SPELLS

BARD SPELLS

Cantrips (0 Level)
Time Stutter

1st Level
Repair Damage
Repairing Word
Spatial Ripple
Star Shape

2nd Level
Falling Sky
Noncausal Distress Call

4th Level
Kinetic Motes
Assemble Constructs

5th Level
Agglomerate
Mass Repair

CLERIC SPELLS

Cantrips (0 Level)
Glimpse of Eternity

1st Level
Repair Damage
Repairing Word

2nd Level
Prayer of Repair
Noncausal Distress Call

5th Level
Agglomerate

6th Level
Dimensional Drift

DRUID SPELLS

Cantrips (0 Level)
Astral Spray

1st Level
Star Shape

2nd Level
Falling Sky

3rd Level
Enhance Gravity
Star Fall

9th Level
Black Hole

PALADIN SPELLS

1st Level
Repair Damage
Repairing Word

2nd Level

5th Level
Mass Repair

RANGER SPELLS

1st Level
Star Shape

3rd Level
Enhance Gravity

SORCERER SPELLS

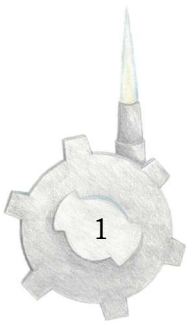
Cantrips (0 Level)
Astral Spray
Time Stutter

1st Level
Repair Damage
Repairing Word
Spatial Ripple
Star Shape

2nd Level
Falling Sky

3rd Level
Enhance Gravity

4th Level
Kinetic Motes



6th Level
Dimensional Drift

7th Level
Alternate Reality

8th Level
Time Well

9th Level
Black Hole

Warlock Spells

Cantrips (0 Level)
Glimpse of Eternity

1st Level
Star Shape

2nd Level
Falling Sky

6th Level
Dimensional Drift

9th Level
Black Hole

Wizard Spells

Cantrips (0 Level)
Astral Spray
Time Stutter

1st Level
Repair Damage
Repairing Word
Spatial Ripple
Star Shape

2nd Level
Falling Sky
Noncausal Distress Call

3rd Level
Enhance Gravity

4th Level
Assemble Constructs

5th Level
Agglomerate
Mass Repair

6th Level
Dimensional Drift

7th Level
Alternate Reality

8th Level
Time Well

9th Level
Black Hole

Spell Descriptions

Agglomerate

5th-level transmutation

Casting Time: 1 minute
Range: 90 feet
Components: V, S, M (silver chain with charms)
Duration: Concentration, up to 1 hour

You draw together a construct servant from assorted materials in the area filling a 10-foot cube in total. The materials assemble themselves into a construct of challenge rating 5 or lower appropriate to the materials: a *flesh golem* if organic or a *juggernaut* if inorganic are obvious options. The construct falls to pieces when it drops to 0 hit points or when the spell ends.

The construct is friendly to you and your companions for the duration. Roll initiative for the construct, which has its own turns. It obeys any verbal commands that you issue to it (no action required by you). If you don't issue any commands to the construct, it defends itself from hostile creatures but otherwise takes no actions.

If your concentration is broken, the construct doesn't disassemble. Instead, you lose control of the construct, it becomes hostile toward you and your companions, and it might attack. An uncontrolled construct can't be dismissed by you, and it disappears 1 hour after you assembled it.

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

challenge rating increases by 1 for each slot level above 5th.

ALTERNATE REALITY

7th-level conjuration

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

You reach across infinite realities, transitioning to a random version of yourself that made a different decision at a point specified by you. You describe the point of difference with as much precision as desired, whether "when we chose to go left or right at the third fork in this labyrinth" or "when we were looking for jobs at the tavern last week." Up to 10 willing creatures who were complicit in the decision can travel with you. The spell cannot affect the decisions made by those not included in the spell, but those included in the spell can decide to act when they previously did not (or vice versa) to change the outcome.

The GM has the ultimate say in how the outcome of this change plays out. The new reality is a random one, so the GM may determine what choice was made instead and how the intervening events leading to the current time went, relaying this information in story form. Alternatively, the GM may allow the travelers to replay the chosen decision and all the content going forward from the new decision. Variations between the two on the spectrum are also viable options.

ASSEMBLE CONSTRUCTS

4th-level transmutation

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

You gather local components into constructs in unoccupied spaces that you can see within range. You choose one of the following options for what forms:

- One construct of challenge rating 2 or lower (*light infantry*)
- Two constructs of challenge rating 1 or lower (*animated armor*)
- Four constructs of challenge rating ½ or lower (*scuttler* or *hornet*)
- Eight constructs of challenge rating ¼ or lower (*flying sword*)

A construct created by this spell falls apart when it drops to 0 hit points or when the spell ends.

The created constructs are friendly to you and your companions. Roll initiative for the summoned creatures as a group, which has its own turns. They obey any verbal commands that you issue to them (no action required by you). If you don't issue any commands to them, they defend themselves from hostile creatures, but otherwise take no actions.

At Higher Levels. When you cast this spell using certain higher-level spell slots, you choose one of the summoning options above and more creatures appear: twice as many with a 6th-level slot and three times as many with an 8th-level slot.

ASTRAL SPRAY

Evocation Cantrip

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

A star (point of light) forms on each of your three outstretched fingers. Each star shoots out and strikes a creature of your choice that you can see within range that does not have cover. A star deals 1 radiant damage to its target. You can direct the stars to strike one creature or several. Any effect that blocks magic missile also blocks this spell.

This spell's damage is increased by 1 per star when you reach 5th level (2), 11th level (3), and 17th level (4).

BLACK HOLE

9th-level evocation

Casting Time: 1 action
Range: 300 feet
Components: V, S, M (a black pearl worth at least 500 gp and a pinch of tar)
Duration: Concentration, up to 1 minute

A sucking rift opens up at a point you can see within range. Until the spell ends, creatures within 120 feet of it must succeed on a Strength (Athletics) check at the start of their turn or be pulled 20 feet closer to the point and become restrained until its next turn. Flying creatures automatically fail this check and Prone creatures have advantage on this check. All movement within 80 feet of the point of singularity uses the creature's climbing speed (half speed if they have no climbing speed). Additionally, terrain within 40 feet of the singularity is considered difficult terrain.

If a creature occupies the same space as the black hole as it forms, it makes a Dexterity saving throw to move 5 feet in any direction before it opens. If a large or smaller creature or object occupies the same space as the singularity for any reason, it takes 20d6 force damage and 20d6 bludgeoning damage (or half as much on a successful Constitution saving throw) and is sucked into the black hole until the spell ends. Creatures inside the black hole are blinded, deafened, and restrained and cannot be seen, heard, or targeted with attacks.

If a huge or larger creature or object shares a space with the black hole, it takes 20d6+40 force damage and 20d6+40 bludgeoning damage and the spell ends immediately.

DIMENSIONAL DRIFT

6th-level conjuration

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (forged travel papers)
Duration: Instantaneous

You attempt to set one creature adrift from your current plane to travel at random through nearby planes. The target must succeed on a Charisma saving throw or be cast adrift. They immediately travel to a random plane, usually one of the inner elemental planes if on the Material Plane.

The target drifts in the planes for 2d4+2 rounds before returning to the space it left or the nearest unoccupied space if that space is occupied. Each round they are adrift, there is a 25% chance they drift into another plane than the one they are in or the one they came from. While drifting, the target inevitably happens upon active regions of these planes. Three sample encounters for each inner plane can be found in Appendix A: Planar Encounters.

ENHANCE GRAVITY

3rd-level transmutation

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

This spell increases gravity in a 20-foot-radius, 60-foot high cylinder centered on a point within range. Flying creatures in the area immediately descend to the bottom of the area and the distance fallen to it beyond the bottom. If a solid object, (such as a floor) is encountered in this fall, falling objects and creatures take falling damage as normal. Creatures standing in the area must succeed on a Strength saving throw or be knocked Prone. Climbing creatures must succeed on a Strength saving throw or fall, taking damage as if from double the height.

For the duration of the spell, a creature rising from prone must succeed on a Strength check against your spell save DC. Creatures in the area cannot fly, Strength (Athletics) checks made to jump, swim, or climb in the area are made at disadvantage. Movement speeds in the area are reduced by half and flight requires the creature to succeed on a Strength check at disadvantage against your spell save DC.

GLIMPSE OF ETERNITY

Enchantment cantrip

Casting Time: 1 action
Range: 60 feet
Components: S, M (a ring of steel)
Duration: Instantaneous

A creature you can see within range has its mind opened to the infinity of time and space. It must succeed on a Charisma saving throw or take 1d4 psychic damage and the next attack made against the creature before the end of its next turn is at advantage.

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

FALLING SKY

2nd-level illusion

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

You describe a terrifying natural disaster to all creatures you desire in a 20-foot cube that understand the language in which you describe it. They must succeed on a Wisdom saving throw or see the disaster you are describing in progress. Any creature that fails the saving throw becomes Frightened and suffers disadvantage as a result but can move freely due to the generalized area of the terror.

As an action, an affected creature can determine that it is an illusion with a successful Wisdom (Perception) check against your spell save DC. On a success, it is no longer Frightened.

KINETIC MOTES

4th-level evocation

Casting Time: 1 action
Range: Self
Components: V, S, M (1 glass bead per mote)
Duration: Concentration, up to 1 minute

You create up to four specks of force in your space that on this turn and each of your turns for the duration move 40 feet, each mote not crossing its own path during the turn. Each creature occupying a space passed through by a mote must make a Dexterity saving throw at disadvantage. A creature takes 1d4 force damage on a failed save, or no damage on a successful one. You can instruct a mote to pass through an occupied space without striking the occupant, unless it occupies the whole space (such as a gelatinous cube).

If a mote goes two consecutive turns without passing through your space, it vanishes.

An individual mote may strike a creature occupying multiple spaces multiple times. It must save each time.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you summon an extra mote for each slot level above 4th.

MASS REPAIR

5th-level transmutation

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

A wave of repairing energy washes out from a point within range. Choose up to six constructs or objects in a 30-foot-radius sphere centered on that point. Each target regains hit points equal to 3d12 + your spellcasting ability modifier. A single large object may be chosen up to twice, a huge object up to 3 times, or a gargantuan object up to 4 times.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the healing increases by 1d12 for each slot level above 5th.

NONCAUSAL DISTRESS CALL

2nd-level evocation

Casting Time: 1 action
Range: Unlimited

Components: V, S, M (a small brass horn)
Duration: Instantaneous

You send a message back in time to a creature with which you are familiar, informing it of your location and need for help. The time prior to casting that the creatures receives your message is early enough for it to make its way to your position. If it is able and willing to come to your aide, the creature arrives at your location in 1d4-1 rounds.

The GM determines the conditions of the creature's arrival (health, direction, companionship) and if they arrive at all, whether stopped by unwillingness or failure. The GM also determines what kinds of timeline incongruencies emerge as a result of the creature diverting to your rescue.

PRAYER OF REPAIR

2nd-level transmutation

Casting Time: 10 minutes
Range: 30 feet
Components: V
Duration: Instantaneous

Up to six creatures or objects of your choice that you can see within range each regain hit points equal to 2d12 + your spellcasting ability modifier. A single large object may be chosen up to twice, a huge object up to 3 times, or a gargantuan object up to 4 times.

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

REPAIR DAMAGE

1st-level transmutation

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

A construct or object you touch regains a number of hit points equal to 1d12 + your spellcasting ability modifier.

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

REPAIRING WORD

1st-level transmutation

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

A construct or object of your choice that you can see within range regains hit points equal to 1d8 + your spellcasting ability modifier.

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

SPATIAL RIPPLE

1st-level conjuration

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

You designate a 10-foot cube in unoccupied spaces you can see within range. The next creature to enter the cube is teleported 20 feet in a random direction. If it would arrive in a place already occupied by an object or a creature, it takes 4d6 force damage, and the spell fails to teleport it.

The effect ends if you dismiss it as an action or cast this spell again.

STAR SHAPE

1st-level illusion (ritual)

Casting Time: 1 action
Range: Sight
Components: S
Duration: 1 hour

You manipulate up to 12 stars' positions to appear differently in the sky to anyone observing them. They slowly move into position

and anyone outside observing the sky must have a passive Perception greater than your spell save DC to notice the change happening. Wisdom (Survival) checks made to navigate by the affected stars are made at disadvantage for the duration if the change was not detected. Someone who knows what to look for can recognize the change if they are watching for it.

The effect ends if you dismiss it as an action or cast this spell again.

STAR FALL

3rd-level evocation

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

Ardent stars scream down from the sky and strike three different spaces you can see within range. All creatures in or above each point you choose 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.

A space cannot be targeted if it is not directly exposed to the sky overhead. If cast at night in clear conditions, the spell's damage increases by 1d6.

At Higher Levels. When you cast this spell using a spell slot of 4th or higher level, you may choose one additional space for each slot level above 3rd.

TIME STUTTER

Transmutation cantrip

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

You choose one creature you can see within range. It must succeed on a Wisdom saving throw or its temporal perception becomes flawed for the duration of the spell. While affected, the creature has disadvantage on Investigation, Perception, and Stealth checks as well as Dexterity saving throws.

TIME WELL

8th-level transmutation

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

You create a time slowed area centered at a point you can see within range. When a creature starts its turn within 100 feet of the center point, its speed is reduced to a percentage equal to its distance from the center (reduced to the nearest multiple of 5 feet to a minimum of 5 feet, for example, a creature with a speed of 30 that begins 35 feet from the center has a speed of 10.5 feet, reduced to 10 feet).

Its distance from the center is also its percent chance of taking an action and bonus action this turn (they can be rolled together or individually). Ranged attacks against targets more than 40 feet further from the center than the nearest point to the center the attack passes through are made at disadvantage. Ranged attacks against targets 60 feet or less from the center point and 40 or more feet closer than the attacker to the center are made at advantage.

