, helpful fool, but a fool nonetheless—and he was undone by his own reckless yearning for adventure."

—Mordenkainen

Servant Army

5th-level conjuration (ritual)

Casting Time: 1 action
Range: 90 feet
Components: V, S, M (a small stick crossbar to which many lengths of knotted thread are attached)
Duration: Up to 1 hour

You create a number of invisible, mindless, shapeless forces that perform simple tasks at your command. Roll 3d4 to determine how many servants you create. Each servant obeys any verbal commands that you issue (no action required by you). However, if you don't issue any commands, a

servant does nothing as it awaits your next command.

Once you give a command, each servant performs its task to the best of its ability until its task is completed. It then waits for your next command. Your servants can run and fetch things, open unstuck doors, and hold chairs as well as clean and mend. A servant can also be used for common laborious tasks, if you carefully direct it. The servants are no better or faster at tasks than a basic or unskilled commoner would be.

The servants can serve food or wine at a banquet, help dig earthworks, row a ship, act as porters, fold clothes, or assist in a farmer's fields. Each servant can perform only one activity at a time, but it repeats the same activity continuously if told to do so. This allows you to command one servant to perform a repetitive task and then turn your attention elsewhere if you remain within range. Servants can open only normal doors, drawers, lids, and so forth. They have an effective Strength score of 2 (so they can carry 30 pounds, and push, drag, or lift 60 pounds). They can trigger traps and such, but they can exert only 60 pounds of force, and that is not enough to activate certain pressure plates and other devices. A servant's speed is 15 feet.

The servants cannot attack in any way, and are never allowed to make an attack roll. The servants have an Armor Class of 10 and 6 hit points. The servants cannot be killed, but they dissipate after taking 6 points of damage. (They do not make saving throws). If you attempt to send a servant beyond the spell's range (measured from your current position), that servant ceases to exist.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, you create 1d4 additional servants for every slot level above 5th. When you cast it using a spell slot of 7th level or higher, the spell's duration increases to 8 hours.

"On the eve of a naval battle, a wu-jen conjurer of Koryo once inflicted great fear and chaos upon a Kozakuran port with the *servant army* spell. Making herself unseen with other tricks, she would stand on the docks, magically distract sailors on watch, have the invisible servants she'd conjured board a ship and sail it fifty feet or so from shore, then move to another berth and repeat the same trick.

"Mages of Kara-Tur invented this spell, and their region's history records many creative uses of it. The subtlety I often find so lacking in the spellcasters of Faerûn seems to be much less rare in the nations of that eastern continent."

——*Laeral Silverhand*

Shadow Burst

2nd-level necromancy

Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: Concentration, up to 1 minute

A cloud of gray shadowy goo leaps from your hand and hits a creature of your choice that you can see within range, ripping at the target's eyes, flowing into its mouth, and menacing it any way it can. The bolt of goo deals 2d6 necrotic damage to its target.

In addition, the target must make a Constitution saving throw. On a failure, the target has disadvantage on ability checks, attack rolls, and saving throws for the duration.

The target can attempt a new Constitution saving throw at the end of each of its turns, ending the spell on a success.

"A battlemage of the Shoon Imperium cast this at me once. 'Twas most unpleasant. The mage in question is no longer with us—of course, the Shoon Empire isn't either."

—Elminster

Shadow Form

5th-level illusion

Casting Time: 1 action
Range: Touch
Components: V, S, M (part of a funeral shroud)
Duration: Up to 1 hour

You wrap one person you touch in the essence of the Shadowfell. The creature becomes harder to see and its body becomes much more malleable. Until the spell ends, he creature gains advantage on all Dexterity (Stealth) checks. Whenever it makes such a check, it is considered proficient in the Stealth skill. A creature that is already proficient in the Stealth skill adds double its normal proficiency bonus to the check, instead of its normal proficiency bonus. For the duration, the subject of this spell can also squeeze through any gap larger than 1-inch wide.

Shadow Magic

5th-level illusion

Casting Time: 1 action
Range: 120 feet
Components: V, S, M (an iron rod and a bit of bat fur)
Duration: Instantaneous

You cast an illusionary version of one of the following spells: *fireball, cone of cold,* or *lightning bolt*. Treat this as if the spellcaster had cast one of those spells, with the following exceptions:



- ✧ Targets make a Charisma saving throw instead of the normal saving throw for the imitated spell.
- ✧ Instead of the normal damage for the imitated spell, creatures who fail the Charisma saving throw take 4d6 necrotic damage and 4d6 psychic damage on a failed save, or half as much of each type of damage on a successful one.
- ✧ A creature reduced to 0 hit points by this spell is not killed, but is stable and unconscious at 0 hit points. A creature that falls unconscious due to damage from this spell can make a Wisdom saving throw at the end of each of its turns. On a success, it regains hit points equal to the psychic damage this spell inflicted.
- ✧ A a creature that takes psychic damage from this spell heals a number of hit points equal to the psychic damage 1 minute after the damage was taken, unless it already recovered those hit points by making a successful Wisdom saving throw against this spell, as described above.

At Higher Levels. When you cast this spell using a spell slot of 6th-level or higher, you deal an extra 1d6 psychic damage for every two spell levels above 4th. In addition, when you cast this spell using a spell slot of 7th-level or higher, you deal an extra 1d6 necrotic damage for every two spell levels above 5th.

Shadow Missile

1st-level conjuration

Casting Time: 1 action
Range: 60 feet
Comonents: S
Duration: Instantaneous

When you cast this spell, a wickedly bladed dart or throwing star made of black metal appears in your hand, and you hurl it instantly. Make a ranged spell attack against the target. You have advantage on this attack if you are lightly or heavily obscured from

your target. The target is considered to have half cover against this attack if it is standing in direct sunlight (half cover grants +2 AC).

On a hit, the target takes 1d10 piercing damage. Hit or miss, the projectile breaks and explodes in a shower of shrapnel. The target and each creature within 5 feet of it must succeed on a Constitution saving throw or take one level of exhaustion and 1d8 necrotic damage. When a creature that already has one or more levels of exhaustion gains a new level of exhaustion from this spell, it becomes immune to gaining further levels of exhaustion from this spell for 24 hours.

At Higher Levels. When you cast this spell using a 2nd level or higher spell slot, the necrotic damage increases by ld8 for each slot level above 2nd.

Shadow Monsters

4th-level conjuration

Casting Time: 1 action
Range: 90 feet
Components: V, S
Duration: Concentration, up to 1 minute

You select a shadowy area the size of a 40-foot cube within range. You cause four **shadows** (as described in the Monster Manual) to manifest in unoccupied spaces within the area. On each of your turns for the duration, you can use a bonus action to command the shadows to move up to their full speed and attack creatures of your choice within their reach.

At Higher Levels. When you cast this spell with a 6th level spell slot, you summon 8 shadows. When you cast this spell with an 8th level spell sot, you summon 12 shadows.

> "Summon darkness, then fill it with monsters. Enemies bold enough to confront you should expect a nightmare, and you should live up to everything your enemies fear you to be."
>
> —Acererak

Shadow Sight

2nd-level divination

Casting Time: 1 bonus action
Range: Self
Components: V, S, M (a lens of black glass)
Duration: 1 round

An inner light flares in your eyes, allowing you to briefly see hidden things and gaze into even the deepest darkness. Until the end of your next turn, you can see normally in darkness, both magical and non-magical, to a distance of 60 feet. For the same duration, you see invisible creatures and objects as if they were visible, and you can see into the Ethereal Plane. Ethereal creatures and objects appear ghostly and translucent.

Shadow Walk

7th-level abjuration

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: 4 hours

You and a creature you touch are transported to the border of the Shadowfell, where you can travel at a rate of 7 miles per hour and re-enter the Material plane at a location you know. Alternatively, you can choose to enter the Demiplane of Shadow and then travel to where it borders another plane of existence, and then exit at that location.

Instead of transporting a willing creature, you can make a melee spell attack as part of the same action used to cast this spell to touch an unwilling creature within your reach. On a hit, the creature is transported to the Demiplane of Shadow while you are transported to a space within 5 feet of it or to the border the material plane (your choice). If the creature doesn't find an exit to another plane before the spell ends, it is transported to a random plane that borders the Demiplane of Shadow.

Shadowing Mark

1st-level divination

Casting Time: 1 bonus action
Range: 60 feet
Components: V, S
Duration: Concentration, up to 8 hours

You choose a creature you can see within range and place an invisible mark of shadow upon it. Until the spell ends, the target has disadvantage on Wisdom checks to find, notice, or discern information about you, and you have advantage on Wisdom checks to find, follow, or discern information about the target. Once before the spell ends, you can give yourself advantage on one weapon attack roll against the spell's current target during your turn. That attack deals an extra 1d12 psychic damage on a hit and scores a critical hit on a roll of 19 or 20.

If the target drops to 0 hit points before this spell ends, you can use a bonus action on a subsequent turn of yours to mark a new creature.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can maintain your concentration on the spell for up to 24 hours, and you add your proficiency bonus to the psychic damage inflicted.

"The shadowing mark spell is an excellent means of tracking a creature unnoticed, whether or not you ever use it to attack.

"Unfortunately, it is sometimes necessary to spy on friends as well as foes."

—Mordenkainen

Shard Storm

5th-level evocation

Casting Time: 1 action
Range: 120 feet
Components: V, S, M (a crystal or piece of glass)
Duration: Instantaneous

You fill a 20-foot radius sphere with ghostly shards of force and the sound of breaking glass. Anyone in the sphere must make a Dexterity saving throw. On a failed save, a creature takes 6d8 force damage, or half as much on a successful one. At the start of the creature's next turn, the shards continue to dig deeper, dealing half the damage they dealt the previous round. The shards disappear after the second round.

Shield of Warding

3rd-level abjuration

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Up to 1 minute

You touch a shield and imbue it with protective magic. The shield grants its bearer a +2 bonus to Armor Class and Dexterity saving throws for the spell's duration, in addition to the normal AC bonus for using a shield.

Shieldbearer

1st-level transmutation

Casting Time: 1 action
Range: Touch (10-feet)
Components: V, S, M (a shield)
Duration: Concentration, up to 1 minute

You touch a shield, and it hovers and moves to protect a target you choose within range. For the duration, shield hovers within the chosen creature's space and provides it with the same bonus to Armor Class it would grant if the creature were using it proficienctly. Once the shield's recipient has been chosen, it cannot be changed for the duration of the spell.

If the creature you choose to protect with this spell moves more than 60 feet away from you, the spell ends early. When the spell ends, the floating shield falls gently to the ground at the chosen crea

At Higher Levels: When you cast this spell using a spell slot of 3rd or 4th Level, you can maintain your Concentration on the spell for up to 10

minutes. When you use a spell slot of 5th Level or higher, you can maintain your Concentration on the spell for up to 1 hour.

"Frequently more efficient than hiring a bodyguard, and for the brief duration of the shieldbearer, almost always more reliable."

—Mordenkainen

Shielding Cube

1st-level abjuration

Casting Time: 1 action
Range: 150 feet
Components: V S M (A cube of wax covered in arcane runes)
Duration: Instantaneous

You direct a minute cube of force into the thick of battle, where it suddenly expands, slamming your enemy and protecting your allies. Make a ranged spell attack against one creature within range. If the attack hits, the target takes 2d6 force damage and its speed is reduced by half until the end of its next turn. Until its speed is longer reduced in this way, whenever the target takes makes an attack against a creature more than 5 feet away from it, it must roll a d4 and subtract the number rolled from the attack roll.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

Shift Glyph

5th-level transmutation

Casting Time: 1 minute
Range: 60 feet
Components: V, S
Duration: Concentration, up to 1 hour

All magical glyphs and symbols within range faintly glow and can be safely read and identified if you are familiar with them. In addition, you can select one of the glyphs or symbols and move it safely to another suitable surface within range without triggering its effects.

This spell prevents the spellcaster from triggering glyphs and symbols within range while maintaining concentration but doesn't extend this protection to other creatures that may trigger them.

Shifting Paths

8th-level illusion (ritual)

Casting Time: 10 minutes
Range: 150 feet
Components: V, S, M
Duration: 8 hours

This spell hides a path or road that you choose, while also creating an illusory path that starts at a point you choose within range. The illusory path continues in a direction you choose for up to a number of miles equal to 2 × your spellcasting ability modifier. This illusory path avoids obstacles, and does not provide bridges, stairs, ladders, ramps, or other methods to travel through impassable terrain. The path will not cross cliffs or rivers more than four feet deep.

A creature following the original path must make a Wisdom saving throw when it comes to the start of the illusory path. On a failed save, the creature follows the illusory path as if it were the real one. If the path moves through difficult terrain, the creature believes the path slopes and twists to justify its reduction in speed.

On a successful save, the creature sees both paths, but the illusory path appears shadowy.

"The War Wizard Vangerdahast of Cormyr won many a victory for the armies of King Azoun IV with the careful use of *shifting paths*."

——Laeral Silverhand

Shifting Shadow

Conjuration cantrip

Casting Time: 1 action
Range: Self
Components: S
Duration: Instantaneous

Too quickly for mortal eyes to perceive, you move no further than the reach of your shadow. You can move up to 5 feet, and this movement does not provoke attacks of opportunity.

"This spell is popular among the shades, a 'race' of mortal beings who have infused themselves with the substance of the Shadowfell. I believe the shades were denizens of the Netherese city of Thultanhar.

"Shades created this spell, and often find ways to cast it more quickly than other spellcasters, swiftly disengaging from foes who get too close."

—Mordenkainen

Shockwave

3rd-level evocation

Casting Time: 1 action
Range: 150 feet
Components: V S M (A small sphere of carved crystal)
Duration: Instantaneous

When you cast this spell—created as an alternative to *fireball* for battles on crowded streets—you create a burst of concussive force that disorients victims without causing permanent harm. Each creature in a 20-foot radius sphere centered on a point you choose within range must make a Constitution saving throw. A target takes 7d6 force damage on a failed save, or half as much damage on a successful one.

If this damage reduces a creature to 0 hit points, you can choose to knock the creature unconscious instead of killing it. This choice must be made as damage is assigned if the creature drops to 0 hit points. A creature knocked unconscious by the spell is stabilized at 0 hit points, as if by the *spare the dying* cantrip.

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.

"When a new practitioner of the Art becomes a part of Waterdeep's Force Grey, I often contrive to make sure this spell finds its way into their repertoire, for the protection of bystanders in the wards of Waterdeep.

"Mages who know this spell, yet choose to instead cast *fireball* on the city's streets, seldom last long in my city."

——Laeral Silverhand

Shroud of Undeath

3rd-level necromancy

Casting Time: 1 action
Range: Self
Components: V, S, M (dust or bone fragments from any destroyed undead creature)
Duration: Concentration, up to 1 hour

You shroud yourself in necrotic energy, temporarily gaining the traits of undeath. Your appearance does not change except for a very slight pallor, but your creature type changes to undead for



the duration of the spell.

Nonintelligent undead creatures perceive you as one of their kind, ignoring you. Intelligent undead do not immediately recognize you as alive, but may question whether you are undead. Any ability check made to determine that you are not truly undead is made with disadvantage, and you have advantage on all Charisma checks to convince others of your undead nature.

If an undead creature does target you directly with an attack or a harmful spell, that creature must make a Wisdom saving throw (an undead needn't make the save when it includes you in an area effect, such as the explosion or fireball). On a failed saving throw, the creature must choose a new target or forfeit targeting someone else, potentially wasting the attack or spell. A creature automatically succeeds on this saving throw if it has made a successful saving throw against this effect within the last 24 hours or it has seen you target an undead creature with an attack or other harmful effect within the last 24 hours.

Because you are undead, if a spell or other effect states that it does not affect undead, then it does not affect you for the spell's duration. Conversely, effects that do affect undead (such as the Turn Undead class feature) affect you as such.

Shooting Stars

8th-level evocation

Casting Time: 1 action
Range: 90 feet
Components: V, S, M (a wax candle lit and held for the duration)
Duration: Concentration, up to 1 minute

Three fiery orbs appear and hover above you for the duration. As part of the action used to cast the spell, you can launch all the motes at targets you can see within range. However, a target can attempt a Dexterity saving throw to avoid the fiery motes. On a failed save, the target takes 2d6 fire damage, and the mote detonates. The target and each creature within 10-feet of the burst must make a Dexterity saving throw. On a failed save a creature takes 5d6 fire damage, or half as much on a successful one. Targets within 45 feet of the caster have disadvantage on the initial saving throw.

If a target makes the initial Dexterity saving throw, the mote misses and flies to the extent of the spell's range and then bursts with the same effects described above. The caster can fire all the motes the first round or use an action to fire the remaining motes before the duration expires.

Shout of Deafening Thunder

4th-level evocation

Casting Time: 1 action
Range: 30 feet
Components: V
Duration: Instantaneous

You let out a thunderous shout that blasts outward from you in a 30-foot cone. A creature caught in the blast must succeed on a Constitution saving throw or take 4d6 thunder damage and be deafened until the end of its next turn. On a successful save, the creature takes half the damage and isn't deafened.

A creature made of inorganic material such as stone, crystal, or metal has disadvantage on this saving throw. A nonmagical object that isn't being worn or carried also takes the damage if it's in the spell's area. The sound of the shout can be heard up to 500 feet away (or farther with a successful Wisdom (Perception) check as determined by your DM).

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the thunder damage increases by 1d6 for every slot level above 4th.

Sign of Sealing

3rd-level abjuration

Casting Time: 1 minute
Range: 30 feet
Components: V, S, M (a crushed emerald worth at least 100 gp, which the spell consumes)
Duration: Permanent

You seal a door, chest, book, or other object that can be closed with a magical sigil that bars entry and prevents opening. The protected object can only be opened if broken, or with *knock* or *dispel magic*. However, if the object is forced open by any means (physical or magical), the sigil explodes in 30-foot radius for 10d4 force damage. A successful Dexterity saving throw halves the damage.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the amount of force damage increases by 1d4 per slot level above 3rd.

Sign of Warning

1st-level enchantment

Casting Time: 1 action
Range: Touch
Components: V, S, M (a pinch of dried tea leaves)
Duration: 1 hour

You burn prophetic herbs, and the billowing smoke grants visions of future danger, giving one creature you touch preternatural foresight in battle. The next time the creature makes a Dexterity check for initiative before the spell ends, it treats any roll of 9 or lower on the d20 as a 10. In addition, for the duration, when the target fails a Wisdom check, if that failure would cause it to be surprised, it can reroll that ability check. It must use the second roll.

The spell ends early on a target whenever that creature makes an ability check for initiative.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can touch and affect one extra creature for every two spell levels above 1st.

"When a wizard knows both the nerveskitter and sign of warning spells, choosing which of the two to prepare is mostly a matter of personal preference. I know Lady Laeral prefers the former, while I favor the latter.

"In certain highly dangerous situations, some mages choose to employ both, all but ensuring no enemy can get the drop on them."

—Mordenkainen

Silent Portal

Illusion cantrip

Casting Time: 1 action
Range: 30 feet
Components: S
Duration: Concentration, up to 1 minute

For the duration, while you are within range, the selected door, chest, gate, or other object with a maximum volume of 10 cubic feet does not make any noise when it is opened or closed.

Simbul's Spell Sequencer

7th-level enchantment

Casting Time: 1 action
Range: Self
Components: V, M (pieces of amber worth a total of 5,000 gp, which are consumed in the casting of this spell)
Duration: 1 year

You use several pieces of ancient amber to create a matrix that contains spells you cast, frozen in time until you need them. While casting this spell you cast up to three spells of 1st through 3rd level, and you choose a command word. When the command word is spoken, all three spells take effect immediately, in the order they were cast, as if you had just cast all three of them in the same turn, and the spell ends. At the time they are unleashed, you make all decisions for each of these spells (targets, area, etc.) that you would normally make as the caster. You may only have one *Simbul's spell sequencer* active at a time.

Only spells with a casting time of 1 action or 1 bonus action can be cast into your spell sequencer. When you create the sequencer, you reduce your maximum Hit Dice by a number equal to the total combined levels of the spell slots used to cast the spells you place in it. Your maximum number of Hit Dice does not return to normal until the spell ends.

If the duration expires and you did not speak the command word, or if you choose to dismiss the spell, the spell ends, and the other spells you cast into your sequencer are lost.

"A unique , powerful, and effective spell, created by a truly gifted mage. Since they were both close to the Simbul, Elminster and Laeral can both likely share some further notes of interest about her career."

—Mordenkainen

Sinsabur's Baleful Bolt

4th-level necromancy

Casting Time: 1 action
Range: Self (50-foot line)
Components: V, S
Duration: Instantaneous

You hold out your hand and unleash a wave of dark energy that rots your victims. Every creature within a 50 foot line must make a Constitution saving throw. They take 6d6 necrotic damage on a failed saving throw and half as much on a successful one. The creature's hit point maximum is also reduced by the amount of damage taken.

At Higher Levels. You can cast this spell using a 5th level or higher spell slot. You inflict plus 1d6 damage for each spell level above 4th.

"In contrast with the previous spell, I have no recollection of who Sinsabur was at all, other than that they apparently hailed from the region of Faerûn known as the Unapproachable East."

—Mordenkainen

Sinuous Horrors

4th-level transmutation

Casting Time: 1 action
Range: Self
Components: V, S
Duration: 1 minute

Your arms transform into snakes when you cast this spell. On each of your turns, you can make two melee spell attacks with the snakes, with a reach of 10 feet. On a hit, a target takes poison damage equal to 1d8 + your spellcasting ability modifier. In addition, the target must make a Constitution saving throw, or be poisoned until the start of your next turn.

You cannot cast spells with somatic or material components while this spell is active, and holding things will be difficult at best. This spell cannot be dismissed (though it can be dispelled). It lasts a full minute regardless of the caster's wishes.

Skip Time

2nd-level transmutation

Casting Time: 1 bonus action
Range: Self
Components: V
Duration: 1 round

If you have already willingly moved this turn, this spell fails. You shunt away some time from the current moment, stealing it from yourself now to grant yourself an extra opportunity to act in the future. Once you cast this spell, your speed is halved until the end of this turn. After the end of this turn, you gain the following benefits, which last until the end of your next turn:

- ✧ Your speed is doubled
- ✧ You gain a +2 bonus to AC
- ✧ You have advantage on Dexterity saving throws
- ✧ You gain an additional action during your turn. That action can be used only to take one of the following actions: Attack (one weapon attack only), Dash, Disengage, Hide, or Use an Object.

Each time you cast this spell, if you have previously cast it one or more times within the past minute, you suffer 1 level of exhaustion.

Skulking Spy

1st-level illusion

Casting Time: 1 reaction, which you take when you would make a Dexterity check for initiative
Range: Self
Components: S
Duration: Instantaneous

At the moment hostilities begin, you can immediately seek to evade your foes' notice. As part of the reaction used to cast this spell, you can move up to your speed without provoking opportunity attacks, before initiative is resolved. If you have any cover or concealment at the end of this movement, you can take the Hide action as part of the same reaction, and you can even attempt to hide from creatures who saw you move.

Slaying Arrow

5th-level transmutation

Casting Time: 1 minute
Range: Touch
Components: V, S, M (a bolt or arrow)
Duration: 1 round

You charge an arrow or bolt with energy that is an anathema to a creature. Choose one creature type while casting, and while casting you can fire the arrow or bolt, or give it to an ally to fire on their turn. If the arrow or bolt hits, and the creature struck is the creature type named during the spell casting, the creature must make a Constitution saving throw. If the creature has more than 50 hit points they automatically make this save. If they fail they are slain. If they pass the arrow does 8d6 necrotic damage in addition to its regular damage. This extra damage ignores resistance and immunity.

Sleep of Horror

3rd-level necromancy (ritual)

Casting Time: 1 action
Range: 120 feet
Components: V, S, M (a pinch of black sand)
Duration: Instantaneous

A target you choose within range must make an Intelligence saving throw. If it fails the save, its next sleep is wracked with terrifying nightmares, and does not gain any of the benefits of a long rest. After that, every time it finishes a long rest, it must make the Intelligence saving throw again. If it fails, it gains no benefit from the long rest. If it succeeds, the spell ends. The spell continues until the target makes its Intelligence saving throw, or until it dies.

"Nightmares—to my experience, they are worse than any physical torture one might devise."

—Elminster

"A bold statement from one who has spent time in the Hells, yet one which also betrays some ignorance about the most extreme methods of physical torture."

—Mordenkainen

Sleeper Awakens

5th-level divination

Casting Time: 1 bonus action
Range: Self
Components: V
Duration: Concentration, up to 1 minute

A corona of white psychic energy emanates from your head and eyes as you enter a combat trance that allows you to anticipate your enemy's actions. For the duration, no attack against you can benefit from advantage, opportunity attacks are made against you with disadvantage, and you gain advantage on Wisdom checks to discern information about creatures that are not friendly to you. In addition, until the spell ends, whenever an attack roll is made against you or a friendly creature within 5 feet of you, you can use your reaction to move up to 10 feet without provoking opportunity attacks.

"The origins of this spell are obscure. It may be the adapted version of a psionic effect."

——Laeral Silverhand

Slime Wave

7th-level conjuration

Casting Time: 1 action
Range: 90 feet
Components: V, S, M (a few drops of stagnant pond water)
Duration: Concentration, up to 1 minute

A 20-foot radius area you can see within range is covered in **green slime** (see "Dungeon Hazards" in chapter 5 of the Dungeon Master's Guide). Each creature in the area is also covered in a patch of green slime. A creature moving through the area must make a DC 10 Dexterity saving throw for every 5 feet travelled to avoid being covered in a patch of green slime.

You can use an action to cause the area of slime to move in a wave up to 10 feet in a direction you choose. Any creatures in the area of the wave are covered in a patch of green slime. Any creature that was previously covered by the slime, but no longer in its area, must still deal with the green slime as normal.

Snilloc's Snowball

1st-level evocation

Casting Time: 1 action
Range: 50 feet
Components: V, S, M (a small piece of ivory)
Duration: Concentration, up to 1 minute

You conjure a small sphere of freezing energy which you can hurl at your enemies. Make a ranged spell attack. If you hit you inflict 1d6 plus your spellcasting ability modifier cold damage. For the duration, you can use your action to summon and hurl another sphere of freezing energy.

At Higher Levels. You can cast this spell using a 2nd level or higher spell slot, and you inflict plus 1d6 damage for every spell level above 1st.

"A further innovation of this spell, Snilloc's snowball swarm, is the most popular of the titular mage's creations. Yet the one-at-a-time version has its uses as well."

—Mordenkainen

Snow Boots

1st-level transmutation (ritual)

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: 8 hours

You create pockets of air around your legs and feet, which allow you to hover slightly above snowy surfaces. For the duration, moving through difficult terrain made of ice or snow doesn't cost you extra movement and you don't risk slipping.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can touch and effect one extra creature for every two slot levels above 1st.



Snow Snakes

5th-level evocation

Casting Time: 1 action
Range: 90 feet
Components: V, S, M (three drops of water in the palm of your hand)
Duration: 1 minute

Choose an area of snow within range. The area transforms into 3 giant constrictor snakes. As part of the action used to cast the spell and by using your action on subsequent turns,

you can direct the snakes to move and attack creatures within their reach. When a snake hits a target with its attack, the creature takes an additional 1d6 cold damage.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, you create one extra giant constrictor snake for every two slot levels above 5th.

Song of Battle

8th-level enchantment

Casting Time: 1 action
Range: Self (120-foot radius)
Components: V, S, M (a musical instrument)
Duration: Concentration, up to 1 hour

You play a musical instrument and recite a valorous song that bolsters nearby allies. All allies that start their turns within the spell's radius have advantage on Wisdom saving throws and are immune to being frightened or charmed for the duration.

Sorcerous Scribe

1st-level conjuration (ritual)

Casting Time: 1 action
Range: 10 feet
Components: V, S,
Duration: Concentration, up to 1 hour

You summon a magical quill that writes down anything you say. The quill can write on any surface. The quill will not scribe magic spells, but any command words you would use to activate some kind of magical effect can be recorded. The quill continues writing and does not run out of ink for the duration.

Soul Scour

5th-level necromancy

Casting Time: 1 action
Range: Touch
Components: V, S, M (a pinch of dust from the bones of a lich)
Duration: 24 hours

Your touch corrupts your victim's very soul, damaging some of its mental characteristics. Make a melee spell attack against a creature within your reach. On a hit, the target takes 3d6 psychic damage and has disadvantage on Wisdom checks, Wisdom saving throws, Charisma checks, and Charisma saving throws. At the end of the target's next turn, it must make an Intelligence saving throw. If it succeeds, the spell ends. If it fails, it may make another Intelligence saving throw 1 minute later. If it succeeds, the spell ends. If it fails, the spells effects last for the duration.

This spell can also be ended with *greater restoration*, *heal*, or *wish*. However, the caster of a *greater restoration* or *heal* spell must choose to affect either the Wisdom or Charisma of the target of this spell. Only the effects of this spell on ability checks and saving throws for the selected ability are affected. Thus, it requires two castings of *greater restoration* or *heal* (or one of each) to remove all the effects of this spell.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the psychic damage increases by 1d6 for each slot level above 5th.

"In necromantic circles, for a time there were three different spells bearing this name. This one has proven to be the most popular, and the others are now lost or known by other names."

—Mordenkainen

"For all its alleged popularity, 'tis still a foul piece of work."

——Laeral Silverhand

Sow Confusion

2nd-level illusion

Casting Time: 1 bonus action
Range: Self
Components: S
Duration: Instantaneous

Creatures around you find their attention drawn elsewhere, allowing you to slip away. Until the end of the turn, all Wisdom (Perception) checks to perceive you are made at disadvantage. In addition, each creature of your choice that you can see must make a Wisdom saving throw. Non-hostile creatures have disadvantage on this saving throw, but creatures immune to being charmed automatically succeed.

If even one creature fails the save, you can immediately move up to your speed without provoking opportunity attacks. You can move through the spaces of hostile creatures during this movement as if they were friendly. If you have any cover or concealment at the end of this movement, you can take the Hide action as part of the same bonus action used to cast this spell, with this Hide action allowing you to attempt to hide from creatures who saw you move.

Spark of Life

4th-level necromancy

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Concentration, up to 1 minute

You imbue an undead target with a sliver of life, making it vulnerable to conditions that usually affect the living. When you cast this spell, you make a melee spell attack against an undead target. On a hit, the undead creature must make a Wisdom saving throw or lose all of its condition immunities. The target also loses its damage resistances, and its damage immunities become resistances instead.

After the spell expires, the target knows what you have done, and will likely have a hostile attitude toward you.

Speechlink

3rd-level divination

Casting Time: 1 action
Components: V, S
Range: Touch
Duration: 24 hours

You touch one willing ally. You and this ally can communicate verbally no matter how much distance is between you, as long as you are on the same plane. You will hear what your ally chooses to tell you, no matter the volume, and vice versa. You do not hear any other sounds from your ally's location. This spell works on any creature with an Intelligence of 3 or greater, but does not bestow any ability to comprehend an unknown language. You or the ally can end the spell at any time.

Speed of Thought

1st-level transmutation

Casting Time: 1 action
Range: Self
Components: V, S
Duration: 1 minute

You marshal psychic energies to move with speed and acrobatic grace. When you cast this spell, you gain two *speed points*. For the duration, as a bonus action on your turn, you can expend a *speed point*, granting yourself all of the following benefits until the end of that turn:

- ✧ Your speed increases by 10 feet.
- ✧ You have resistance to falling damage.
- ✧ Difficult terrain does not reduce your speed.
- ✧ You have a climb speed equal to your walking speed.
- ✧ Opportunity attacks against you are made with disadvantage.
- ✧ You add 10 feet to your long jump distance and 3 feet to your high jump distance.
- ✧ You have advantage on Dexterity (Acrobatics) and Strength (Athletics) checks.
- ✧ You can move up, down, and across vertical surfaces and upside down along ceilings, while leaving your hands free.
- ✧ You do not sink when moving over soft or brittle terrain, such as dust, silt, mud, snow, or thin ice. This effect does not allow you to move over liquid surfaces.

- ✧ If you move at least 20 feet straight toward a creature and then hit it with a melee weapon attack on the same turn, that attack inflicts an additional 1d4 damage.

At the end of the turn, the benefits fade entirely until you spend another *speed point*. If these benefits end while you are still on a vertical surface, or anywhere else where you would normally fall or sink, you immediately fall or begin to sink unless you have some other means to remain there.

This spell ends when its duration expires, when you cast this spell again, or when you have spent all your *speed points*. When the spell ends, any unspent *speed points* are lost.

At Higher Levels. If you cast this spell with a spell slot of 2nd level or higher, the extra damage you inflict with melee weapon attacks against opponents when you move 20 feet increases by 1d4 for each slot level above 1st. In addition, if you cast this spell with a spell slot of 3rd level or higher, you gain one additional speed point for every two slot levels above 1st.

"The sorcerer who first created this spell seems to have adapted it from certain psionic disciplines practiced by esoteric mystics. It is a highly versatile spell that requires very little energy to cast. Well worth considering for thy spellbook."

—*Elminster*

Spell Engine

8th-level abjuration

Casting Time: 10 minutes
Range: Self (30-feet)
Components: V, S, M (a disc of polished bone, one of your tears, and a silver wheel worth 500 gp)
Duration: Varies

When you cast this spell, a light appears above you that provides illumination in a 30-foot radius. While studying your spellbook under this light, you may swap out any of the spells you have prepared, trading each spell you choose to swap out for a new one of the same level. Normally, preparing each new spell takes 1 minute per level of that spell, but while this spell is active, the preparation time is halved.

This spell does not refresh any spent spell slots.

Spell Resistance

5th-level abjuration

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Concentration, up to 1 minute

The creature you touch has advantage on saving throws against spells, and has resistance to damage from spells for the duration.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, you can touch and affect one extra creature for every two slot levels above 5th.

Sphere of Adaptation

7th-level divination

Casting Time: 1 action
Range: Touch
Components: V, S, M (holy water)
Duration: 8 hours

You anoint a creature with holy water, and a 20-foot radius sphere of air surrounds it, allowing creatures inside it to breathe in any environment. The sphere moves with the anointed creature for the duration. The sphere does not protect those inside it from extremes of heat and cold, or other environmental hazards.

Sphere of Ultimate Destruction

9th-level conjuration

Casting Time: 1 action
Range: 120 feet
Components: V, S, M (a pinch of dust from a disintegrated creature)
Duration: Concentration, up to 1 minute

You conjure a 5-foot diameter featureless black sphere of nothingness that disintegrates almost anything it touches. The sphere appears in an unoccupied space of your choice within range and lasts for the duration.

Any creature that ends its turn within 5 feet of the sphere must make a Dexterity saving throw. The target takes 12d6 + 60 force damage on a failed save, or half as much on a success. If this damage reduces the target to 0 hit points, it is disintegrated, as if by the *disintegrate* spell. A disintegrated creature and everything it is wearing and carrying, except magic items, are reduced to a pile of fine gray dust. The creature can be restored to life only by means of a true resurrection or a wish spell.

As an action, you can move the sphere up to 30 feet. When you move the sphere, it flies, and you can move it any direction you wish. If you ram the sphere into a creature, that creature must make the saving throw against the sphere's damage. If you ram the sphere into a Medium or smaller object that is not being held or carried, that object is disintegrated. If you ram this sphere into a Huge or larger object, it disintegrates the 5-foot cube area of that object it strikes. If you ram the sphere into a creation of magical force (such as the wall created by a wall of force spell), it has the same effect on that magical force that it would have on an object of the same size. Magic items are not affected by this spell.

Whenever you ram the sphere into a creature or object, it uses up 10 feet of movement for every 5 feet it moves through the space occupied by that creature or object. No object or creature can be affected by the sphere more than once in the same turn.

Sphere of Wonder

9th-level transmutation

Casitng Time: 1 action
Range: Self (60-foot radius)
Components: V, S, M (a diamond sphere worth at least 10,000gp, which the spell consumes)
Duration: Concentration, up to 10 minutes



You throw the diamond sphere into the air and it explodes into multicolored light. The light hangs in the air above you and follows your movement. The light emits bright light out to 30 feet and dim light for 30 feet beyond.

When you cast the spell you choose one damage type. Anyone, including you that casts a spell using a different damage type within the light must make a Wisdom saving throw. If they succeed the spell works as normal. If they fail the spell is countered. The spell has no effect on a spell that was cast out of the light. The light automatically dispels magical and natural darkness within 60 feet on you.

Spider Gout

3rd-level conjuration

Casting Time: 1 action
Range: 50 feet
Components: V, S, M (a dead spider)
Duration: Instantaneous

You spit a glob of congealed spider venom at your foe. Make a ranged spell attack. If you hit your foe takes 2d4 poison damage. The spider venom is sticky, and your foe must make a Strength saving throw at the end of their next turn. If they fail they take 2d4 poison damage. If they succeed, they scrape the sticky poison off and the spell ends. Your foe must repeat a Strength saving throw at the end of their turn, taking damage if they fail, and ending the spell with a success.

Spider Plague

6th-level conjuration

Casting Time: 1 action
Range: 60 feet

Components: V, S
Duration: Concentration, up to 1 hour

You summon four otherworldly aberrations that appear as **giant spiders** in unoccupied spaces you can see within range (your DM has statistics for giant spiders). The spiders are friendly to you and aid you to the best of their abilities. The spiders have their own initiative and act on their own turns for the duration. The spiders obey your commands without you having to spend an action; if you don't issue a command, the spiders defend themselves if they are threatened.

At Higher Levels. When you cast this spell using a spell slot of 8th level, you summon two extra spiders.

Spidersilk Slash

5th-level enchantment

Casting Time: 1 action
Range: 30 feet
Components: S, M (a melee weapon worth at least 1 sp)
Duration: Instantaneous

You spin your blade impossibly fast, creating silvery strands of silk that bind nearby enemies. Choose up to five creatures you can see within range. Make a melee spell attack against every creature within 5 feet of you. On a hit, a target takes 5d8 force damage and until the start of your next turn, its speed is reduced to zero and it cannot benefit from any bonus to its speed.

"Geran Hulmaster, one of the rare humans directly trained in the Art of the swordmage by the elves of the Coronal Guard, was a noteworthy user of this spell. He learned it in service to the Coronal of Myth Drannor, but employed it most famously in large scale battles defending the small city of Hulburg. His later career was inseparably intertwined with the recent history of that Moonsea port, which his family had ruled before their exile."

——*Laeral Silverhand*

Spirit Annihilation

6th-level necromancy

Casting Time: 1 action
Range: 90 feet
Components: V, S, M (a piece of onyx worth at least 500 gp)
Duration: Instantaneous

Choose a target within range that is at 0 hit points. That target must make a Wisdom saving throw or be slain. There spirit is trapped in the onyx, and they cannot be resurrected until the onyx is destroyed. The onyx van only hold one soul at a time.

Spirit Mask

1st-level divination

Casting Time: 1 action
Range: Self
Components: V, S, M (a mask made of vines and thorns)
Duration: Concentration, up to 1 hour

You don the mask, linking it to a random faerie spirit. Anyone attempting to target you or include within the area of effect of a divination spell must make an Intelligence saving throw. If they fail the divination spell show images of the faerie spirit. Faerie spirit will know its being observed and most are intelligent enough to figure out why. Most faeries will be curious, and a few will be openly hostile toward you and the caster of the divination spell. If the mask is destroyed before the spell duration expires, the spell ends.

Spirit of Flame

6th-level conjuration

Casting Time: 1 action
Range: 1 mile
Components: V, S, M (a lit campfire)
Duration: Instantaneous

You step into a fire and are immediately teleported to another fire within range. Both fires must be the size of a large campfire, a torch or even a small

fireplace will not be large enough. The caster must have an idea of where the fire is and what its surrounding are like. If there is no suitable fire within range, then the spell fails, and the caster takes 1d6 fire damage.

Spirits of Victory

6th-level conjuration

Casting Time: 1 action
Range: 5 feet
Components: V, S
Duration: 1 round

You unleash a howling host of warrior spirits who died before they could defeat their foes, and for the duration they assault your enemies while helping you and your allies achieve victory. If you are good or neutral, their spectral forms resemble angels or ephemeral constructs (your choice). If you are evil, they appear to be undead. Until the end of your next turn, when a creature willingly leaves a space within 5 feet of you or starts its turn there, it must make a Dexterity saving throw. On a failed save, the creature takes 4d12 psychic damage and the next attack roll made against this target before the end of your next turn has advantage. On a successful save, a creature takes half as much damage but suffers no other effects.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the psychic damage increases by 1d12 for each slot level above 6th.

Spiteful Glamour

Enchantment cantrip

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Instantaneous

For a moment, you cause the mere sight of you to be painful to an enemy. The target must succeed on a Charisma saving throw or take 1d8 psychic damage. If the target is not missing any of its hit points, it instead takes 1d12 psychic damage.

The spell's damage increases by one die when you reach 5th level (2d8 or 2d12), 11th level (3d8 or 3d12), and 17th level (4d8 or 4d12).

Spy's Recovery

1st-level evocation

Casting Time: 1 reaction, which you take when you roll a Dexterity, Wisdom, or Charisma check and you dislike the result
Range: 30 feet
Components: V
Duration: Instantaneous

You can reroll the ability check that triggered this spell. You roll 1d4 and add the number rolled to your result. You must use the new roll, even if it is lower.

> "Though it was created for espionage [hence the name], I think the best use of this spell is among those engaged in delicate negotiations."
>
> ——*Laeral Silverhand*

Stalwart Pact

5th-level evocation

Casting Time: 10 minutes
Range: Touch
Components: V, S, M (incense worth 250 gp, which the spell consumes)
Duration: Up to 8 hours until triggered, and then 1 minute

You touch a creature and grant it protection for the next 8 hours. The first time the creature's hit points drop below half its hit point maximum, it gains 25 temporary hit points, resistance to bludgeoning, piercing and slashing damage, and a +1 bonus to saving throws for 1 minute. Once the effect is triggered and the duration expires, the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, you gain an additional 5 temporary hit points and an extra +1 to saving throws for every two slot levels above 5th.

Static Shock

Abjuration cantrip

Casting Time: 1 action
Range: 15 feet
Components: V, S
Duration: 1 round

Make a ranged spell attack against a creature within range. If the attack hits, the creature takes 1d4 lightning damage and it is charged with crackling arcane energy until the spell ends. If the target makes an attack roll before the end of its next turn, it takes force damage equal to your spellcasting ability modifier. If the attack hits, the damage the attack inflicts is reduced by an amount equal to the force damage dealt by this spell. Either way, the spell ends after the attack is resolved.

At 5th level, the lightning damage from the ranged spell attack increases by 1d4, and the force damage dealt to a target who attacks equals 1d4 + your spellcasting ability modifier. Both damages increase by 1d4 at 11th and 17th level.

"Two artificers—both gnomes, one hailing from the city of Korranberg on the world of Eberron, the other from the island of Lantan off the Sword Coast of Abeir-Toril, neither aware of the other's existence—each claim to be the inventors of this cantrip.

"One might be lying, or it could be a rare case of parallel invention, but my own suspicion is that each is taking credit for a spell that came to their world from a third, as yet unknown source."

—Mordenkainen

Steal Speed

Necromancy cantrip

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Instantaneous

You slow an opponent while making yourself faster. Make a melee spell attack against the target. On a hit, the target takes 1d4 psychic damage, and its speed is reduced by 10 feet until the start of your next turn. Until the start of your next turn, you add a number of feet to your own speed equal to the number of feet by which you reduced the target's speed.

At Higher Levels. This spell's damage increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4). In addition, the speed you steal increases by 5 feet as well when you reach 5th level (15 feet), 11th level (20 feet), and 17th level (25 feet).

"Some consider spells relating to certain powerful, mysterious forces such as time, gravity, true names, momentum, and the underlying energies contained within all matter——to be the most difficult to master. Different sages across the Multiverse know these varied fields of spellcasting by many names——chronomancy, Cataclysm magic, dunamancy, chaos magic, velocimancy, allomancy, cryptomancy, or simply the magic of Forces—— but there are few worlds in which they are well-understood.

"Then, of course, there are spells like *steal speed,* which manipulate these phenomena in an extraordinarily sophisticated way, and yet do so by means that can be taught to the beginning apprentice. I attribute the research and creation of such spells to a level of genius that no one can be taught——like being a musical prodigy, it is a miraculous talent one must be born with."

——Laeral Silverhand

"On the point of such 'talent' only being innate, I must respectfully disagree with the lady. Should we give up the study of wizardry and leave the most sophisticated forms of magic to mere sorcerers, then? I think not."

—Mordenkainen

Step of a Dozen Paces

1st-level conjuration

Casting Time: 1 bonus action
Range: Self
Components: V
Duration: Instantaneous

You must not yet have moved this turn, otherwise the spell fails. Stepping through invisible folds in the borders between planes, you teleport up to 10 feet to an unoccupied space that you can see, and your speed is reduced to 0 until the end of the turn.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, your speed after teleporting is halved instead of being reduced to 0, and the distance you can teleport is increased by 20 feet for each slot level above 1st.

Sticks to Snakes

2nd-level transmutation

Casting Time: 1 action
Range: Touch
Components: V, S, M (several sticks)
Duration: Concentration, up to 10 minutes

You turn a hand full of sticks into 1d4 + 1 **constrictor snakes** (your DM has their statistics). The snakes you create with this spell are friendly to you and your companions. They obey any verbal commands that you issue to them (no action required by you). If you don't issue any commands to them, they defend themselves from hostile creatures, but otherwise take no actions. Once the spell ends, the snakes turn back into sticks.

If another creature is holding sticks that you wish to transform, if that creature does not wish the sticks to be affected by this spell, you must make a melee spell attack as part of the action of casting this spell. If the attack misses, the spell fails.

At Higher Levels. When you cast this spell using a spell slot of 4th level, you transmute the sticks into **giant constrictor snakes**. If you cast the spell using a spell slot of 5th level or higher, you transmute one extra stick into a giant constrictor snake for every two slot levels above 4th.

Stolen Breath

2nd-level necromancy

Casting Time: 1 action
Range: 50 feet
Components: V, S
Duration: 1 minute

Choose one target within range. That target must succeed on a Constitution save or spectral claws reach into its chest and rip the air out of its lungs. On a failure, it immediately begins choking (per the rules in Chapter 8 of the *Player's Handbook*), and until the spell ends it cannot take reactions, and it can only take either 1 action or 1 bonus action on each of its turns. During this time, it cannot move unless it takes an action that allows it to move (such as the Dash action).

The target can end these effects by using its action to catch its breath. Once it does so, it is no longer choking, and the spell ends.

Rules Tip: Choking and Suffocation

Per the rules in the *Player's Handbook,* when a creature runs out of breath or is choking, it can survive for a number of rounds equal to its Constitution modifier (minimum of 1 round). After that number of rounds has passed, if the creature is still choking or out of breath, it drops to 0 hit points at the start of its next turn and is dying. It can't regain hit points or be stabilized until it can breathe again.

If a creature cannot breathe, but it is not yet choking or suffocating, it can normally hold its breath for a number of minutes equal to 1 + its Constitution modifier (minimum of 30 seconds) before it suffers the effects described above. For example, a creature with a Constitution of 14 can hold its breath for 3 minutes. If it starts suffocating, it has 2 rounds to reach air before it drops to 0 hit points.

Some effects and situations (such as the *stolen breath* spell) cause a creature to begin choking or suffocating immediately, with no chance to hold its breath first.

Stone Body

6th-level transmutation

Casting Time: 1 action
Range: Self
Components: V, S, M (a small piece of stone from a stone golem)
Duration: Concentration, up to 1 minute

For the duration, your body is turned into living stone. You gain resistance to bludgeoning, piercing, and slashing damage from all sources except adamantine weapons. You are immune to poison damage, disease, and drowning, and to the blinded, deafened, poisoned, and stunned conditions.

However, you also suffer disadvantage on all d20 rolls that include your Dexterity modifier. Your speed is cut in half, and you weigh three times more than normal.

Stone Spiders

7th-level transmutation

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (three small pebbles)
Duration: Concentration, up to 1 minute

You cast this spell on three small stone pebbles in range, no two of which can be more than 30 feet apart. The pebbles grow and turn into constructs that look like stone spiders. The constructs can grow up to huge in size. However, all the constructs must be the same size. The constructs you create with this spell are friendly to you and your companions. They obey any verbal commands that you issue to them (no action required by you). If you don't issue any commands to them, they defend themselves from hostile creatures, but otherwise take no actions. Each stone spider has the same statistics as a **giant spider**, with the following exceptions.

- ✧ Its natural Armor Class increases by 6
- ✧ It has resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons and immunity to poison and psychic damage
- ✧ Its poison save DC is equal to your spellcasting DC

Stone Tell

6th-level divination

Casting Time: 10 minutes
Range: Touch
Components: V, S
Duration: Concentration, up to 10 minutes

You grant an area of stone with a maximum size of 20 cubic feet the ability to speak to you for the duration. You can ask the stone questions, and it will provide answers to the best of its ability. The stone can tell you what creatures have recently passed nearby or have touched it, or what lies beyond. However, the stone communicates with a primordial intelligence, so you might not receive the answers you'd expect.

Stone Walk

8th-level transmutation

Casting Time: Special
Range: Special
Components: V, S, M (crushed gems worth at least 5,000 gp, which the spell consumes)
Duration: Permanent

This spell links any two buildings made of stone that can be any distance apart but are both on the same plane of existence. Each temple area must have a stone platform large enough for one creature to stand upon, which is used as a teleportation pad. Before the spell is cast, each platform must be prepared by crushing 2,000 gold pieces worth of gemstones and performing a 10-minute ritual.

To complete the spell, you must perform another 10-minute ritual using the remaining 1,000 gold pieces worth of crushed gemstones. During the final ritual, a command word is chosen that will be used to travel back and forth between the teleportation pads. When the command word is spoken, one person may be transported with up to 100 pounds of gear.

Teleportation using this spell is infallible and cannot be blocked by magical barriers or wards against teleportation. If the destination pad is blocked by solid matter, the traveller is sent to an unoccupied space nearby.

Stony Grasp

3rd-level transmutation

Casting Time: 1 action

Range: 30 feet
Components: V, S, M (a miniature hand sculpted from stone)
Duration: Concentration, up to 1 minute

This spell functions like *Maximillian's earthen grasp* except the hand is made of stone, and it deals 3d6 bludgeoning damage on both the initial grab and the crushing damage.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the amount of bludgeoning damage increases by 1d6 for every two slot levels above 3rd.

Storm Cone

3rd-level evocation

Casting Time: 1 action
Range: self (60 feet)
Components: V, S
Duration: Concentration, up to 1 minute

When casting this spell, you point in a direction and emit a 60-foot cone shaped whirling vortex. As an action on each of your turns, you can change the direction of the cone up, down, or sideways by 10 feet.

The vortex whirls around any creature caught in its area, blasting it with fist-sized balls of force, and jolting it with small lightning strikes. The creature takes 5d4 bludgeoning damage from the wind buffets, and 2d4 lightning damage. A successful Dexterity saving throw halves the bludgeoning damage, but not the lightning damage.

In addition, a spellcaster caught in the cone must make a successful Constitution saving throw when casting a spell with somatic components. Though it is against your normal spellcasting DC, this saving throw is the equivalent of a roll to maintain concentration on a spell, and special benefits or other effects the creatures has on such Constitution saving throws apply.

Storm of Elemental Fury

7th-level conjuration

Casting Time: 1 action
Range: 300 feet
Components: V, S
Duration: 4 rounds

A furious storm erupts in a 40-foot radius, 100-foot-high cylinder centered on a point you choose within range. When you cast this spell, and again at the beginning of each of your turns until the spell ends, the storm produces one of the following effects, starting with the first, and then progressing down the list.

1st turn. The storm buffets the area with a raging windstorm. No creature within the area can make ranged attacks or be the target of a ranged attack. A Small or smaller creature caught in the storm's area must make a Strength saving throw. On a failed save, the creature is swept up, thrown 2d6 × 10 feet in a random direction, and takes 1d6 bludgeoning damage per ten feet thrown. A Medium creature must succeed on a Strength saving throw or be knocked prone. A Large or larger creature must succeed on a Strength saving throw or its speed drops to 0.

A Large flying creature that fails its saving throw is blown 1d6 × 5 feet in a random direction, Medium f lying creatures are blown 1d6 × 10 feet, and Small flying creatures are blown 2d6 × 10 feet away.

For the spell's duration, any creature must make a Constitution saving throw the first time it tries to cast a spell inside the area. If it fails, it cannot cast spells within the area until the spell ends. A creature that failed its saving throw can make another Constitution saving throw at the beginning of each of its turns. If it succeeds, it can cast spells normally again.

2nd turn. Rocks fall from the sky, pummelling creatures caught in the storm's area. Each creature caught in the area takes 5d6 bludgeoning damage (no save).

3rd turn. Heavy rain pours into the area, automatically extinguishing unprotected flames, and extinguishing protected flames 50% of the time. Visibility within the area is reduced to 5 feet, and the entire area of the spell becomes difficult terrain.

4th turn. Gouts of flame rain down from the sky

into the storm's area. Any creature caught within the area must make a Dexterity saving throw. On a failed save, a creature takes 14d6 fire damage, or half as much if successful.

"The kingdom of Undair's first warlord and royal minister of magic, Adal ir'Wynarn, is desperate to acquire a cataclysmic spell of just this type. He yearns to rain down death upon the forces of Thrane which occupy Undair's lost capital city, Thalost."

"Providing this spell would purchase great influence over Adal, and through him over all of the wizards of Aundair. The fact that casting it requires a higher level of mastery than he possesses would, of course, not be our problem. If anything, a greater need for arcane empowerment would only encourage him to indebt himself to us more."

— *Hektula the First Scribe*

"I am beginning to understand why Mordenkainen finds the idea of Blackstaff's grimoire falling into the hands of this rakshasa wizard called Hektula so disturbing."

——*Laeral Silverhand*

"This grimoire continues to provide entertainment as well as edification."

—Acererak

Storm Shield

3rd-level abjuration

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Concentration, up to 1 minute

You conjure a small area of whirling air that occupies a 5-foot radius sphere centered on a point you choose within range. The swirling air forms a shield that blocks acid, cold, fire, lightning, and thunder damage. The shield attracts all elemental discharges and neutralizes them, granting all creatures within a 30-foot radius from its center immunity to the listed damage types. However, the shield's immunity is limited. If the shield reduces damage a creature would take to 0, the spell ends if it is not the first time that the shield has reduced damage that particular creature would have taken to 0 since this spell was cast.

Storm Tower

7th-level abjuration

Casting Time: 1 action
Range: Self
Components: V, S
Duration: Concentration, up to 1 minute

A 20-foot radius by 100-foot high tower of storm winds surrounds you. The swirling winds nullify any lightning effects that contact the barrier. In addition, ranged attacks through the barrier are impossible. A creature that tries to pass through the barrier must succeed on a Strength saving throw; otherwise it takes 2d6 bludgeoning damage from the high winds, and it makes no progress. A creature can make more than one attempt to cross the barrier on its turn, but it receives one level of exhaustion for each unsuccessful attempt beyond the first.

Once the storm tower appears, it is stationary for the duration, but you can move normally inside it.

Stormrage

8th-level transmutation

Casting Time: 1 action
Range: Self
Components: V, S
Duration: Concentration, up to 1 minute

You gain a flying speed of 40 feet, and immunity to bludgeoning, piercing, and slashing damage inflicted by ranged attacks. You are also immune to the effects of all wind or weather-based spells and attacks (such as *control weather*).

In addition, as an action on each of your turns for the duration, you can emit a single bolt of lightning from your eyes as a ranged spell attack against a target within 100 feet. You have advantage on the attack if the target you select is wearing metal armor. On a hit, the target takes 8d6 lightning damage.

Strength of One

5th-level transmutation

Casting Time: 1 action
Range: Self (30-foot radius)
Components: V, S, M (sinew from an umber hulk)
Duration: Concentration, up to 1 minute

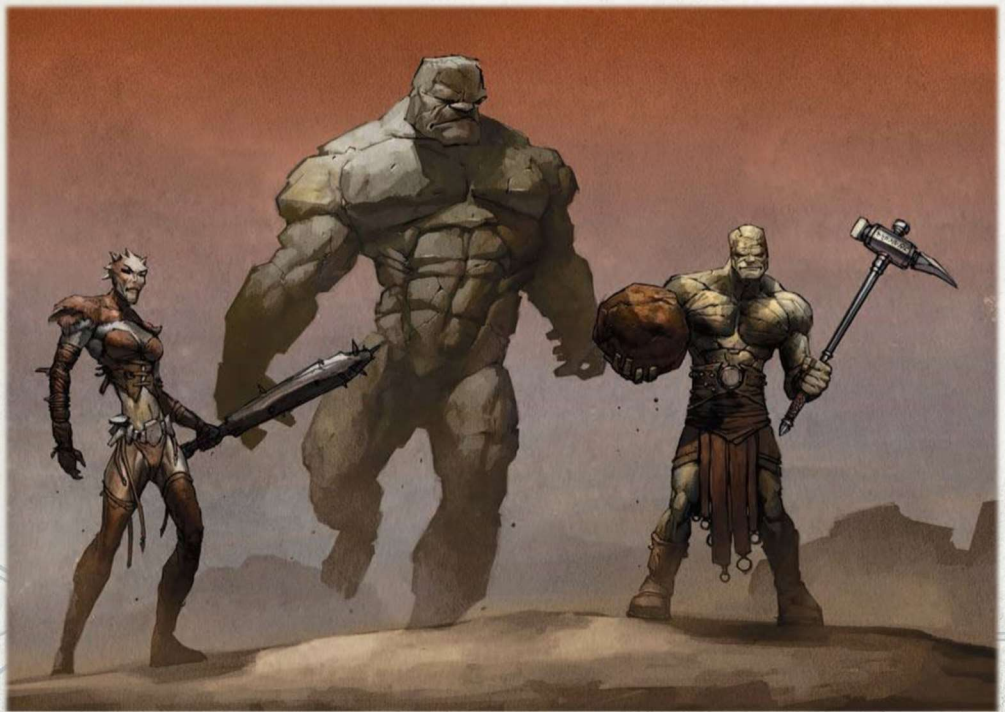
Choose a number of willing targets equal to your spellcasting ability modifier that you can see within range. You may choose yourself as one of the targets. For the duration, every target has the Strength statistic of the target with the highest Strength.

Strength of Stone

2nd-level transmutation

Casting Time: 1 bonus action
Range: Self
Components: V, S
Duration: Concentration, up to 1 minute

The strength of elemental earth and stone infuse your body. You gain advantage on all d20 rolls that include your Strength modifier, and when you make an attack roll that gains advantage from this spell, that attack inflicts an extra 1d8 damage if it hits. This spell ends if you leave the ground at any time. The walls and ceiling count as ground if you can walk along either surface.



Succor

9th-level enchantment

Casting Time: 1 action
Range: Touch
Components: V, S, M (a platinum ring with a diamond worth at least 10,000gp)
Duration: Instantaneous

You enchant a ring and choose a command word. When the creature wearing the ring repeats the command word, it is instantly teleported to the nearest empty space to you. This spell fails if the creature wearing the ring is not on the same plane as you. Only one creature can be teleported by the ring, but anything it is carrying comes with it.

"I often find myself needing to protect persons who are of great importance to the city of Waterdeep, but who have little ability to defend themselves. More than once, the *succor* spell has been crucial to keeping such folk alive."

——*Laeral Silverhand*

Sudden Formation

2nd-level enchantment

Casting Time: 1 action
Range: 30 feet
Components: V
Duration: 1 round

You bark a few seemingly simple commands, but they are imbued with the majesty of past warlords. Choose up to seven creatures you can see within range that can hear you when you cast this spell. After you choose these creatures, you can immediately move up to half your speed. Once you

end this movement, each creatures you chose can use its reaction to move up to its speed without provoking opportunity attacks. A creature which moves in this way must end its movement within 5 feet of you.

Sudden Stalagmite

4th-level conjuration

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: 1 minute

A ten-foot tall, very sharp stalagmite erupts under your target, who must make a Dexterity saving throw. On a failed save, the creature takes 6d8 piercing damage, and is restrained as the stalagmite pierces its flesh. On a successful save, the target takes half as much damage, but is not restrained, and the spell ends. A creature restrained by this spell cannot escape until it uses an action to free itself by making a successful Strength saving throw, or until another creature within 5 feet of it succeeds on a Strength check against your spellcasting DC. When the target is freed, it takes 2d6 piercing damage, and the spell ends. If the target has not escaped when the spell ends, the target is freed.

> "To this day I recall the look of surprise on that ogre's face..."
>
> —*Elminster*

Sudden Transposition

2nd-level conjuration

Casting Time: 1 action
Range: 120 feet
Components: V
Duration: Instantaneous

With a single word of magical power, you cause two creatures to swap places. Choose two Small or Medium creatures that you can see within range. You can only choose two creatures which are either standing on the same surface or standing on surfaces which are physically connected by solid ground or structures. A creature which is unwilling to be transposed gains a Charisma saving throw against this effect. If neither creature makes a successful saving throw, both creatures are teleported, with each reappearing in the space previously occupied by the other.

Suffer the Flesh

2nd-level transmutation

Casting Time: 1 action
Range: Self
Components: V, S, M (a set of flensing knives)
Duration: 1 minute

You can sacrifice your own flesh to power your spells. For the duration, for every 10 hit points you channel into the spell the spell is cast as if it one level higher. For example, while this spell is in effect, you cast a fireball as a 3rd level spell, you could channel 10 hit points to cast fireball as a 4th level spell, 20 hit points to cast is as a 5th level spell, etc. Channeling hit points into a spell lowers both your current hit point total and your hit point maximum. Your hit point maximum returns to normal after a long rest.

Summons of Justice

1st-level evocation

Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Instantaneous

Sacrificing some of your own vitality, you emit holy energy that compels your enemies to come forward. You hurl two rays, which can be aimed at one target or split between more. For each ray, make one ranged spell attack against a target within range. On a hit, the target takes 2d6 radiant damage, and you can pull it up to 15 feet closer to you.

You also take 2 points of radiant damage for each ray that hit, which cannot be reduced by any means.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you create one additional ray for each slot level above 1st.

"Forcing your enemies to confront you directly before they are ready is a highly effective stategy in magical and mundane conflicts alike."

——*Laeral Silverhand*

Summons of Khirad

3rd-level conjuration

Casting Time: 1 action
Range: 70 feet
Components: V, S, M (a fish hook and line)
Duration: Instantaneous

You shoot a bolt of blue flame at your enemy, who shimmers for a second before teleporting to a place of your choosing. Make a ranged spell check. On a hit, you deal 5d6 psychic damage to the target and it must make a Wisdom saving throw. On a failure, you can teleport it to any empty space you can see within 30 feet of it where it would be on solid ground that can support its weight. Once the target is teleported, it immediately provokes opportunity attacks from all creatures within 5 feet of it.

"Khirad is both a blue-hued star and the face of one of the foul Great Old Ones of Far Realm. During apocalyptic events, it shines brighter, becoming the most visible star in the sky.

"It brightened a great deal just before the Time of Troubles, and in the century since it has done so again many times, more often than than in entire millennium prior."

——*Laeral Silverhand*

Sunbolt

4th-level evocation

Casting Time: 1 action
Range: 90 feet
Components: V, S
Duration: Instantaneous

A blinding flash of light leaps from your hand to a target. Choose one target within range, that target must make a Dexterity saving throw. They take 8d8 radiant damage on a failed save and half as much on a successful one. Undead are particularly vulnerable to this spell, making the save with disadvantage. Undead that are weak to sunlight (vampires, for example) are blinded until the end of their next turn if they fail the Dexterity saving throw.

Sundered Bravery

7th-level enchantment

Casting Time: 1 action
Range: 5 feet
Components: V, S
Duration: 1 round

Your empowered strike hurls your foe to the ground, hobbles it with panic, and causes it to flinch with terror at every nearby movement. Make a melee spell attack against one creature within range. On a hit, the target takes 7d12 psychic damage and falls prone. The target must make a Wisdom saving throw, if they fail the target is frightened of you, and its speed is halved until the start of your next round. Undead, constructs, and creatures immune to being frightened aren't affected by this spell.

At Higher Levels. When you cast this spell using a spell slot of 8th level or higher, the damage increases by 1d12 for each slot level above 7th.

Sunscorch

1st-level evocation

Casting Time: 1 action
Range: 120 feet
Components: V, S, M (a magnifying glass)
Duration: Instantaneous

A sun-like 10-foot diameter sphere of light appears, centered on a point you can see within range that is at least 20 feet above you. The spell fails if you can't see a point in the air where the sun could appear (for example, if you are in a room that can't accommodate the required height).

When you cast the spell, choose a point you can see within range, which is stuck by a blinding ray of light from the false sun. Make a ranged spell attack, ignoring cover. On a hit, the target takes 2d6

radiant damage. If the target is undead, roll d8s for this damage instead of d6s. A target that takes this damage must make a Dexterity saving throw. On a failure, it is blinded until the end of your next turn.

The false sun vanishes at the end of the turn, but until then it sheds bright light in a 20-foot radius and dim light for an additional 20 feet.

At Higher Levels. You can cast this spell using a spell slot of 2nd level or higher, increasing the damage by 1d6 (1d8 against undead) for each spell level above 1st.

Sunstone

7th-level evocation

Casting Time: 1 action
Range: 50 feet
Components: V, S, M (a stone)
Duration: Concentration, up to 1 minute

You channel elemental heat from the Plane of Fire into a stone. The stone glows red hot, but you can handle it without any ill effect. For the duration, the stone emits bright light for 15 feet and dim light for 15 feet beyond that.

You may throw the sunstone at a target you can see in range, and the sunstone moves around any obstacles between it and its target. Make a ranged spell attack, ignoring cover. If you hit the target takes 3d10 fire and 3d10 bludgeoning damage. Whether the stone hits or misses it returns to you. For the duration, you can use a bonus action to launch the stone at another target. When the spell ends the stone shatters.

Superior Invisibility

8th-level illusion

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Concentration, up to 1 minute

The creature you touch turns invisible, and its scent and sound are masked for the spell's duration. Like *greater invisibility*, the subject can attack and cast spells without ending the spell. This spell also hides the subject from blindsight, tremorsense, and any other sense that would normally reveal a hidden creature.

In addition, the subject of the spell is immune to *see invisibility*, *faerie fire*, and similar spells for the spell's duration.

Superior Resistance

6th-level abjuration

Casting Time: 1 action
Range: Touch
Components: V, S, M (a miniature cloak)
Duration: Concentration, up to 1 minute

Until the spell ends, whenever the target rolls a saving throw, it can choose to roll 1d8 and add the number rolled to one saving throw result. It can roll the die before or after the saving throw. The spell then ends. After the target has added this bonus a number of times equal to your spellcasting ability modifier, the spell ends.



Suppress Lycanthropy

4th-level transmutation

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a sprig of wolfsbane)
Duration: Concentration, up to 1 minute

Choose a lycanthrope in its animal or hybrid form within range. That lycanthrope must make Wisdom saving throw. If they fail they are forced in their human form. The lycanthrope can repeat the Wisdom saving throw at the end of their turn. If they succeed, they can turn into their hybrid or animal forms on their next turn.

Surge of Speed

1st-level transmutation

Casting Time: 1 bonus action
Range: Self
Components: V
Duration: Instantaneous

You infuse your body with the energies of time itself and briefly move faster than should be possible. Until the end of the turn, you don't provoke opportunity attacks, your walking speed is increased by 10 feet, and you have a climbing speed equal to half your new walking speed. You can also move up, down, and across vertical surfaces and upside down along ceilings, while leaving your hands free.

Sustain Fire

1st-level transmutation (ritual)

Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: 1 hour

Choose a fire within range. For the duration, the fire consumes no fuel or oxygen. Even if the fire is plunged into something that would normally extinguish a fire (water, sand, or an enemy) the fire continues to burn. An object removed from the fire consumes fuel as normal and will go out if all the fuelor oxygen is consumed.

Sustaining Meditation

3rd-level abjuration (ritual)

Casting Time: 1 action
Range: Self
Components: V, S
Duration: Concentration, up to 24 hours

You enter a heightened state of consciousness in which you have complete awareness and control of your body's natural processes. Until this spell ends, you are able to heal yourself for a limited number of hit points. You gain a pool of 20 hit points worth of self-healing. As a bonus action on your turn, you can draw self-healing from the pool to restore a number of hit points to yourself, up to the maximum amount remaining in your pool.

Once all the self-healing of the pool is expended, it does not replenish unless you cast the spell again. When this spell ends, any unused healing in the pool is lost.

Alternatively, if you have at least 5 hit points remaining in your self-healing pool, you can use a bonus action to neutralize one poison affecting you, or to cure yourself of one disease or one of the following conditions: blinded, deafened, paralyzed, or poisoned. When you do this, the spell ends immediately.

In addition, for the duration of this spell, you don't need to eat or sleep (though you still need to finish a long rest to prepare spells or regain any abilities that require a long rest) and whenever you hold your breath, you can do so for five times as long as normal. If you have at least 1 hit point remaining in your self-healing pool, you have advantage on saving throws against poison and resistance to poison damage.

This spell ends when you finish a long rest, or when you cast it again.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the pool of self-healing it confers is increased by 5 hit points for each slot level above 3rd.

Sword of Sigils

1st-level enchantment

Casting Time: 1 action
Range: 5 feet
Components: V, S, M (a slashing or piercing weapon)
Duration: 1 round

You make a wide, swiping arc with the blade you used in the casting, and it glows red and leaves symbols from ancient duelling rites burning in the air above each foe you strike. Choose up to five creatures you can see within range. Make a melee spell attack against each target. On a hit, a target takes 2d6 magical slashing damage, and you mark it with your sigil until the end of your next turn.

While a creature marked by you with this spell is within 5 feet of you, it has disadvantage on any attack roll that doesn't target you. This spell ends early if you are incapacitated or you die, or if someone else marks the creature.

Swordshun

4th-level necromancy

Casting Time: 1 action
Range: Self
Components: V, S, M (a bejeweled short sword worth at least 50gp)
Duration: Until dispelled

As you cast this spell, you plunge the short sword into the side of your own body. You or any other creature within 5 feet of you can end this spell instantly by removing this short sword from your side, which requires only a DC 5 Strength (Atheltics) check. Until the spell ends, you take 1d6 magical piercing that cannot be reduced by any means at the start of each of your turns, and you cannot regain hit points, but you are immune to nonmagical bludgeoning, piercing, and slashing damage.

"Effective, but obviously only for short intervals."

—Mordenkainen

Sympathetic Agony

1st-level divination

Casting Time: 1 reaction, which you take when a friendly creature besides you within 30 feet of you takes damage
Range: 30 feet
Components: V
Duration: 1 round

You share another creature's pain, taking part of its burden upon yourself. Targeting the friendly creature who would take the triggering damage, you roll 1d10. You add your spellcasting ability modifier to the number rolled, and reduce the triggering damage to the target by that total. However, you take psychic damage equal to the same total, which cannot be reduced or redirected by any means.

Until the end of your next turn, you and the target both gains a +2 bonus to AC and saving throws while you are within 30 feet of each other, and if you and the target share a language, you can communicate telepathically with it as long as it is within 30 feet.

"When I take an apprentice, this is one of the first spells I teach them. I make it very clear that if I should suffer harm in their presence, failing to cast *sympathetic agony* is never a forgivable lapse."

"Any mage willing to place themselves in my tutelage is made to understand the price of the knowledge I offer, and that they shall never be finished paying it."

—Acererak

Symphonic Nightmare

7th-level enchantment

Casting Time: 1 action
Range: Touch
Components: V, S, M (an exceptionally crafted small statue of an opened skull with a miniature orchestra within the cavity, which is worth at least 1,000 gp)
Duration: 1 week

A creature you touch loses its ability to sleep restfully for the duration of the spell. Instead of peaceful fantasies, the subject's dreams are filled with a discordant orchestra. Starting when the subject next finishes a long rest, it has disadvantage on Wisdom checks and Wisdom saving throws for the duration of the spell.

In addition, until the spell ends, whenever the subject finishes a long rest, it must roll a Wisdom saving throw. If it fails, it does not gain the benefits of that long rest.

The subject is immune to the *dream* spell while under the influence of this spell. This spell can be ended by a *remove curse* or *greater restoration* spell cast using a 7th-level or higher spell slot, in addition to being dispelled normally.

Synostodweomer

7th-level transmutation

Casting Time: 1 action
Range: Self
Components: V, S
Duration: Concentration, up to 1 minute

For the duration, you can turn another spell you cast into healing energy. Instead of its normal effect, the spell you cast is held until you touch another creature before the duration expires; the creature you touch regains 1d10 hit points per level of the spell slot used to cast the triggering spell, and then this spell ends.

For example, you could cast this spell, and while you maintain concentration, you could cast *mind blank* using an 8th-level spell slot, and before the duration expires, you could touch a creature and cause it to regain 8d10 hit points.

"This spell is often known as *The Simbul's Synostodweomer*, after its creator, the Simbul, known as the Witch-Queen of Aglarond, my dearly departed sister.

"At first, I was surprised that Elminster had not made this note, but he may yet find the pain of my sister's passing too acute for such a comment.

"Those familiar with my own history will no doubt mark places in this grimoire where I too have chosen to remain silent.

"Yet writing about this spell gives me joy, not sorrow, in remembering my sister, who was the greatest spellcaster of us all——arguably the greatest who ever lived. So much of her instinctive grasp of magic is displayed here, her cleverness and efficiency, that casting it almost feels like having her by my side once more.

"The decades since the Time of Troubles have piled up loss upon loss upon loss, more than any prior century I can remember. Even for the most powerful, in our hearts we all remain shackled by time's cruelties."

——*Laeral Silverhand*

Tactical Precision

2nd-level divination

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a toy soldier)
Duration: Concentration, up to 1 minute

When this spell is cast, you and up to six creatures you choose within range have greater insight into each other's actions.

When an ally affected by this spell makes a melee weapon attack against a creature that is within 5 feet of another ally affected this spell, they gain advantage on the attack roll and deal an extra 1d6 damage of that weapon's type if the attack hits.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the bonus to hit increases by 1 and the weapon damage increases by 1d6 for every two slot levels above 2nd.

Talona's Blessing

5th-level abjuration

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Concentration, up to 1 hour

You touch a creature and grant it immunity to all poisons and diseases for the duration. This includes immunity to curses that cause disease, such as lycanthropy and mummy rot.

Target of All

3rd-level transmutation

Casting Time: 1 action
Range: 90 feet
Components: V, S, M (an arrowhead)
Duration: Concentration, up to 1 minute

Choose one target within range, which must make a Wisdom saving throw. If they fail, every ranged attack or ranged spell attack that targets a creature within, or originates within, 50 feet of the enchanted creature will twist in the air to strike that creature. Attack rolls must be made versus the enchanted creature's AC. The enchanted creature can repeat the Wisdom save at the end of their turn to end the spell.

Tartarean Tomb

7th-level conjuration

Casting Time: 1 action
Range: 70 feet
Components: V, S, M (iron shackles)
Duration: Concentration, up to 1 minute

You summon spiked iron plates that surround and impale a target within range. One target you choose within range must make a Dexterity saving throw. On a failure, it takes 8d8 piercing damage and becomes restrained for the duration. On a success, it takes half as much damage and is not restrained. Restrained targets are entombed and impaled by the iron plates. While the target is restrained by this spell, attack rolls against it automatically fail, and it cannot take any action requiring the use of its limbs, except to make a Strength (Athletics) check against a DC equal to your spell save DC. On a success, the target escapes the tomb, and the spell ends.

Tattoo Projectiles

3rd-level illusion

Casting Time: 1 action
Range: Self
Components: V,S,M (the ink and needles of a tattoo artist)
Duration: Concentration, up to 10 minutes

When you cast this spell, your skin appears to be etched by glowing needles that manifest around your person for a few seconds before vanishing, leaving your limbs and/or torso with colorfully stylized tattoos of darts, daggers, or throwing stars. You have six of these phantasmal tattoos, which remain on your skin for the duration of the spell.

As part of the same action as casting this spell—and as a bonus action on each of your turns thereafter—you can expend one or two of the tattooed weapons, appearing to snatch them off your skin and hurl them with deadly accuracy toward a point or points you choose within 120 feet of you. As one of these phantasmal tattoo weapons reaches its destination, it multiplies, becoming a swarm of razor-sharp missiles. Each creature within 5 feet of the point you chose must make a Wisdom saving throw. A creature takes 2d6 psychic damage on a failed save, or half as much damage on a successful one.

A tattoo projectile vanishes when you expend it, decreasing your total number of tattoo projectiles. When you use up all your tattoo projectiles, this spell ends.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the number of phantasmal throwing star tattoos created increases by two for each slot level above 3rd.

Tearing Claws

1st-level conjuration

Casting Time: 1 action
Range: Self (15-foot cone)
Components: V
Duration: Instantaneous

Spectral draconic claws strike out from your body, slashing at your foes and shoving them backward. Each creature in a 15-foot cone emanating from you must make a Dexterity saving throw. On a failed save, a creature takes 2d10 slashing damage and is pushed 5 feet away from you. On a successful save, the creature takes half damage and isn't pushed.

Creatures that only have hit points equal to half their hit point maximum or fewer have disadvantage on the saving throw, and are pushed back 15 feet on a failed saving throw.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by a 1d10 for each slot level above 1st.

Telekinetic Slam

1st-level evocation

Casting Time: 1 action
Range: 120 feet
Components: V,S
Duration: Instantaneous

You surprise an enemy with an unstoppable telekinetic impact. Choose one creature within range, which must make a Strength saving throw. On a failed save, the target takes force damage equal to 2d6 plus your spellcasting ability modifier and is telekinetically moved 15 feet directly toward or away from you (your choice). On a successful save, it takes half as much damage and isn't moved. You can only move it in a straight line through space unimpeded by creatures, objects, or obstacles. You can also move the creature up into the air, which may cause it to fall.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the psychic damage increases by 1d4 for each slot level above 1st. If the spell slot is of 5th level or higher, you may target one additional creature within range for each slot level above 4th.

Telepathic Link

1st-level divination (ritual)

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Concentration, up to 1 minute

You establish a telepathic link with one willing humanoid you touch. Until the spell ends, whenever you and the target can see each other, each of you can communicate with the other via telepathy.

Creatures with Intelligence scores of 2 or less aren't affected by this spell. You don't need to share a language with a creature for it to understand your telepathic utterances, and the creature understands you even if it lacks a language. The creature can respond to you telepathically as well, but it must understand at least one language in order to communicate this way.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the duration increases to 10 minutes, and if either you or the creature you are linked to are surprised, while both of you can see each other, the surprised creature can still act normally during the surprise round, as if it were not surprised.

Tempestcone

9th-level abjuration

Casting Time: 1 action
Range: Self
Components: V, S, M (an adamantine cone worth 20,000 gp)
Duration: Concentration, up to 1 minute

A cone of swirling energy surrounds you. Any spell that targets you or includes you its area of effect is absorbed into the cone. Note that a spell that includes you in its area effect will not affect you, but will affect other targets normally. Any spell you cast is automatically absorbed by the cone.

On your turn, you can generate one missile for every spell level the cone absorbed since your last turn. Treat each missile as if it's a magic missile that inflicts 1d6+1 force damage. Any unused spell levels are lost at the end or your turn.

Temporal Push

4th-level conjuration

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: 1 minute

You reach out and shunt another creature forward in time. Make a melee spell attack against your target. If you hit they are sent forward in time for 1 minute. When the target is drug into the temporal vortex, you must make an Intelligence saving throw (DC 20). If you fail you are drug into the vortex with your target. You both reappear in the same spaces you vacated, or the closest empty space one minute after you were pulled into the temporal vortex. You are otherwise unharmed.

Temporal Stasis

9th-level transmutation

Casting Time: 1 action
Range: Touch
Components: V, S, M (crushed diamond, emerald, ruby, and sapphire dust, each from a gemstone worth at least 500 gp, which the spell consumes)
Duration: Instantaneous

You place yourself or another creature you touch in a permanent state of suspended animation. Until the spell ends, the target falls unconscious, it is immune to all damage, it does not age, and it cannot die.

The spell can be ended with a *dispel magic* spell cast at 9th level, or a *wish* spell. If you cast it on a creature besides yourself, you can also use an action during your turn to end this spell at any time.

If the target is unwilling, it can make a Wisdom saving throw. On a success, the spell has no effect.

Tendrils of Thuban

5th-level conjuration

Casting Time: 1 action
Range: 90 feet
Components: V, S, M (a mind flayer's tendril)
Duration: Concentration, up to 1 minute

The ice seems to freeze in your lungs as an emerald green star appears in the sky. Tendrils the same color reach down from inside that frozen star and lift your opponents into the air, squeezing the life out of them. Choose a number of targets within range that and within 30 feet of each other equal to your spellcasting ability modifier. They take 2d10 cold damage and 2d10 bludgeoning damage and are restrained 10 feet in the air on a failed save. They take half damage and are not restrained on a successful saving throw. Targets restrained by the tendrils take 2d10 cold damage and 2d10 bludgeoning damage at the start of their turns. A restrained target may make a Strength check against your spell save DC to escape the tendrils.

"The *Revelations of Melech* and other ancient texts tell us much of those Great Old Ones from the Far Realm who manifest in our reality as stars—faint and distant *Acamar;* *Hadar*, the Dark Hunger, cloaked within the dark nebula of *Ihbar;* the purple star *Caiphon;* *Gibbeth*, so feared and beloved among mages of the Neogi; piercing blue *Khirad,* Star of Secrets; *Zhudun,* which shone its baleful light over the Ruined Realm of Cendriane in the Feywild before its fall; and many others.

"Yet little is written of *Thuban,* sometimes called Thuban of the Emerald Seas. It is patron to more than a few warlocks, yet they reveal precious little about the nature of the being who holds their pacts, nor of the powers it bestows.

"Those are secrets I prefer to know."

—Acererak

Tenser's Destructive Resonance

5th-level evocation

Casting Time: 1 action
Range: 50 feet
Components: V, S

Duration: Instantaneous

You fire a thin ray of bluish energy from your hand. Make ranged attack roll against an object that is not being worn or carried, or against a building. Magical objects and buildings are immune to this spell. If you hit the target takes 8d8 force damage. If the target is reduced to 0 hit points, it explodes. Creatures standing inside or within 10 feet of an exploding building or within 10 feet of an exploding object must make a Dexterity saving throw. The amount of damage they take depends on the size of the object. If they successfully save they take half damage.

Size	Piercing Damage
Tiny	2d4
Small	2d6
Medium	2d8
Large	2d10
Huge	2d12
Gargantuan	2d20

Tenser's Eye of the Eagle

3rd-level transmutation

Casting Time: 1 action
Range: Self
Components: V
Duration: Concentration, up to 1 minute

You eyes glow and you instinctively sense how to make your shots count. For the duration, attacking with a ranged weapon at long range does not impose disadvantage on your attack rolls.

Tenser's Masters of Arms

4th-level transmutation

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Concentration, up to 1 minute

This spell grants both of the following benefits, in the listed order:

- ✧ You can choose to become proficient wiith a weapon you are not proficient in for the duration.
- ✧ You can choose a weapon with which you are proficient (which may be the weapon with which this spell gave you proficiency). For the duration you deal an extra 1d8 damage with that weapon. The bonus damage type is the same type as the weapon. You also gain +2 to all melee attack rolls with that weapon.

"Many have noted that Tenser's spells all seem to be directly applicable to battle or military expeditions. Before his death at the hands of the traitor Rary, he was deeply dedicated to the causes of law and good."

—Mordenkainen

"Note that Mordenkainen chooses not to comment on rumors of Tenser returning to life and living under a secret alias.

"I suspect those curious about the truth of these whispers would find a visit to the sage of Manzorian of Magepoint most enlightening."

—Acererak

Tentacular Transformation

6th-level transmutation

Casting Time: 1 action
Range: Self
Components: V, M (a dried tentacle from an octopus)
Duration: Concentration, up to 10 minutes

Two 10-foot long green tentacles sprout from the right and left sides of your body. For the duration, you can use the tentacles to grab and manipulate objects and aid in your attempts to climb. You have advantage on your Strength checks to climb any surface for the duration.

Additionally, you can attack with the tentacles. If

you take the Attack action on your turn, you can make a melee attack with one of the tentacles, and then use a bonus action to make an additional melee attack with the other tentacle against a target within 10 feet of you. Both attacks use your spellcasting ability modifier instead of Strength. On a hit, a tentacle deals bludgeoning damage equal to 1d4 + your spellcasting ability modifier and the creature is grappled. A grappled creature can attempt to break free by using its action to make a Strength saving throw. On your turn, you can use a bonus action to constrict grappled creatures, automatically dealing the bludgeoning damage again.

At Higher Levels. When you cast this spell using a spell slot of 8th level, the bludgeoning damage increases to 2d4 + your spellcasting ability modifier.

Thanguul's Preservation

5th-level necromancy

Casting Time: 1 action
Range: Touch
Components: V, S, M (a candle made of rare wax worth 1000 gp, which the spell consumes)
Duration: Instantaneous

You light the candle and deposit some of your hit points inside. You cannot deposit more hit points that you currently have. Depositing hit points into the candle lowers your current hit point total and your maximum hit points by the amount you have deposited in the candle. If you are reduced to 0 hit points, the candle melts and you regain the hit points you have deposited in the candle. Your maximum hit point total also increases by the number of hit points you regain from the candle. You may only be under the effects of one Thanguul's Preservation at a time. You and the candle must be on the same plane when you are reduced to 0 hit points or the spell fails. If the candle is destroyed before you are reduced to 0 hit points, your hit point total increases by the number of hit points you deposited inside the candle, but you do not regain any hit points. As long as you have hit points deposited in the candle, it will continue to burn, but will not use any fuel. The candle sheds bright light out to 5 feet and dim light 5 feet beyond that.

The Doom of Bane

6th-level necromancy

Casting Time: 10 minutes
Range: Touch
Components: V, S, M (a suit of plate armor and a longsword)
Duration: Instantaneous

You touch the corpse of an evilly aligned humanoid that has been dead for no longer than eight hours. The creature rises and dons the suit of armor and wields the longsword as it finishes its transformation into a **helmed horror** (your DM has helmed horror statistics). It serves you and acts on its own initiative, aiding you to the best of its abilities. If it drops to 0 hit points, it turns to dust, along with the plate armor and longsword.

This spell fails if you attempt to cast it again while a helmed horror is in your service.

Thief's Lament

3rd-level enchantment

Casting Time: 1 action
Range: 50 feet
Components: V, S, M (a broken lock pick)
Duration: 8 hours

Select a 10-foot cube within range. Any item taken from within that cube curses the taker with a loss of coordination. The target will slip on level, dry floors and constantly drop things. Any creature that removes an item from the cube must make a Wisdom saving throw. If they fail, the have disadvantage on all Dexterity saving throws, attack rolls, skills and ability checks. The target may repeat the Wisdom saving throw once an hour to remove the Dexterity penalty.

Thornwrack

5th-level transmutation

Casting Time: 1 action

Range: 90 feet
Components: V, S, M (a thorny vine)
Duration: Concentration, up to 1 minute

Thorns sprout from your target's bones. The thorns dig into your target's body, making movement tremendously painful. Your target must make a Constitution saving throw, take 6d10 piercing damage on a failure, and half as much on a success. On a success, the spell ends, but on a failure, at the end of each of the target's turns for the duration, the target takes 2d10 magical piercing damage if it moved during its turn, as the thorns grind into the target's joints. If the target took the Dash action during that turn, the damage is doubled. The target can repeat the Constitution saving throw at the end of each of its turns, ending the spell on a success.

Thought Blast

Enchantment cantrip

Casting Time: 1 action
Range: Self (5-foot radius)
Components: V, S
Duration: 1 round

You unleash the psychic power of your mind in a wave that shocks nearby creatures' minds. Each living creature (not a construct or undead) other than you within 5 feet of you must make an Intelligence saving throw. On a failed save, a creature takes 1d6 psychic damage and has disadvantage on the next Intelligence or Charisma check it makes before the until the end of its next turn.

This spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

Thought Harvest

3rd-level divination

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a piercing weapon)
Duration: Instantaneous

You pierce the mental defenses of one creature you can see within range. The target must make a Wisdom saving throw, taking 5d6 psychic damage on a failed save, or half as much damage on a successful one. Also on a failed save, the target cannot take reactions or the disengage action until the end of your next turn, and it suffers disadvantage on the next attack roll or a saving throw it makes before the end of your next turn. Finally, when a target fails its saving throw against this spell, you instantly know its surface thoughts, what is most on its mind in that moment.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the psychic damage increases by 1d6 for each slot level above 3rd.

Thought Projection

Enchantment cantrip

Casting Time: 1 bonus action
Range: 30 feet
Components: V, S
Duration: Instantaneous

You broadcast a mental image or telepathic message to nearby allies. Choose any number of non-hostile creatures within range. These targets (and only the targets) mentally receive the image or message you chose to convey. If it is a message, it must be 10 words or fewer. Creatures with Intelligence scores of 2 or creatures unwilling to have you communicate with them aren't affected by this spell. You don't need to share a language with a creature for it to understand what you convey, but if you send a message rather than an image, a creature must understand at least one language in order to comprehend the message.

Threefold Boon

5th-level abjuration

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: 3 rounds

The recipient of this spell gains double-advantage on three ability checks, attack rolls, or saving throws it makes before the end of its third turn after this spell is cast. When using this benefit, the recipient rolls two extra d20s and uses the highest of the three for its roll. Once this benefit is used three times, the spell ends, or at the end of its third turn regardless if uses remain.

Threehorn's Charge

3rd-level transmutation

Casting Time: 1 action
Range: Touch
Components: V, S, M (a small piece of a triceratops corpse or fossil)
Duration: Concentration, up to 1 minute

Your fingers imitate the horns of a threehorn (triceratops) against your own head before you touch your intended target, which then grows large horns, a bony skull plate, and a thickened hide. You change a willing creature you touch into a saurian form which resembles a hybrid of their natural form and that of a three-horned dinosaur. For the duration of the spell, the target gains the following traits:

- ✧ They have advantage on all Strength checks and Strength saving throws.
- ✧ Their carrying capacity is doubled.
- ✧ Their horns act as a gore attack, a natural weapon with which they are proficient. This is a melee attack which inflicts 2d8 piercing damage.
- ✧ Their armor class cannot be lower than 13 + their Dexterity modifier, no matter what kind of armor they are wearing.

If they move at least 20 ft. straight toward a creature and then hit it with a gore attack on the same turn, that target must succeed on a Strength saving throw or be knocked prone.

Thunder Riposte

6th-level evocation

Casting Time: 1 reaction, which you take in response to being hit with an attack roll by a creature within 5 feet of you
Range: Self (15 foot cone)
Components: V, M (a weapon)
Duration: Instantaneous

As part of the reaction used to cast this spell, you must make a melee attack with a weapon against the creature that made the triggering attack, otherwise the spell fails. On a hit, the target suffers the attack's normal effects and each creature in a 15-foot cone emanating from you must make a Constitution saving throw as your weapon unleashes a devastating blast of thunder. The cone must include the creature that made the triggering attack. On a failed save, a creature takes 6d8 thunder damage and falls prone. On a successful save, the creature takes half as much damage and doesn't fall prone.

The sound of this spell can be heard up to 500 feet away (or farther with a successful Wisdom (Perception) check as determined by your DM).

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the thunder damage increases by 1d8 for each slot level above 6th.

Thundering Armor

1st-level abjuration

Casting Time: 1 bonus action
Range: 60 feet
Components: V, S, M (a tuning fork)
Duration: Instantaneous

You infuse a creature's armor with pulsing energy, increasing its protection and knocking a single foe away with an intense reverberation. Choose a friendly creature within range that is wearing armor. The subject gains a +2 bonus to AC until the end of its next turn. You can also choose a hostile creature within 5 feet of the ally. That hostile creature must make a Strength saving throw. On a

failed save, it takes 2d8 thunder damage and is pushed 10 feet away from your ally. On a successful save, the target takes half damage and is not pushed.

You cannot cast this spell on yourself. The sound of this spell can be heard up to 100 feet away.

At Higher Levels. When you cast this spell using a spell slot of 2nd-level or higher, the thunder damage increases by 1d8 for each slot level above 1st.

Thunderlance

4th-level evocation

Casting Time: 1 action
Range: Self
Components: V, S, M (a small metal spear)
Duration: Concentration, up to 1 minute

You transform a metal spear into a lance that embodies the power of a thunder storm.

As part of the action used to cast the spell, and again by using an action on each of your turns for the duration, you can make a melee spell attack against a creature within 20 feet. On a hit, the target takes 6d6 thunder damage. If this lance leaves your hand for any reason, such as if you are disarmed or otherwise forced to drop it, you can call it back to your hand using a bonus action.

The sound of the thunder can be heard up to 500 feet away (or farther with a successful Wisdom (Perception) check as determined by your DM).

Thunderous Reprisal

4th-level abjuration

Casting Time: 1 reaction, which you take in response to being damaged by a creature within 30 feet of you that you can see
Range: Self (30-foot radius)
Components: V, S
Duration: Concentration, up to 10 minutes

You blast your enemies away in a wave of thunder and destruction. Each enemy within 30 feet of you must make a Dexterity saving throw. On a failed save, the enemy takes 4d8 thunder damage, or half as much damage on a successful save. In addition, enemies that fail their saving throw are pushed 10 feet away from you and become deafened until the end of your next turn.

The sound of the thunder can be heard up to 500 feet away (or farther with a successful Wisdom (Perception) check as determined by your DM).

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the thunder damage increases by 1d8 for each slot level above 4th.

Tortoise Shell

6th-level transmutation

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Concentration, up to 1 hour

The skin of the creature you touch hardens into a tortoise-like shell, and it can't have an armor class less than 18 for the duration, regardless of what type of armor it is wearing. However, the creature's speed is reduced by 10 feet until the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the creature's minimum AC increases by 1 for each slot level above 6th.



Touch of the Blackened Soul

4th-level transmutation

Casting Time: 1 action
Range: Self
Components: V, S, M (the heart of a child)
Duration: Concentration, up to 1 minute

For the duration, good aligned creatures roll saving throw against your spells with disadvantage. In addition, your spells add your spellcasting ability modifier to their damage totals. Spells that target individuals (e.g. magic missile) add the bonus to one missile. Spell that effect a large area (e.g. fireball) add the damage to the total rolled.

Touch of the Talontar

2nd-level necromancy

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Concentration, up to 1 minute

A purple-hued radiance surrounds your hand until you successfully hit a creature with a melee spell attack. On a hit, the target takes 3d10 poison damage, and it must make a Constitution saving throw. On a failed save, it is also poisoned until the end of its next turn.

Once you hit a creature and deal damage, the spell ends if the target made its saving throw, or after the end of its next turn if the save was failled the spell end.

At Higher Levels. When you cast this spell using a spell slot of 3rd or higher level, the poison damage increases by 1d10 for each slot level above 2nd.

Trait Rip

8th-level necromancy

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Concentration, up to 1 minute

You can rob a creature of one of its unique traits and give it to an ally. Make a melee spell attack against a creature within your reach. On a hit, you choose one special or racial trait which you know the creature possesses (such as one you have seen it use) and remove it from the creature until the spell ends. For example, if you removed the Amphibious trait from an aboleth or a water genasi, that creature would no longer be able to breathe both air and water.

When you cast this spell, you choose a second target, which must be another willing creature within 30 feet. Until the spell ends, that creature gains the racial or special trait you removed from the first target.

However, the Ability Score Increase racial trait, Legendary Resistance, Innate Spellcasting, or Spellcasting traits are not affected by this spell, nor are any other traits that are either not listed under the traits section of the stat block or not listed among the traits it receives for being a member of a certain race. You could not, for example, remove an action or legendary action with this spell, nor could you remove its Armor Class or Passive Perception.

The DM may also rule that certain traits are too intrinsic to the nature of a creature to be removed, such as the Water Form trait of a water elemental. However, if a creature has no traits you can affect with this spell, the DM will inform you before you use an action to cast the spell.

At the end of each of the first target's turns, it can make a Constitution saving throw against the spell. On a success, the spell ends.

Transmute Rock to Lava

9th-level transmutation

Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: Instantaneous

You transform a natural area of stone within range of up to 10 cubic feet in volume into an equal volume of white-hot lava. A creature caught in the area when the spell is cast must make a Dexterity

saving throw. On a failed save, the creature takes 15d6 fire damage, or half as much on a successful one. A creature that starts its turn in the area must make a Dexterity saving throw and take fire damage until it is no longer in the affected area.

If the rock transformed by this spell supported a structure, that structure takes the fire damage (and ignites if it is flammable), and also takes extra bludgeoning damage equal to half the fire damage. If a structure drops to 0 hit points, it collapses and potentially damages nearby creatures, as described in the earthquake spell. After 10 minutes, the lava cools and turns back into rock.

Trapspringer

1st-level enchantment

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Concentration, up to 10 minutes

You make a creature more likely to trigger traps. Make a melee spell attack against a creature within your reach. On a hit, the target has disadvantage on ability checks to detect traps and and on saving throws against their effects for the duration. In addition, for the duration, that target's is considered to weigh an additional 250 lbs. for the purpose of determining whether it triggers any trap.

Whenever the target triggers a trap, it can make a Charisma saving throw against this spell at the end of that turn. On a success, the spell ends.

This spell can also be ended by *remove curse, lesser restoration,* or *greater restoration*.

"When dealing with a dungeon full of deathtraps, casting this spell upon a mule and sending it ahead of your party is a useful (if unpleasant) tactic."

—Mordenkainen

"Bah! Mules are useful and costly. Better to use goblins or prisoners."

—Acererak

Treasure Scent

4th-level divination

Casting Time: 1 action
Components: V, S
Range: Self (30-foot radius)
Duration: Concentration, up to 1 hour

You can smell any copper, silver, gold, electrum, platinum, or gems within 30 feet of you. If you are more than 5 feet away from the treasure, you only gain a sense of its direction. Once you are within 5 feet, you can determine what types of valuables (copper, gold, opals, etc.) are present, and the treasure's exact location. This spell is blocked by 1 inch of metal, 1 foot of stone, or 3 feet of earth or wood.

Tremorsense

3rd-level transmutation

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Concentration, up to 1 hour

You touch a willing creature and it gains tremorsense in a 30-foot radius for the duration.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the range of the tremorsense increases by 10 feet for every slot level above 3rd.

Trollish Fortitude

6th-level necromancy

Casting Time: 1 action
Range: Self
Components: V, S, M (pieces of a troll's heart)
Duration: Concentration, up to 1 minute

For the duration of the spell, you regain hit points equal to your spellcasting ability modifier at the beginning of your turn. If a limb or your head is cut off, you may reattach them by using an action to hold it up to the stump. If your head is severed while under the effects of this spell you will be able to see using your own eyes, but coordination will be

difficult. Yoou have disadvantage on all Dexterity saving throws, attack rolls, and skill checks until you reattach your head. If you have taken fire or acid damage since your previous turn, you will not regain hit points this round. If you have not reattached a severed limb and the spell ends, you cannot reattach the limb. If the head is separated from your body when the spell ends, you die.

Turn Pebble to Boulder

4th-level transmutation

Casting Time: 1 action
Range: 50 feet
Components: V, S, M (a pebble)
Duration: Concentration, up to 1 minute

You hurl the pebble at an enemy within range. An instant before the pebble strikes it turns into a massive boulder. Make a ranged spell attack. If you hit your opponent takes 6d6 bludgeoning damage. The boulder shatters after hitting its target. You may use an action to hurl a pebble on your turn for the duration.

At Higher Levels. You can cast this spell using a 5th level or higher spell slot. It inflicts 1d6 extra damage for every spell level above 4th.

Twisting Throw

2nd-level divination

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a ranged weapon)
Duration: Instantaneous

As part of the action of casting this spell, you must make a thrown weapon attack against a creature within range, or the spell fails. However, you do not make an attack roll. Instead, choose one creature you have seen in the past minute. Your weapon alters its path to move towards that creature, moving around corners if necessary and ignoring three-quarters cover and half cover. If the target is within range and there is a path large enough for the weapon to travel to the target, the target must make a Dexterity saving throw.

On a failed save, the target takes the attack's normal damage and suffers its additional effects, and you learn the target's current location. On a successful save, the target takes half damage from the attack but suffers no additional effects that would normally be imposed on a hit, and you don't learn its location.

Unbinding

9th-level abjuration

Casting Time: 1 action
Range: 120 feet
Components: V, S, M (a loadstone and a pinch of saltpeter)
Duration: Instantaneous

When you cast this spell, a flash of magical energy spreads out from you in a 120-foot radius. This spell acts as a *dispel magic* spell cast using a 9th-level spell slot targeting all objects and structures within range. Creatures within range are also targeted, but spells affected those creatures are only dispelled if they are causing those creatures to be charmed, paralyzed, or stunned. The spell does not restore or affect creatures turned to stone, or release bonded creatures from service, such as familiars, invisible stalkers, and genies.

Also, the spell does not penetrate or affect an *antimagic field* in any way. This spell does not affect objects that are being worn or carried by a creature.

Finally, any traps attached to any objects affected by this spell are triggered immediately the moment spells affecting those objects are destroyed.

Uncanny Balance

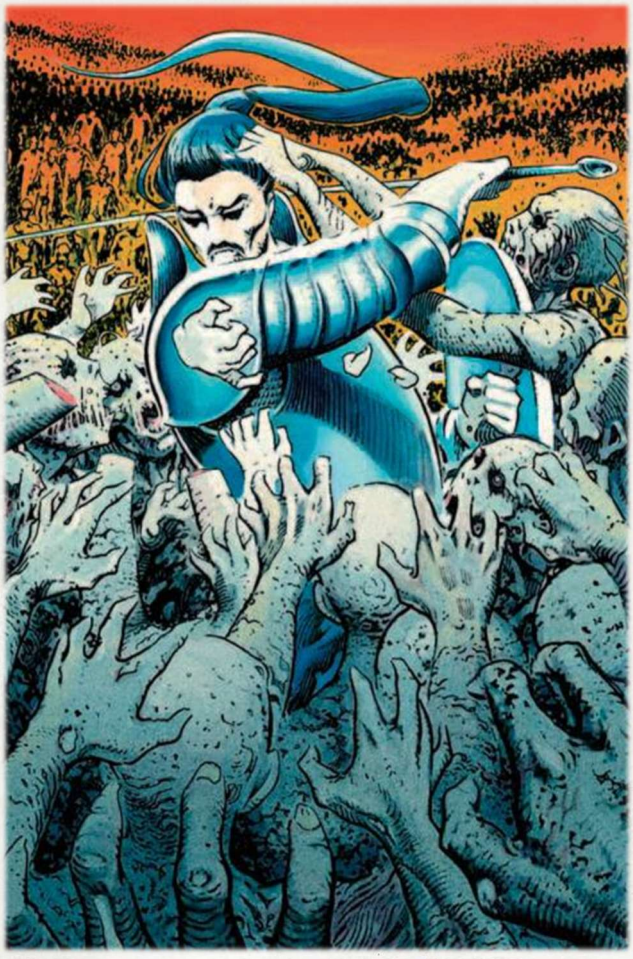
Transmutation cantrip

Casting Time: 1 bonus action
Range: Self
Components: V
Duration: 1 round

You magically sense how to shift your weight from step to step, staying atop a tricky surface. For the rest of the turn, you have advantage on Dexterity (Acrobatics) and Strength (Athletics) checks made

to move, and you do not sink when moving over soft or brittle terrain, such as dust, silt, mud, snow, or thin ice (though you cannot walk on actual liquid with this effect). While this spell is active, difficult terrain of those types does not require extra movement.

If you are already sinking into soft terrain when you cast this spell, the spell instantly moves you up to 5 feet towards the surface. When this spell ends, if you are standing in a place where you would normally fall or sink, you do so unless you have some other means of remaining there.



Undead Battlemight

3rd-level necromancy

Casting Time: 1 action
Range: 50 feet
Components: V, S, M (teeth from an animated skeleton)
Duration: Concentration, up to 1 minute

You may choose up to six zombies or skeletons you control within range. Whenever one of the chosen undead makes an attack roll or a saving throw before the spell ends, it can roll a d6 and add the number rolled to the attack roll or saving throw. In addition, whenever one of the chosen undead hits a target with a successful attack roll, it inflicts extra damage on one target of that attack equal to your spellcasting ability modifier.

Undead Focus

5th-level necromancy

Casting Time: 1 action
Range: 90 feet
Components: V, S, M (the eyes of a zombie)
Duration: Concentration, up to 1 minute

Choose a zombie or skeleton within range you control. For the duration, whenever you cast a spell of 4th-level or lower, you can cast the spell as if it originated in that undead creature's space instead of your own. If such a spell has a range of touch, you can deliver the spell as if you were standing where the undead creature is.

Whenever you cast a spell as if it originated in the space of the undead creature, it takes 1d6 force damage for every spell level you channel through it. If the damage exceeds the creature's remaining hit points, you take the remaining damage. This force damage cannot be reduced by any means.

Undead Regeneration

5th-level necromancy

Casting Time: 1 action
Range: Self (30-foot radius)
Components: V, S, M (a ghoul's fang)
Duration: Concentration, up to 1 minute

You channel necromantic magic through yourself, bolstering your undead allies nearby and knitting their rotten forms back together. Once a turn you may use a bonus action to choose an undead within range. That undead heals 3d10 hit points.

Undeath's Eternal Foe

9th-level abjuration

Casting Time: 1 action
Range: Self (30-foot radius)
Components: V, S

Duration: Concentration, up to 1 minute

Select up to seven friendly creatures within range (one of which may be you). Each target is surrounded by a crystal blue ghost-like aura that grants it a +4 bonus to its Armor Class against all attacks by undead creatures.

In addition, each target gains the benefits of the *death ward* spell, and it automatically succeeds on any saving throw it makes against an undead creature, unless that saving throw is against a spell.

Undeath to Death

7th-level necromancy

Casting Time: 1 action
Range: 90 feet
Components: V, S, M (a bone fragment from a lich)
Duration: Instantaneous

A burst of energy disruptive to undead fills a 30-foot radius sphere centered at a point you can see within range. An undead creature caught within the burst must make a Constitution saving throw. On a failed save, the creature is destroyed. On a successful save, the creature is slowed until the end of its next turn.

Undead with fewer than 7 Hit Dice have disadvantage on the saving throw; undead with 10 or more hit dice or more have advantage on the saving throw.

At Higher Levels. When you cast this spell using a spell slot of 8th level or higher, the hit dice threshold for each saving throw tier is increased by 1 for every slot level above 7th.

Undersong

1st-level transmutation

Casting Time: 1 action
Range: Self
Components: V
Duration: 8 hours

When you cast this spell, a familiar and soothing song wells up in your mind. The song does not distract you from any task at hand—on the contrary, by humming along to the tune you can focus your mind with ease. For the duration, whenever you make a Constitution saving throw to maintain your concentration on a spell, you can choose to make a Charisma (Performance) check, substituting the result of that roll for the result of a Constitution save.

> "Quite useful—if ye can hold a tune."
> —Elminster

Unexpected Clarity

5th-level enchantment

Casting Time: 1 reaction, which you take when you score a critical hit with an attack roll
Range: Self
Components: V, M (a melee weapon)
Duration: Instantaneous

When an astonishing strike opens a new opportunity for you in battle, you focus your mental energies to take full advantage of it. As part of the reaction used to cast this spell, you make a further melee weapon attack against a creature within your reach. On a hit, the target suffers the attack's normal effects. In addition, the target takes an additional 1d12 psychic damage, and is frightened of you until the end of its next turn.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the psychic damage increases by 1d12 for each level above 5th.

Unified Resilience

3rd-level abjuration

Casting Time: 1 bonus action
Range: Self
Components: V
Duration: Concentration, up to 1 minute

You draw upon ancient battle knowledge of the past, calling out warnings to allies that help them avoid solid blows. Until this spell ends, whenever another creature besides yourself that is within 5 feet of you takes damage, you can use your reaction to grant that creature resistance against all damage except psychic damage until the end of that turn.

Unleash Devastation

3rd-level evocation

Casting Time: 1 bonus action
Range: Self
Components: V
Duration: 1 round

Before casting your next spell, you use this one to marshal all of your magical might and infuse it with additional destructive power. Until the end of your next turn, when you roll damage for a spell, you can reroll as many of the damage dice as you wish. You must use the new rolls.

> "In most situations, the wisest course is subtlety... Most, but not all."
>
> ——*Laeral Silverhand*

Unleash Instincts

6th-level transmutation

Casting Time: 1 action
Range: Self
Components: V, S, M (a piece of animal skin large enough to be worn over both shoulders)
Duration: Concentration, up to 8 hours

Until this spell ends, you unlock the primal nature of your body and mind, and you gain the following benefits:

- ✧ You can substitute your spellcasting ability score for your Strength score for purposes of unarmed strikes (including both attack and damage rolls), ability checks, and determining your jump distance or carrying capacity (including maximum load and maximum lift).
- ✧ You add your spellcasting ability modifier to Dexterity checks and Wisdom checks.
- ✧ When you make an unarmed strike, the damage you inflict is psychic damage, and you can roll a d8 in place of the normal damage.
- ✧ Your speed increases by 10 feet.
- ✧ You can use your bonus action to make an unarmed strike or take the Dash action.
- ✧ You gain darkvision up to a distance of 30 feet.
- ✧ You can track other creatures while traveling at a fast pace, and you can move stealthily while traveling at a normal pace.

If you end your turn wearing heavy armor, you must roll a Constitution saving throw against a DC equal to your own spellcasting DC. If you fail, you lose concentration and the spell ends.

If you roll initiative before this spell ends, if the remaining amount of time you can maintain your concentration on this spell is greater than 1 minute, that duration is reduced, and you can only maintain your concentration on the spell for up to 1 minute after making the initiative roll.

In addition, when you make a Strength, Dexterity, or Constitution saving throw, if the number rolled on the die is 16 or lower, you can use your reaction to treat the number rolled on the d20 as a 17. If you do so, you gain advantage on all Strength, Dexterity, or Constitution saving throws until the beginning of your next turn, at which time the spell ends.

Unluck

2nd-level enchantment

Casting Time: 1 action
Range: 60 feet
Components: V, M (a broken horseshoe)
Duration: 1 round

You manipulate what was once an ode to fate, speaking it in reverse and warping the weave of fortune. Choose one target within range to make a Charisma saving throw. On a failure, the target takes 3d6 psychic damage and has disadvantage on the next attack roll it makes before the end of its next turn. On a success, the target takes half damage, but suffers no other ill effects.

In addition, whether the target fails or succeeds on its saving throw, you can choose one ally within 60 feet to gain advantage on the next attack roll it makes before the end of its next turn.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d6 for each slot level above 2nd.

Unname

9th-level necromancy

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a jeweled dagger worth 10,000 gp, which the spell consumes)
Duration: Instantaneous

You point at one target and speak one ancient, terrible word that will blast your foe's soul into oblivion and reduce its body to ashes. Choose one creature within range, which must make a Wisdom saving throw or immediately die. A target with more than 150 hit points automatically succeeds on this saving throw. A creature slain by this effect cannnot be brought back to life by any means, including *wish* or *true resurrection*.

Speaking this word takes a toll on the spellcaster as well. You must make a Constitution saving throw, using the same DC as the target. If you fail, you are slain outright, and cannnot be brought back to life by any means, including *wish* or *true resurrection*. On a success, you immediately die, but you can be brought back to life normally by spells like *raise dead* or *true resurrection*.

Unpickable Lock

2nd-level transmutation

Casting Time: 1 action
Range: Touch
Components: V, S, M (a broken lock)
Duration: 2 weeks

You touch a lock, animating its interior workings and imbuing them with the will to fight attempts to open it without the proper key. Until the spell ends, all ability checks to pick the lock are made with disadvantage.

Unshakable Bond

4th-level divination

Casting Time: 1 reaction, which you take when a hostile creature you can see within 30 feet of you hits with an attack that damages you or one of your allies
Range: 30 feet
Components: V
Duration: Concentration, up to 1 hour

In the split-second a creature lets its guard down after it makes a successful attack, you batter your way into its mind. The creature that inflicted the triggering damage must make a Wisdom saving throw. It takes 4d10 psychic damage on a failed save, or half as much damage on a successful one. On a failed save, until the spell ends, you also gain all of the following benefits against the target:

- ✧ As long as you and the target are on the same plane, you always know its location, and if you share a language you can communicate with it telepathically.
- ✧ The target can't become hidden from you, and if it's invisible, it gains no benefits from this condition against you.
- ✧ The target provokes opportunity attacks from you even if it takes the Disengage action before leaving your reach.
- ✧ While you are on the same plane as the target, you always know its surface thoughts what is most on its mind in that moment and as your action on each turn until the spell ends, you can attempt to probe deeper into the creature's mind, as if with the detect thoughts spell.

If you or the target are knocked unconscious or killed, the spell ends early.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the psychic damage increases by 1d10 for each slot level above 4th.

Unyielding Roots

8th-level transmutation

Casting Time: 1 action
Range: Touch
Components: V, S,
Duration: Concentration, up to 1 minute

You touch a creature that is standing on the ground (such as soil, rock, or a street). For the duration, the creature's speed is reduced to 0, and all attempts to move it from its current space automatically fail, whether or not the creature is willing to be moved. Effects that would move the creature only succeed if they would also move all solid ground within 5 feet of it.

In addition, the affected target gains life preserving energy from its connection with the ground. Until the spell ends, the creature gains advantage on Strength, Constitution, and Wisdom saving throws, it is immune to poison damage and the poisoned condition, and it regains hit points equal to its maximum number of Hit Dice at the start of each of its turns.

Updraft

1st-level conjuration

Casting Time: 1 bonus action
Range: Self
Components: V, S, M (a miniature propeller or windmill)
Duration: Instantaneous

When you cast this spell, a small vortex of swirling air forms beneath your feet, lifting you upward. You can rise a number of feet equal to 20 × your spellcasting ability modifier. You can also move a number of feet horizontally during any part of the movement equal to 5 × your spellcasting ability modifier. At the end of the turn in which you cast this spell, you float gently to the ground if you are still aloft.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can rise an additional 20 feet, and move horizontally by another 5 feet, for each slot level above 1st.

Valiancy

5th-level transmutation

Casting Time: 1 bonus action
Range: 30 feet
Components: V, S
Duration: Concentration, up to 1 minute

You imbue one creature that you can see within range with martial prowess. For the duration, whenever the target takes the Attack action during its turn, it can make one additional weapon attack as a part of the same action.

Valiant Fury

5th-level transmutation

Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Concentration, up to 1 minute

Choose either yourself or a creature of your choice that you can see within range as the spell's target. The recipient gains advantage on Strength, Constitution, and Dexterity ability checks and saving throws for the duration. In addition, until the spell ends, the subject gains advantage on attack rolls that include its Dexterity or Strength modifier. When the subject takes the attack action on its turn, it can make an extra melee weapon attack as a bonus action.

Vampiric Lash

6th-level necromancy

Casting Time: 1 action
Range: 20 feet
Components: V, S, M (an incisor)
Duration: Concentration, up to 1 minute

A bright red whip of energy writhes in your hand. Make a melee spell attack against a creature in range. If you hit your target takes 6d6 necrotic damage and must make a Constitution saving throw. If they fail your target is grappled as long as the lash is wrapped around it. If you use the lash to attack another target, the initial target is released

from the grapple. The target can repeat the Constitution saving throw at the end of its turn to end the grapple. For every point of damage you inflict with this spell you gain 1 temporary hit point, up to a maximum of 10.



Vampiric Mists

6th-level necromancy

Casting Time:1 action
Range: 90 feet
Components: V, S, M (a flask of vampire blood)
Duration: Concentration, up to 1 minute

You create a 20-foot radius sphere of blood red mist centered on a point you choose within range. The mist spreads around corners and lasts for the duration. A strong wind can disperse the fog, ending the spell. The area is heavily obscured.

If a creature enters or starts its turn in the mist, it must make a Constitution saving throw. They take 6d8 necrotic damage on a failed save and half as much on a successful one. This spell affects creatures that don't need to breathe, but has no effect on undead or constructs. If a creature is reduced to 0 hit points while in the mists, you heal 1d8 hit points. You may only heal damage from this spell once a round.

The mists moves 10 feet away from you at the start of your turn. The vapors are heavier than air and sink to lowest level of the land.

At Higher Levels. You can cast this spell using a spell slot of 7th level or higher, the damage increases by 1d8 for each spell level above 6th.

Vampiric Youthfulness

9th-level necromancy

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Instantaneous

Make a melee spell attack. If you hit you drain your opponent's life and vitality and use them to restore yours. Your target takes 6d10 necrotic damage and must make a constitution saving throw. On a failure, your body becomes the physical age of your opponent's, and vice-versa. This aging/de-aging is permanent. It can only be undone by a *wish,* divine intervention, or another casting of this spell.

Vaporize

9th-level transmutation

Casting Time: 1 action
Range: 120 feet
Components: V, S, M (a shattered quartz crystal)
Duration: Concentration, up to 1 minute

You create up to four 20-foot cubes. Any creature or structure made of earth (crystal, dirt, stone, mud, metal etc.) inside the cube must make a Dexterity saving throw. They take 10d10 force damage on a failed save, or half as much on a successful one. This spell deals double damage to structures and ignores the damage threshold for large structures. If the creature or structure is reduced to 0 hit points, it is turned into a thick grey mist that fills the cube. Everything within the mist is heavily obscured for everyone except the caster, who can see normally. The mist lasts for 1 minute, or until dispersed by a strong wind.

Vecna's Final Command

2nd-level necromancy

Casting Time: 1 reaction, which you take when a creature you can see within 60 feet is reduced to 0 hit points
Range: 60 feet
Components: V, S
Duration: Instantaneous

You temporarily infuse a dying creature with necrotic power, allowing it to make one final strike. Before becoming incapacitated, the creature can immediately use its reaction to make one weapon attack. If the attack hits, it inflicts extra necrotic damage equal to your spellcasting ability modifier.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the necrotic damage inflicted increases by 1d6 for each slot level above 2nd.

"A loathesome, treacherous spell, named for its loathesome and treacherous creator."

—Mordenkainen

Greetings, my patron,

In sending this uniquely fascinating grimoire via caravel to Martira Bay (from whence I trust our mutual associate has conveyed it to you, my patron), I had not intended to include any notes of my own in its already crowded pages. However, in perusing the spells within, I came across this spell, which I had only previously seen named as your creation.

However, as recorded here, its name does not attribute my patron at all. Rather, it is entitled *Vecna's final command*, seemingly referencing the powerful undead archmage who briefly ruled the domain of Cavitius, prior to the conflagration that consumed the (aptly named) cluster of Burning Peaks. I write, for scholarship's sake, to seek a clarification, given my patron's obvious direct knowledge of the matter.

In any case, I remain grateful for my patron's faith in my researches. Please expect my next larger volume soon, detailing my travels in the Nocturnal Sea, as well as narrating how I found this spellbook in the Library of Neverwere Manor, on the isle of Liffe, an ordeal which I was fortunate to survive.

Regards,



S—

I return this spellbook, having my own existing copy, cleansed of the distracting scribbles of lesser minds.

Have a care what notes you make in such tomes, especially with mention of your patron's name. These writings reach more eyes than you know. It is not a sort of recklessness to be tolerated twice.

As for my spell named falsely, do not concern yourself with the subject again. Nor with Vecna.

—A

"Now *these* notes are interesting. Most interesting. And very, very useful."

—Acererak

Venom Bolt

4th-level evocation

Casting Time: 1 action
Range: Self (100-foot line)
Components: V, S, M (a drop of venom from any sort of poisonous snake)
Duration: Concentration, up to 1 minute

A beam forming a 5-foot wide by 100-foot line of caustic green energy blasts from your eye, mouth, fingertip, or tail tip in a direction you choose. Every creature in the affected area must roll a Dexterity saving throw, taking 3d6 poison damage on a failure or half as much on a success.

In addition, the blast poisons the area it struck with toxic energy and nauseating fumes for the duration. When a creature enters the affected area for the first time on a turn or starts its turn there, it must make a Constitution saving throw or take 2d8 poison damage and become poisoned for the duration. If it succeeds, it takes half the damage.

A creature that is poisoned by this spell but is no longer within the affected area can make a Constitution saving throw at the end of each of its turns. On a success, it is no longer poisoned.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the acid damage increases by 1d8 for each slot level above 4th.

Venomfire

3rd-level transmutation

Casting Time: 1 action
Range: Self
Components: V, S
Duration: Concentration, up to 1 minute

You create a long stream of flaming venom which you wield like a whip. Make a melee spell attack against a creature within your reach, which is increased to 10 feet with this attack. On a hit, the target takes 4d8 fire damage and it must make a Constitution saving throw. On a failed save, it is also poisoned until the start of your next turn. Until the spell ends, you can make this attack again on each of your turns as an action.

When a creature within 30 feet of you inflicts poison damage or the poisoned condition on another target, you can also make this attack as a reaction against the poisoning creature. When you make this attack as a reaction, the reach is increased to 30 feet, and any remnants of the poison on the creature's person become caustic if you hit, causing it to take an additional 2d10 acid damage.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the fire damage increases by 1d8 for each slot level above 3rd.

Vigilante Grit

1st-level abjuration

Casting Time: 1 bonus action
Range: Self
Components: M (a weapon)
Duration: 1 minute

Once during the duration, you can grant youself advantage on a saving throw. When you do so, the spell ends.

Vigor

1st-level evocation

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Concentration, up to 1 minute

The subject regains 1 hit point, and at the start of each of its turns until the spell ends, it regains 1 more hit point if its current hit point total is less than half its hit point maximum.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the healing the subject gains at the start of each turn increases by 1 hit point for every slot level above 1st.

Vigorous Circle

7th-level conjuration

Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Concentration, up to 1 hour

When casting this spell, choose up to seven creatures within range (one of whom may be you). For the duration, each creature regains 1 hit point at the beginning of each of its turns.

This spell does not regenerate lost limbs, or heal damage from thirst, starvation, or suffocation.

At Higher Levels. When you cast this spell using a spell slot of 8th level or higher, the number of hit points a creature regains increases by 1 for each slot level above 7th.

Vipergout

7th-level conjuration

Casting Time: 1 action
Range: Self
Components: V, S, M (a snakeskin, which you swallow during the casting of the spell)
Duration: Concentration, up to 1 minute

You summon vipers which leap forth from your mouth to attack your enemies. Choose three unoccupied spaces that you can see within 30 feet. Three **giant poisonous snakes** under your control leap from your mouth to land in each space.

Until the spell ends, on each of your turns, you can summon up to three more **giant poisonous snakes** from your mouth as a bonus action.

Giant poisonous snakes created by this spell are considered fiends. They are immune to fire damage and poison damage, and they can see normally in darkness, both magical and nonmagical, to a distance of 120 feet.

If you have six or more summoned snakes present when your turn ends, the snakes begin to swallow each other whole. At the end of your turn, half the snakes vanish unless there are five or fewer of them. For each snake that vanishes, one of the remaining snakes gains temporary hit points equal to the hit points of that vanished snake. No snake can gain more than 10 temporary hit points in this way at a time.

The snakes are friendly to you and your companions. They act on your initiative, immediately after your turn ends, but have their own turns. For the duration of the spell, you can issue mental commands to the snakes (no action required by you), and they obey any commands that you issue to them. If you don't issue any commands to them, they defend themselves from hostile creatures, but otherwise take no actions.

Each snake vanishes when it drops to 0 hit points or when the spell ends, leaving only an empty snakeskin.

The spell ends early once you have summoned a total of 24 snakes or if you choose to stop concentrating on it. Until the spell ends, you cannot speak, cast spells with verbal components, or activate items that require speech.

Virtuous Strike

Evocation cantrip

Casting Time: 1 action
Range: 5 feet
Components: V, M (a weapon)
Duration: 1 round

As part of the action used to cast this spell, you must make a melee weapon attack against a creature within range, otherwise the spell fails. On a hit, the target suffers the attack's normal effects, and divine light invested in your weapon fills you with resolve. If the target forces you to make a saving throw before the start of your next turn, the target takes an additional 1d6 psychic damage, you gain a bonus on the saving throw equal to the psychic damage inflicted, and the spell ends.

The spell's damage increases when you reach higher levels. At 5th level, the melee attack deals an extra 1d6 radiant damage to the target, and the psychic damage the target takes for forcing you to make a saving throw increases to 2d6. Both damage rolls increase by 1d6 at 11th level and 17th level.

Virus Charm

9th-level enchantment

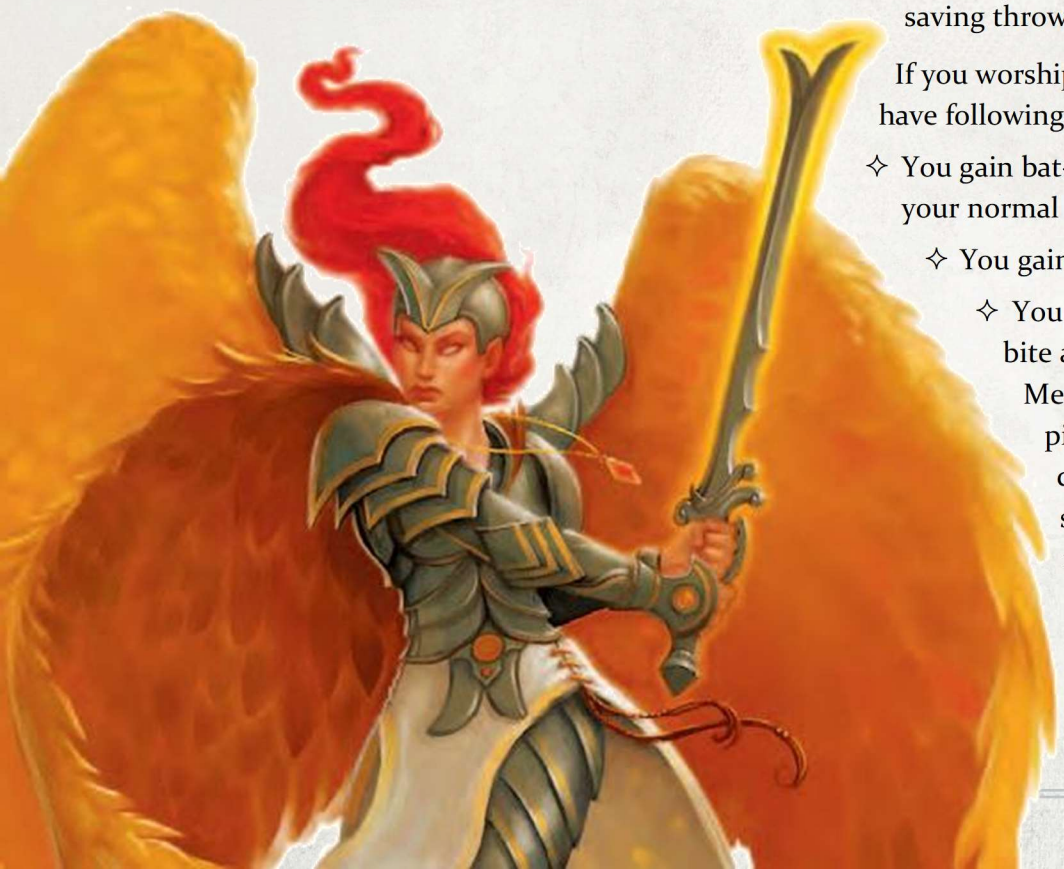
Casting Time: 1 action
Range: 120 feet
Components: V, S, M (a crystal vial worth at least 1,000 gp full of the pus of any magical disease)
Duration: 24 hours

You choose up to five creatures within range, none of whom can be more than 30 feet away from each other. Each target must make a Wisdom saving. On a failure, it is charmed by you until the spell ends or until you or your companions do anything harmful to it. A creature charmed by this spell regards you as a friendly acquaintance, and it feels the need to tell others you should be treated as a friend. It is also compelled to touch any other creatures it sees that are hostile to you.

When one of the initial targets becomes charmed by this spell, the next two creatures it touches before the spell ends must make the same Wisdom saving throw, becoming charmed on a failure and suffering the same effects.

A creature who is charmed after being touched by one or more of the initial targets only forces the next creature it touches to make the Wisdom saving throw, instead of the next two creatures.

Creatures who become charmed by this spell after being touched by a creature that was not one of the initial targets do not force any creatures they touch to make the saving throw. No more than 25 creatures can be charmed by a single casting of this spell.



Visage of the Deity

9th-level transmutation

Casting Time: 1 action
Range: Self
Components: V, S
Duration: 1 minute

When casting this spell, you transform into the likeness of a celestial or fiend, depending on your faith.

If you worship a good-aligned god, then you have the following qualities while transformed:

- ✧ You grow feathered wings that allow you to fly at twice your normal speed
- ✧ You gain a +1 bonus to your AC
- ✧ You gain darkvision to 60 feet
- ✧ You gain resistance to acid, cold, and lightning damage
- ✧ You gain immunity to disease
- ✧ You gain advantage on poison saving throws
- ✧ You gain resistance to bludgeoning, piercing and slashing damage from nonmagical weapons
- ✧ You gain resistance to damage from spells
- ✧ You gain advantage on all ability checks and all saving throws against spells.

If you worship an evil-aligned god, then you have following qualities while transformed:

- ✧ You gain bat-like wings that allow you to fly at your normal speed
- ✧ You gain a +1 bonus to your AC
- ✧ You gain a multiattack action with one bite and two claw attacks. If your size is Medium or larger, your bite deals 1d6 piercing damage, and your claws deal 1d4 slashing damage. If your size is small, then your bite deals 1d4 piercing damage, and your claws deal 1d3 slashing damage. These are considered melee weapon attacks with which you are proficient.

- ✧ You gain darkvision to 60 feet
- ✧ You gain immunity to poison
- ✧ You gain resistance to acid, cold, lightning, and fire damage
- ✧ You gain resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons
- ✧ You gain resistance to damage from spells
- ✧ You gain advantage on all ability checks and all saving throws against spells.

If you do not worship a god of good or evil alignment, you can choose either transformation.

> "I once saw Qilué Veladorn cast this spell—it was the very definition of sublime."
>
> —*Elminster*

Vision Stone

4th-level divination

Casting Time: 1 action
Range: Touch
Components: V, S, M (a gem worth at least 200 gp)
Duration: Instantaneous

The gemstone glows faintly in your hand. You may imprint a message of up to 25 word into the gem, or a short vision and choose a password. Until the password is spoken, the gem will will not play the message or vision. Treat the vision as a silent image that is played from the gem. The spell or vision may only be played from the stone once.

Vocalize

2nd-level enchantment

Casting Time: 1 action
Range: Touch
Components: S, M (a bell with no clapper)
Duration: Concentration, up to 10 minutez

For the duration you can cast spells without using a verbal component. This spell has no effect on any other sound, but allows you to cast spells silently.

Voice of Battle

Enchantment cantrip

Casting Time: 1 action
Range: 5 ft.
Components: V
Duration: Instantaneous

You emit a powerful battle cry that hammers your enemy, distracting it from a nearby ally. Choose a creature within range that is adjacent to one of your allies. That target must make a Wisdom saving throw. If the target fails the saving throw, it takes 1d6 thunder damage and you can choose one ally that is within 5 feet of the target. That ally can use its reaction to move up to 10 feet without provoking an opportunity attack from the target. The sound of the battle cry can be heard up to 100 feet away. This spell's damage increases when you reach higher levels, dealing 2d6 thunder damage at 5th level, 3d6 at 11th level, and 4d6 at 17th level.

Volcanic Eruption

9th-level transmutation

Casting Time: 1 minute
Range: Self (360 ft. radius)
Components: V, S, M (a blade carved of obsidian, which shatters when the spell is cast)
Duration: Concentration, up to 1 minute

You draw molten lava up through the ground, which erupts to fill a sphere with a radius of 360 feet. The entire radius (even the sky above it and the underground beneath it) immediately becomes difficult terrain for the duration, and each creature within that radius must make a Dexterity saving throw. On a failed save, a creature takes 2d6 bludgeoning damage and 2d6 fire damage, and its walking speed is reduced to 0 until the start of its next turn. On a success, a creature takes half as much damage and suffers no other effects. A creature with full cover is still affected, but automatically succeeds on its saving throw. You take no damage from this spell, and automatically succeed on saving throws against it.

Until the spell ends, if you can see some part of

the area of the spell, you can use a bonus action on each of your turns to force each creature in the area to make another saving throw or suffer the above effects. You cannot cast this spell if you are more than 360 feet away from an area of solid ground at least 10 feet wide, but once it is cast, it lasts for the duration, even if you are out of range.

When a creature wearing metal armor fails its saving throw against this effect, it takes 2d6 additional fire damage, and has disadvantage on attack rolls and ability checks until the start of its next turn (as if affected by the *heat metal* spell).

Firenewts, earth-based elemental creatures (such as gargoyles), or fire-based elemental creatures (such as salamanders), do not take damage from this spell. Instead, such a creature is healed, regaining hit points equal to half the fire damage inflicted. Only firenewts or creatures of the elemental type can benefit from this effect.

The volcanic eruption damages objects in the area and ignites flammable objects that aren't being worn or carried. Structures in contact with the ground in the area that take fire damage from this effect take extra bludgeoning damage equal to half the fire damage. If a structure drops to 0 hit points, it collapses and potentially damages nearby creatures, as described in the *earthquake* spell. The eruption can be heard up to 500 miles away.

This spell leaves its entire area a blackened ruin incapable of supporting plant life for a full year. After that time, however, the ground is more fertile than it was before the spell was cast.

"A powerful planar mage of my acquaintance, the Crowngold, late of Ylraphon, claims that this spell not only works perfectly well on the bottom of the sea, but also in elemental planes where molten earth does not flow beneath the surface, such as the Planes of Air and Water. In fact, she found it useful in such places to quickly expand a small mote of earth into a substantial island of solid rock. But first one must find some earth to stand on!"

—Elminster

Volcanic Rage

6th-level enchantment

Casting Time: 1 bonus action
Range: Self
Components: S, M (a ring of diamond and obsidian worth 300 gp, which the spell consumes)
Duration: Concentration, up to 1 minute

You invoke primal rage from within the earth itself, sheathing yourself and your weapon in burning magma and radiating wrath that scorches your foes. Until the spell ends, you gain resistance to fire damage and to non-magical bludgeoning, piercing, and slashing damage, and your melee weapon attacks inflict an additional 1d8 fire damage.

As a bonus action on each of your turns until the spell ends, you can cause your volcanic rage to boil over, forcing creatures within 5 feet of you to make a Constitution saving throw. They take 2d6 fire damage and 2d6 bludgeoning damage if they fail the saving throw, or half as much on a success.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the fire damage and bludgeoning damage you can inflict with a bonus action increase by 1d6 for each slot level above 6th.

Vorpal Doom

9th-level enchantment

Casting Time: 1 action
Range: 5 feet
Components: V, M (a slashing weapon)
Duration: Concentration, up to 1 minute

As part of the action used to cast this spell, you must make a melee attack with a weapon against one creature within the spell's range, otherwise the spell fails. The weapon attack ignores resistance to slashing damage. On a hit, the target suffers the attack's normal effects and takes an extra 6d8 slashing damage from the hit. On a miss, the spell ends.

If the initial attack hits, the weapon retains its enchantment for the duration. Until the spell ends, the weapon ignores resistance to slashing damage,

and once per turn, when you hit a creature with a weapon attack, you can use a bonus action to cause that creature to take an extra 6d8 slashing damage from the hit.

In addition, while this spell is active (including during the initial attack), if you attack a creature that has at least one head with the weapon and roll a 20 on the attack roll, you cut off one of the creature's heads. The creature dies if it can't survive without the lost head. A creature is immune to this effect if it is immune to slashing damage, doesn't have or need a head, has legendary actions, or the DM decides that the creature is too big for its head to be cut off with this weapon.

Vortex

7th-level evocation

Casting Time: 1 action
Range: 300 feet
Components: V, S
Duration: Concentration, up to 1 minute

When this spell is cast, a 20-foot radius sphere of swirling air appears at a point you can see within range. A creature caught in the area when the vortex appears or starts its turn there must make a Dexterity saving throw or take 2d6 bludgeoning damage from the battering winds.

Thereafter, the spellcaster can use an action to call a lightning bolt from the vortex. The lightning bolt streaks out up to 120 feet toward a target you can see within range. The creature must make a Dexterity saving throw or take 4d6 lightning damage or have as much on a successful save.

At Higher Levels. When you cast this spell using a spell slot of 8th level or higher, the bludgeoning damage from the winds increases by 1d6, and you can call one additional lightning bolt for each slot level above 7th.

Wail of the Banshee

9th-level necromancy

Casting Time: 1 action
Range: 50 feet
Components: V, S, M (the flayed face of someone killed by a banshee)
Duration: Instantaneous

You howl with raw, soul-searing hate. Every creature within range that is not undead or a construct within you must make a successful Constitution saving throw or drop to 0 hit points. Any creature whose hit points are already at 0 must make an immediate death saving throw. If the saving throw is successful, it counts as one success. However, if the saving throw fails, the creature dies.

> "If ye are unfortunate enough to hear this scream, ye will not likely forget it."
> —*Elminster*

Wailing Wind

1st-level abjuration (ritual)

Casting Time: 1 minute
Range: 30 feet
Components: V
Duration: 8 hours

When this spell is cast, you set up a magical warning system. Choose any kind of area within range that is an exit or entrance to an indoor or underground area of any kind. The total size of the entrance or exit chosen must fit with a 40-foot cube. Until the spell ends, a wailing, whistling wind blows towards you whenever a Tiny or larger creature touches or enters the warded area.

You do not have to be in the area to receive the knowledge this spell provides. The wailing wind will seek you out as long as you are within 500 feet of the target area. The wailing wind has a distinct audible sound that can be heard by any creature, though they do not know what it means unless they are familiar with this spell.

Wakefulness

2nd-level enchantment

Casting Time: 1 action
Range: Touch
Components: V, S, M (a coffee bean)

Duration: Concentration, up to 8 hours

This spell allows you to temporarily ignore the effects of exhaustion. For the duration, all levels of exhaustion are ignored, but not removed. You do not gain the benefits of a rest without actually resting, but you do not need to sleep. When the spell ends you must make a Constitution saving throw. If you fail you gain one level of exhaustion.

Wall Run

Transmutation cantrip

Casting Time: 1 bonus action
Range: Self
Components: V, S
Duration: 1 round

For a brief moment, you treat the law of gravity as a suggestion rather than a rule. Until the end of the turn, you have a climbing speed equal to your walking speed and you have advantage on Dexterity (Acrobatics) and Strength (Athletics) checks that involve movement. For the same duration, you can move up, down, and across vertical surfaces while leaving your hands free. This does not allow you to move upside down along ceilings. If you are on a vertical surface when you no longer have a climbing speed, you immediately fall unless you have some other means of remaining there.

Wandbane

1st-level enchantment

Casting Time: 1 action
Range: 50 feet
Components: V, S
Duration: Concentration, up to 1 minute

Choose a creature within range, which must make a Charisma saving throw. On a failure, until the spell ends, the creature must make a Wisdom saving throw each time it tries to cast a spell that requires material components. On a failure, the creature's spell fails. Spells that fail due to failing the Wisom save for the *wandbane* still expend a spell slot or any other resources those spells normally require, but have no other effect.

War Cry

2nd-level enchantment

Casting Time: 1 action
Range: Self
Components: V, S
Duration: 1 round

When casting this spell, you let out a battle cry and charge toward your enemies. As part of the action used to cast the spell, you can move up to your full speed and make one melee weapon attack with advantage. On a hit, the attack deals an extra d10 damage of the weapon's type.

In addition, if you hit with the attack, your foe must succeed on a Strength saving throw or be knocked prone.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you deal an extra d10 damage on a successful attack for every two slot levels above 2nd.

Warning Breath

2nd-level divination

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (dust of a crushed pearl)
Duration: Concentration, up to 1 hour

You infuse a handful of dust with foretelling magic and blow a cloud of it in an ally's face for them to breathe in, granting them a few seconds warning whenever danger strikes. Choose one creature besides you within range. For the duration, the target cannot be surprised, and it gains a bonus on all Dexterity checks for initiative equal to your spellcasting ability modifier. It also gains advantage on all Wisdom (Perception) checks to spot traps.

At Higher Levels. You can cast this spell using a 3rd level or higher spell slot. You can target one other ally within range for each spell level above 3rd.

Warning Shout

1st-level transmutation

Casting Time: 1 action
Range: Self (half a mile)
Components: V
Duration: Instantaneous

You can speak 5 words which are magically amplified so that every creature within a half a mile can hear them. Deaf creatures cannot hear the words. Sleeping creatures are automatically awakened by the words. These words cannot be used to perform an attack based on sound (a banshee's wail, for example). Although, incredibly loud, these words do not damage nearby creatures.

Warp Stone

2nd-level transmutation

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a chisel)
Duration: Instantaneous

You twist and warp stone. If this spell is cast on a stone door, or a door in a stone frame, the door opens and cannot be closed. If the target is a stone wall, the next attack to that section of the wall will deal double damage. If the target is a stone statue, the statue becomes a leering grotesque.

Wasting

8th-level necromancy

Casting Time: 1 action
Range: Touch
Components: V, S, M (dirt from the grave of a ghost)
Duration: Instantaneous

Your touch ages your victim, turning them into a haggard shell of who they were. Make a melee spell attack. If you hit your target ages 10d10 years. The shock to the system is powerful, and the target must make a Constitution saving throw or be knocked unconscious. A victim that is aged more than 70 years must make a Constitution saving throw, dying if they fail. Victims of this spell will continue to age normally, most dying within a few days or weeks. Undead and constructs are immune to this spell. Extraplanar creatures may age, but automatically pass the Constitution saving throw. Dragons automatically pass the Constitution saving throw and can, at the DM's discretion, become more powerful because of it.

Watchware

4th-level abjuration (ritual)

Casting Time: 1 minute
Range: Touch
Components: V, S, M (a sprinkling of rare sands and powdered reagents worth at least 500 gp)
Duration: Until dispelled or triggered

You create a mystical connection with a single inanimate object you touch. When that object is damaged, moved, or touched at any later time, you are instantly aware of this fact. If another creature physically touches the warded object, you receive a mental image of the creature.

For purposes of divination spells (such as *scrying*), you are considered to have first-hand knowledge of the creature who triggered the effect as if you had met.

This effect activates when the object is disturbed for any reason, whether someone touches it or pokes it with a pole, a cat walks upon it, or an earthquake knocks it over.

This spell ends as soon as the effect is activated. Because of its costly material components, most spellcasters reserve this spell to protect valuable, out-of-the-way items.

This spell is considered a magical trap. It can be detected with an Intelligence (Arcana or Investigation) check made against your spellcasting DC, but it can only be dispelled magically. You can designate a password that allows another creature to handle the object without sounding the mental alarm if you choose.

Waterspout

7th-level conjuration

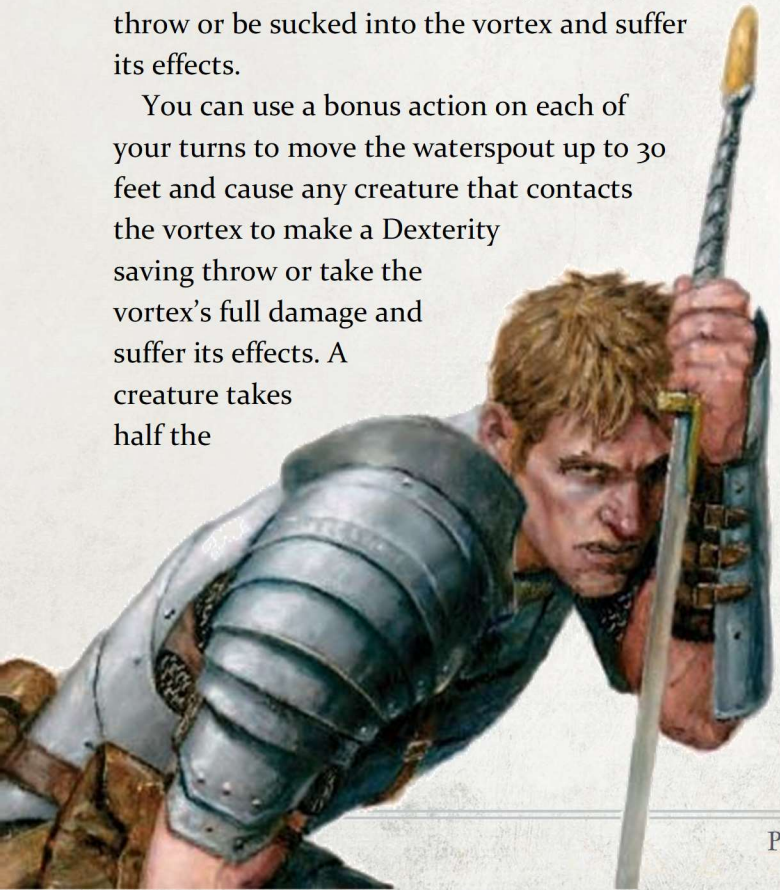
Casting Time: 1 action
Range: 300 feet
Components: V, S
Duration: Concentration, up to 1 minute

You conjure a 5-foot radius by 80-foot high cylinder-shaped vortex on a body of water, centred at a point you can see within range. Any creature that contacts the vortex must immediately make a Dexterity saving throw or take 3d8 bludgeoning damage from the high winds in the vortex. In addition, if the creature is Medium sized or smaller, it is sucked into the vortex and becomes restrained. On a successful save, a creature takes half the damage, and isn't sucked into the vortex or restrained.

A creature that starts its turn restrained within the vortex takes 2d8 bludgeoning damage and is drawn 10 feet higher. A creature that reaches the top of the vortex is ejected from the waterspout and thrown 3d20 feet up into the air. A creature thrown from the vortex takes falling damage as normal.

Waterborne creatures that come within 10 feet of the vortex must make a Dexterity saving throw or be sucked into the vortex and suffer its effects.

You can use a bonus action on each of your turns to move the waterspout up to 30 feet and cause any creature that contacts the vortex to make a Dexterity saving throw or take the vortex's full damage and suffer its effects. A creature takes half the damage on a successful save and doesn't suffer the vortex's effects.



At Higher Levels. When you cast this spell using a spell slot of 8th level or higher, both the bludgeoning damage for contacting the vortex and for creatures restrained within increases by 1d8 for every slot level above 7th.

Water to Poison

5th-level transmutation

Casting Time: 1 reaction
Range: 30 feet
Components: V
Duration: Instantaneous

A favorite of assassin's everywhere, this spell transforms any liquid currently being imbibed within range into a deadly poison instantly. The victim drinking the liquid must make a Constitution saving throw. They take 8d8 poison damage and are poisoned until the start of your next turn if they fail. If they succeed the liquid is not transformed and the target is unaffected.

At Higher Levels. You may cast this spell using a spell slot of 6th level or higher, it adds 1d8 poison damage for every level above 5th.

Wave of Death

8th-level necromancy

Casting Time: 1 minute
Range: Self (1 mile radius)
Components: V, S, M (a scythe)
Duration: Instantaneous

All nonmagical plants that are not creatures within range die. They instantly rot, turning the area into a disgusting morass. Magical plants and plant creatures within range must make a Wisdom saving throw, they take 4d6 necrotic damage if they fail.

Weaken Ability

5th-level necromancy

Casting Time: 1 action
Range: 5 feet
Components: V, S

Duration: Concentration, up to 1 minute
Your curse greatly weakens a creature in your presence. Choose one ability score. One creature of your choice within range makes a saving throw with that ability score. On a failure, the target has disadvantage on checks and saving throws with the chosen ability score. In addition, the target has disadvantage on attack rolls using the chosen ability score, and deals only half damage with such attacks if they are weapon attacks.

At the end of each of the target's turns, it can make a saving throw against the spell. It makes the saving throw with the ability score you chose, but the disadvantage inflicted by this spell does not affect saving throws against it. On a successful save, the spell ends.

This spell can also be ended with *greater restoration*, or *heal*.

Weightless Pursuit

1st-level enchantment

Casting Time: 1 reaction, which you take when a creature that started its turn within 30 feet of you ends its turn more than 30 feet away from you
Range: Self
Components: S
Duration: Concentration, up to 1 minute

You can jump with supernatural ability and run up walls to pursue your opponent. Choose one creature within 60 feet that has just ended its turn more than 30 feet away from you, bit which started that iturn within 30 feet of you. Until this spell ends, you gain the ability to move up, down, and across vertical surfaces and upside down along ceilings (while leaving your hands free). You also gain a climb speed equal to your walking speed, and your jumping distance is doubled.

In addition, as part of the reaction used to cast this spell, you can immediately fly a number of feet equal to or less than your walking speed, ending this movement in an empty space within 30 feet of the creature. This space cannot be above the creature, and this space cannot be farther away from your original space than the creature is.

Moreover, for the duration, you have resistance against all damage from falling and immunity to any damage taken from falling less than 100 feet.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the duration is increased to 10 minutes. If the spell slot used is 3rd level or higher, you gain a flying speed equal to your walking speed for the duration.

Wesley's Delayed Damage

7th-level abjuration

Casting Time: 1 action
Range: Self
Components: V, S, M (a pair of perfectly symmetrical, handmade gears worth at least 1000 gp)
Duration: Concentration, up to 1 minute

You push some of the damage you take forward in time, increasing your effectiveness or the short term. For the duration of the spell, you take half damage from all attacks that inflict hit point damage. You must keep track of how much damage you take while this spell is in effect.

Once the spell ends, you immediately take all the damage you took while the spell was in effect again. This damage cannot be reduced or avoided in any way.

Whip of Flame

2nd-level evocation

Casting Time: 1 action
Range: Self
Components: V, S, M (lump of charcoal and some of the caster's hair)
Duration: Concentration, up to 1 minute

A whip of flame extends from one of your hands. The whip is a melee weapon with a reach of 10 feet, with which you are considered proficient. It sheds bright light in a 10-foot radius and dim light for an additional 10 feet. As part of the action of casting this spell, and again as an action on each of your turns for the spell's duration, you can make a melee

spell attack with the whip, dealing fire damage on a hit equal to 3d4 + your spellcasting ability modifier.

Whip of Pain

3rd-level evocation

Casting Time: 1 action
Range: Self
Components: V, S, M (a drop of blood and some hair)
Duration: Concentration, up to 1 minute

A thin red line stretches from your palm, which you wield as a whip. The whip counts as a magical weapon with a reach of 10 feet, with which you are considered proficient. As part of the action of casting this spell, and again as an action on each of your turns for the spell's duration, you can make a melee spell attack. Any target struck takes 3d6 psychic damage, and must make a Constitution saving throw. On a failed save, the victim has disadvantage on attack rolls and ability checks until the end of its next turn due to the intense pain.

Whip of Shar

3rd-level evocation

Casting Time: 1 action
Range: Self
Components: V, S
Duration: Concentration, up to 1 minute

A whip of crackling black energy forms in your hand. The whip counts as a magical weapon with a reach of 10 feet with which you are proficient. As part of the action of casting this spell, and again on your turns for the spell's duration you can make a melee spell attack. A target struck takes 4d6 necrotic damage. Undead struck by the whip must make a Wisdom save in addition to the damage. If they fail they are frightened of you for 1 minute. Undead frightened of you may repeat the Wisdom saving throw at the end of their turn to end the condition.

Whip of Woe

5th-level evocation

Casting Time: 1 action
Range: Touch
Components: V, S, M (a lock of human hair anointed with a drop of holy water and consecrated on an altar of Beshaba)
Duration: Concentration, up to 1 minute

You conjure a spectral whip that sparkles with crimson colored darkfire. As part of the action used to cast the spell, and by using an action on each of your turns, you can make a melee spell attack against a creature of your choice within 10 feet. On a hit, the creature takes 5d4 necrotic damage, and if it is a living creature, it must make a Strength saving throw. On a failed save, the creature drops whatever it is holding as it is wracked with excruciating pain.

Alternatively, you can lash out with the whip and make a melee spell attack against up to three creatures that are within 10 feet of you and who are adjacent to each other. Make one melee spell attack and compare the result to each target's AC. On a hit, the creature takes 2d4 necrotic damage, and if it is a living creature, it must make a Strength saving throw. On a failed save, the creature drops whatever it is holding due to the excruciating pain.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the necrotic damage increases by 2d4 against a single target or 1d4 against multiple targets for every two slot levels above 5th.

Whirl of Fangs

6th-level evocation

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Concentration, up to 10 minutes

You create an immobile curtain of snapping, serpent-fanged jaws shaped of magical force. The barrier appears within range, standing on a solid surface, and lasts for the duration. You choose to

make the barrier up to 60 feet long, 10 feet high, and 5 feet thick or a circle that has a 20-foot diameter and is up to 20 feet high and 5 feet thick. The barrier blocks line of sight.

When the barrier appears, each creature within its area must make a Dexterity saving throw. On a failed save a creature takes 8d6 piercing damage, or half as much damage on a successful save (rounding up).

The barrier is difficult terrain. Furthermore, the first time a creature enters the barrier on a turn, or ends its turn there, the creature must make a Dexterity saving throw. It takes 8d6 force damage on a failed save, or half as much damage on a successful one (rounding up).

You can move through or remain within your own *whirl of fangs* without taking damage.

At Higher Levels. When you cast this spell using a spell slot of 7th level of higher, both types of damage increase by 1d6 for each slot level above the 6th.

"This spell was created either by the yuan-ti or by their legendary progenitors, the ancient sarrukh. It is popular among the most powerful yuan-ti spellcasters, who 'wear' the effect as a sort of immobile cloak when fighting formidable foes."

——*Laeral Silverhand*

Whirling Blade

2nd-level transmutation

Casting Time: 1 action
Range: 60-foot line
Components: V, S, M (a bladed weapon)
Duration: Instantaneous

You throw the weapon in your hand, which is then animated to strike on its own, attacking creatures in a line 60 feet long and 5 feet wide emanating from you. Choose up to four creatures you can see within the line. Make a melee spell attack against each target. On a hit, a target takes 3d8 magical damage of the same type that the weapon would inflict.

After these attacks, the weapon remains floating in mid-air in a space of your choice that you can see within 5 feet of whichever one of your chosen targets was farthest away from you, whether you hit that target or not.

After this spell is cast, until the end of your next turn, if the weapon is still on the same plane of existence as you, you can summon that weapon as a bonus action on your turn, causing it to teleport instantly to your hand.

Wieldskill

2nd-level divination

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Concentration, up to 10 minutes

You touch a creature and imbue it with the ability to wield one set of tools with which you are already proficient. For the duration, the target can always add its proficiency bonus to any ability checks it makes with the chosen set of tools, whether it is actually proficient or not.

Alternatively, if you choose yourself as a target while touching a creature that is proficient with a set of tools that you aren't proficient with, you gain proficiency with the chosen set of tools for the duration.

Wind at Back

4th-level evocation

Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: 12 hours

When this spell is cast, choose six creatures. For the duration, you and the selected creatures double your overland travelling speeds.

This spell has no effect on the speed of creatures during combat.

Wind Compass

1st-level divination

Casting Time: 1 action
Range: Self

Components: V, S, M (a magnet)
Duration: 24 hours

While casting this spell you choose a compass direction ("north" or "southeast" for example). While you are walking in that direction a pleasant tune plays softly in your ear. The tune isn't distracting, and stops if you walk in any other direction. You must choose a compass direction; you cannot choose a landmark or a specific individual. Until this spell ends, you cannot become lost except by magical means, and you have advantage on saving throws against becoming charmed or frightened.

Windlance

5th-level evocation

Casting Time: 1 action
Range: Self (20-foot radius)
Components: V, S
Duration: Instantaneous

You and every creature within range are launched into the air by a powerful burst of wind. You cannot avoid being launched into the air, but other creatures can make a Strength saving throw to stay on the ground. Creatures that fail the Strength saving throw are sent 70 feet into the air, and are likely to fall immediately after and take falling damage unless they have another means of staying aloft. If a ceiling prevents a creature affected by this spell from reaching the maximum height, it takes 1d6 bludgeoning damage for every 10 feet it traveled up before hitting the ceiling up.

As part of the action of casting this spell, a druid can also use the Wild Shape feature (it is usually used to transform into a flying creature).

Wind Tunnel

5th-level evocation

Casting Time: 1 action
Range: Self (30-foot radius)
Components: V, S
Duration: Concentration, up to 1 minute

When this spell is cast, you summon the winds around you to improve the accuracy of your allies' ranged weapon attacks. Each ally within range has advantage on ranged weapon attacks for the duration.

Wing Gifting

7th-level transmutation

Casting Time: 1 hour
Range: Touch
Components: V, S, M (a feather from an angel, which the spell consumes)
Duration: Instantaneous

The recipient of this spell grows a pair of magnificent wings. They gain fly speed equal to their walking speed. The wings are often angelic looking, but may take any form the recipient chooses. Armor and clothing worn by the recipient when this spell is cast will be destroyed if they interfere with the growth of the wings. This spell only effects willing creatures.

Winged Horde

Illusion cantrip

Casting Time: 1 action
Range: 60 feet
Components: V S
Duration: Instantaneous

Choose one creature within range, or choose two creatures within range that are within 5 feet of each other. A target must succeed on a Wisdom saving throw or it takes 1d4 psychic damage and it can't take reactions until the start of its next turn.

The spell's damage increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

Withering Palm

7th-level necromancy

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Instantaneous

Your touch withers flesh and bone. Make a melee spell attack against a creature within your reach. On a hit, the creature takes 10d6 necrotic damage and must make a Constitution saving throw. On a failed save, the creature suffers two levels of exhaustion. On a successful save, the creature suffers one level of exhaustion instead.

At Higher Levels. When you cast this spell using a spell slot of 8th level or higher, the damage increases by 1d6 for every slot level above 7th.

Wolfjaws

2nd-level transmutation

Casting Time: 1 bonus action
Range: Self
Components: V, S, M (a bit of wolf fur and a canine tooth)
Duration: Concentration, up to 1 minute

Your right hand turns into a powerful set of wolf jaws. For the duration, when you take the Attack action you can make a melee weapon attack against a creature within 5 feet with the wolf jaws. On a hit, the creature takes 2d6 piercing damage. If you have the Extra Attack feature or another ability that allows you to make extra attacks, you can make multiple attacks using the wolf jaws.

You can choose to end the transformation using a bonus action, and when doing so, you can choose to eliminate the damage inflicted from the last attack using the jaws. While the transformation is in effect, you can't perform the somatic components of spells with the transformed hand.

Word of Law

4th-level evocation

Casting Time: 1 action
Range: Self (30 foot cube)
Components: V, S, M (an iron rod)
Duration: Instantaneous

A 30 foot cube of energy, centered on you, snaps into existence, creating an area of perfect law around you. Every creature with a chaotic or neutral alignment within the cube must make Dexterity saving throw. Chaotic creatures take 8d8 force damage and are stunned until the beginning of your next turn on a failed saving throw. They take half damage and sre not stunned on a successful one. Nuetral creatures take 6d8 force damage on a failed save and half as much on a successful one.

At Higher Levels. You may cast this spell using a 5th level or higher spell slot. You do an extra 1d8 damage for each spell level above 4th.

Wrack

4th-level necromancy

Casting Time: 1 action
Components: V, S
Range: 90 feet
Duration: Concentration, up to 10 minutes

Your victim must make a Constitution saving throw. On a failed save, the creature collapses in pain. Boils and blisters appear all over its skin and then pop, covering it with vile fluids as its eyes fill with blood, causing the victim to be paralyzed and blinded until the spell ends.

The victim can attempt a Constitution saving throw at the end of each of its turns. If it succeeds, the spell ends. Even after the spell ends, the victim has disadvantage on attack rolls and ability checks until it finishes a short or long rest.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the duration increases to concentration, up to 1 hour for a 6th or 7th level spell slot, or concentration, up to 1 day for an 8th level or higher spell slot.

Wracking Touch

2nd-level necromancy

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: 1 round

Make a melee spell attack against a target within 5 feet of you. On a hit, the target starts to shake uncontrollably and must make a Constitution save at the start of its next turn. On a failure, it cannot

take actions until after the end of that turn. This spell has no effect on constructs or undead. Once a creature has made a saving throw against this spell (whether it succeeds or fails), it becomes immune to the effects of this spell for 24 hours.

Wraithstrike

2nd-level transmutation

Casting Time: 1 bonus action
Range: Self
Components: V, S
Duration: 1 round

Your hands and any weapons you hold become skeletal and insubstantial and can easily pass through armor. Until the end of your next turn, you gain advantage on melee weapon attacks against creatures wearing armor or using shields.

Wrathful Castigation

8th-level enchantment

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a whip)
Duration: Concentration, up to 1 minute

Choose a target you can see within range. The chosen creature must make a Wisdom saving throw or fall to the ground incapacitated, while writhing in pain. On a successful save, the spell ends.

A creature that starts its turn incapacitated by this spell must make a Wisdom saving throw as its mind is flooded with the thoughts of all its failures. On a failed save, the creature remains incapacitated. However, if the creature fails its saving throw a total of three times before making a successful save, it dies in agony overwhelmed by the compounding pressure of all its failures.

Xorn Movement

5th-level transmutation

Casting Time: 1 action
Range: Touch
Components: V, S, M (a scale from a xorn's hide)
Duration: Concentration, up to 1 minute

You or a creature you touch can travel through the earth itself without leaving any mark of passage. The target gains a burrow speed equal to its walking speed. In addition, when burrowing through nonmagical, unworked earth and stone, the target leaves its hands free and doesn't disturb the material it moves through. The recipient can extend the magical aura of this spell to bring any object or creature it is carrying or grappling as it burrows. The target enjoys no special protections from this effect except for the cover of the stone or earth around it.

If this spell or its effects end on the target or any other object or creature placed within stone or earth by means of this spell, you or any such object or creature are expelled from the earth, moving at 60 feet per round towards the nearest open space large enough to fit into comfortably and taking 6d6 bludgeoning damage upon exiting into that space.

> "One of the very few spells starting with the letter X."
>
> —Elminster

Your Glorious Sacrifice

1st-level necromancy

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Instantaneous

Make a ranged spell attack against a target within range. If the attack hits, the target takes 5d4 necrotic damage and its speed is reduced by half until the end of your next turn.

As part of the same action used to cast this spell, before you make the ranged spell attack, you may choose to inflict necrotic damage equal to 1d4 plus your spellcasting ability modifier on a willing ally within 5 feet of you. This damage cannot be reduced or prevented in any way. If you inflict this damage on an ally, you gain advantage on the ranged spell attack roll against your main target. In addition, if the ranged spell attack hits, your target takes additional poison damage equal to the necrotic

damage you dealt to your ally.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the necrotic damage you inflict on your target and your ally both increase by 1d4 for each slot level above 1st.

"This would be the most useful of combat spells for its level, I believe, were it not for the fact that the chosen comrade must be willing to accept harm. It is still highly potent if you surround yourself with allies who have the moral courage to accept what must be done in service of a greater goal."

—Mordenkainen

"It is the squeamishness Mordenkainen betrays here that will doom his absurd mission to maintain 'balance.'

"Any minion unwilling to pay the price of victory marks itself deserving of torments far worse than a 1st-level like *your glorious sacrifice* can provide."

—Acererak

"The lich Acererak seems to believe that not surrendering myself to selfish ambition shows I lack resolve. He also seems to think I can't see his notes.

"He is wrong on both counts."

—Mordenkainen

Zala's Amberhelm

4th-level abjuration

Casting Time: 1 action
Range: Self
Components: V, S, M (a piece of amber worth at least 500 gp, which the spell consumes)
Duration: Concentration, up to 1 minute

Created by a mage that was paranoid that someone was always trying to control her mind, this spell forms a bubble of amber energy that covers your head. For the duration, you are immune to all enchantment spells and any ability that mimics an enchantment spell. However, you have disadvantage on any saving throw versus any spell from the Evocation school.

Zeal

2nd-level abjuration

Casting Time: 1 bonus action
Range: Self
Components: V, S
Duration: Concentration, up to 10 minutes

You invoke a divine shield that protects you while you close the distance with a chosen opponent. Choose one hostile creature within 120 feet. Until the spell ends, opportunity attack rolls made against you by creatures besides your chosen target have disadvantage. In addition, you can move through the space of any creature that is not your chosen target as if it were an ally. At the end of each turn, you must be closer to the target than you were when you started moving, or the spell ends.

The spell also ends if the creature is stunned or incapacitated by any means.

Zealot Pact

6th-level evocation

Casting Time: 10 minutes
Range: Touch
Components: V, S
Duration: 1 minute

You touch a subject and choose one of the following creature types: aberration, celestial, dragon, elemental, fey, fiend, or undead. Until the spell ends, the subject has advantage on melee attack rolls against creatures of the chosen type and inflicts 1d10 additional radiant damage when it hits such a creature.

Zealous Sanction

2nd-level evocation

Casting Time: 1 action
Range: 60 feet

Components: V, S
Duration: 1 round

You name your foe an enemy of the faith, searing it with divine power that heals any who strike it. Choose one creature within range, which must make a Charisma saving throw, taking 4d6 radiant damage on a failure or half as much damage on a success. If the target fails, the next time an ally hits that target with an attack roll before the spell ends, that ally regains a number of hit points equal to 1d8 plus your spellcasting ability modifier. The spell ends at the end of your next turn after you cast it.

At Higher Levels. When you cast this spell using a spell slot of 3rd level of higher, you can choose one additional creature within range to make the Charisma saving throw for each slot level above 2nd.

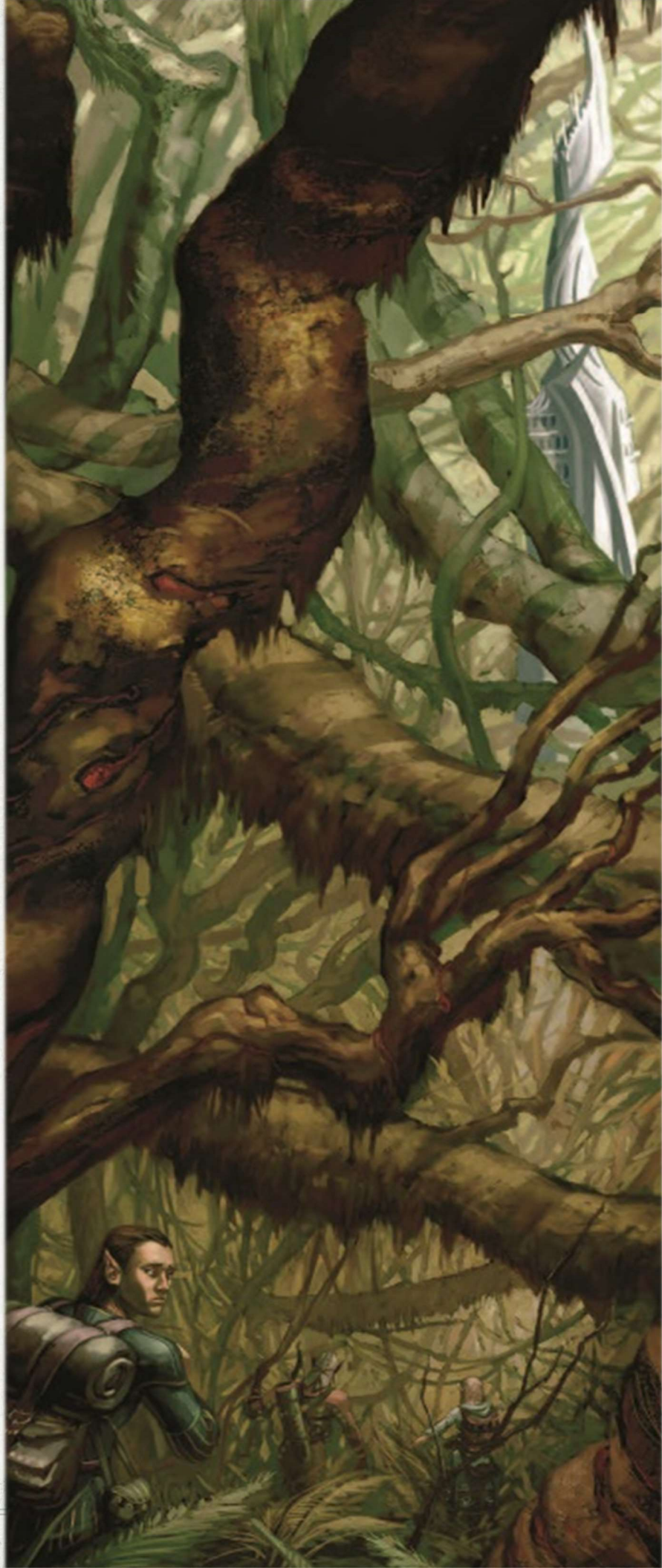
Zone of Natural Purity

2nd-level evocation

Casting Time: 1 action
Range: Self (30-foot radius)
Components: V, S, M (holly berries that must be sprinkled about the area)
Duration: Concentration, up to 24 hours

You fill a 30-foot radius sphere around yourself area with the essence of the Feywild, strengthening its bonds to the natural world. The spell is centered on you when it is cast, but its area does not move with you. Within the area of the spell, whenever an aberration, fiend, and or undead creature makes an attack roll or a saving throw before the spell ends, it must roll a d4 and subtract the number rolled from the attack roll or saving throw. In the same area, whenever a beast, plant, or fey creature makes an attack roll or a saving throw before the spell ends, rolls a d4 and adds the number rolled to the attack roll or saving throw.

If you cast *zone of natural purity* in the same location every day for a year, the spell becomes permanent.



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"What plane is this book from? I'm intrigued. Note to self: Give this a careful read when (if) you can find time."

—Jace Beleren

Living Guildpact of Ravnica

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"Dear Mina,–

"I pray you pardon that, due solely to the urgency of my errand in Averoigne, I must leave you, and all our London brethren, with this note rather than proper farewell. Yet I confess that I am also giddy with writing in this extraordinary book! I know not how this volume came to reside in British Museum archives, nor how our complicated Sikh acquaintance knew of its existence.

"Despite the wonders contained herein, which point to worlds long thought lost to us forever due to our Great Enemy's malign designs, my conclusion echoes your own:

"This book must be destroyed at once.

"Such spells are too tempting a path to madness for any of our qabal. My rueful yet resolute direction to you is this: survey this volume as needed, only to record what details we discussed, then pass the volume to our contact at the Diogenes Club, whose means of irrevocable disposal exceed our own.

"My love, as always, to your dear husbanad –and of course to little Quincey!

"Again your pardon, and forgive me."

"VAN HELSING."