

GATHERING MAGIC

MYSTICAL ARCHIVES



BY JONATHAN DUPREE

GATHERING MAGIC: MYSTICAL ARCHIVES



TABLE OF CONTENTS

- [Spells](#)
 - [Spell Lists](#)
 - [Artificer Spells](#)
 - [Bard Spells](#)
 - [Cleric Spells](#)
 - [Druid Spells](#)
 - [Paladin Spells](#)
 - [Ranger Spells](#)
 - [Sorcerer Spells](#)
 - [Warlock Spells](#)
 - [Wizard Spells](#)
- [Spell Descriptions](#)
- [Appendix A: Summons](#)
 - [Chromaticore](#)
 - [Corso's Toy](#)
 - [Magma Opus](#)
 - [Research Fractal](#)
 - [Sun Soldier](#)
 - [White Knight](#)
- [Appendix B: Sources](#)

CREDITS

Author/Designer/Developer: Jonathan Duprée

Art Director: Jonathan Duprée

Graphic Designers: Jonathan Duprée / The Homebrewery, Joshua Stippich (backgrounds)

Cover Designer: Joshua Stippich

Interior Illustrators: Blake Davis[†], Chris Seaman*, Dean Spencer[†], Dennis Crabapple-McClain*, E. Widermann*, Eric Deschamp*, Eric Lofgren[†], Felipe Gaona[†], Glen Angus*, Hopsy[†], John Stanko*, Kii W[†], Quinn McSherry / McSherry Illustration, Ralph Horsley*, Roberto Marchesi*, Samantha Darcy[†], Storn Cook[†], Vagelio Kaliva[†], Wayne Reynolds*, William O'Connor*

* - Art provided by DM's Guild Resources, used with permission. Some artists unknown marked as "DM's Guild Resources" in page attribution.

† - Stock art provided through DriveThruRPG.com, used with permission

Playtesters:

Andy Davis, Andy Hornbeck, Andy Manno, Atomicitizen, Brent Fuller, Chad James Hueston, Chris Choate, Chris Edwards, Cipactli Ovalle-Martínis, Daniel Bunnell, Daniel Young, Eli Damatov, Elizabeth Snider, Elsa Larson, Greg Rendeiro, Ian Larson, James Swearingen, Jason Korhnius, Jeremy Michael Bzowy, Jeremy Wilbur, Jill Davis, Joe Orbik III, John Shaff, Jonah Grandma, Juan Chacon, Kai Guy, Kate Choate, Katherine Golden, Kevin Freeman, Kevin Gibson, Kristin Marie Larson, Lara Pitchkites, Lewis Walker, Matthew Barnette, Michael Szabo, Natwynn Vyze, Nick Pape, Robert Greener, Smokey, Steven Veenema, Timothy Swihart, Tom Taylor, Victor Clinton Dieter Eichhorn, William Hendrickson, Zach Fenoff, Zach Wilbur

Created for

Dungeons & Dragons 5th Edition by Wizards of the Coast and release/publication on the DM's Guild website. All rights reserved to Wizards of the Coast and Jonathan Dupree.
Vol. 1.2 2/2022

Some artwork © Dean Spencer.

Some artwork copyright Kii W - <https://www.artstation.com/kiikiibee> - used with permission.

Some artwork ©2018 by Samantha Darcy. Used with permission.

Some artwork © 2015 Vagelio Kaliva, used with permission. All rights reserved.

SPELLS

MAGIC IS IMPORTANT TO MANY OF the character classes of *Dungeons & Dragons*. Having different magical techniques adds to the toolkit a spellcasting character has to engage with the dilemmas and foes that stand in the way of achieving their goals. This book gives a number of options for player characters that can cast spells that add to the already present list of options in the *Player's Handbook*.

A player should consult with the DM before electing to use these spells and the DM should take care to ensure which spell options listed below are available to players. Ultimately, the DM has final say as to what material present is allowed in your game.

SPELL LISTS

The following spell lists show which spells can be cast by characters of each class. A spell's school of magic is noted in parentheses. If a spell can be cast as a ritual, the ritual tag also appears in the parentheses.

ARTIFICER SPELLS

CANTRIPS (0 LEVEL)

- [Battlewise Valor](#) (abjuration)
- [Blinding Flare](#) (evocation)
- [Conjurer's Trick](#) (conjunction)
- [Demolish](#) (evocation)
- [Electric Jolt](#) (evocation)
- [Electrolyze](#) (evocation)
- [Energy Strobe](#) (evocation)
- [Ethereal Chill](#) (necromancy)
- [Grapeshot](#) (transmutation)
- [Guiding Voice](#) (divination)
- [Heat Conversion](#) (transmutation)
- [Lift Up](#) (transmutation)
- [Messenger's Speed](#) (transmutation)
- [Ricochet](#) (divination)
- [Rip Apart](#) (evocation)
- [Shining Light](#) (evocation)
- [Show of Confidence](#) (conjunction)
- [Static Shock](#) (abjuration)
- [Vital Strike](#) (divination)
- [Volt Needle](#) (transmutation)
- [Wieldskill](#) (divination)
- [Withstand](#) (abjuration)

1ST LEVEL

- [Amanuensis](#) (conjunction, ritual)
- [Animate Rope](#) (transmutation)
- [Artisan's Sorrow](#) (evocation)
- [Charge Through](#) (transmutation)
- [Corso's Toy](#) (transmutation)
- [Dale's Shadow Lock](#) (conjunction)
- [Gird for Battle](#) (abjuration)
- [Healing Infusion](#) (evocation)
- [Hold at Bay](#) (abjuration)
- [Mortal's Ardor](#) (enchantment)
- [Mortal's Resolve](#) (enchantment)

- [Omen of the Forge](#) (evocation)
- [Revelry](#) (transmutation)
- [Shielding Cube](#) (abjuration)
- [Spike Wire](#) (evocation)
- [Stick](#) (conjunction)
- [War Proxy](#) (divination)
- [Water to Wine](#) (transmutation)

2ND LEVEL

- [Analyze](#) (divination)
- [Corso's Transposition](#) (abjuration)
- [Dale's Shadow Cage](#) (conjunction)
- [Fateful End](#) (divination)
- [Flamethrower Sonata](#) (evocation)
- [Galvanic Arc](#) (evocation)
- [Grasp of Darkness](#) (necromancy)
- [Healer's Sight](#) (divination)
- [Necrobite](#) (necromancy)
- [Portal Trace](#) (divination)
- [Sorin's Thirst](#) (necromancy)
- [Thrill of Possibility](#) (divination)
- [Thundering Armor](#) (abjuration)

3RD LEVEL

- [Big Play](#) (transmutation)
- [Cloak and Dagger](#) (illusion)
- [Corso's Field](#) (abjuration)
- [Fated Infatuation](#) (illusion)
- [Fated Intervention](#) (conjunction)
- [Fated Retribution](#) (evocation)
- [Fated Return](#) (necromancy)
- [Giant Growth](#) (transmutation)
- [Inari's Electric Slide](#) (conjunction)
- [Inari's Sword Volt](#) (evocation)

4TH LEVEL

- [Blades of Astral Fire](#) (conjunction)
- [Shroud of Warning](#) (abjuration)
- [Storm's Wrath](#) (evocation)

5TH LEVEL

- [Blockbuster](#) (conjunction)
- [Lorehold Command](#) (conjunction)
- [Masterful Replication](#) (conjunction)
- [Restorative Burst](#) (evocation)
- [Starfall](#) (evocation)

BARD SPELLS

CANTRIPS (0 LEVEL)

- [Acid Barb](#) (conjunction)
- [Beguiling Strands](#) (illusion)
- [Bolstering Speech](#) (abjuration)
- [Bolt Rail](#) (evocation)
- [Clangor](#) (illusion)
- [Focus](#) (divination)
- [Frazzle](#) (enchantment)
- [Gather Courage](#) (enchantment)
- [Ghost Knife](#) (illusion)
- [Infuriate](#) (enchantment)

[Lift Up](#) (transmutation)
[Messenger's Speed](#) (transmutation)
[Mindstab](#) (enchantment)
[Misdirection](#) (enchantment)
[Panic Attack](#) (enchantment)
[Provoke](#) (enchantment)
[Quickchange](#) (transmutation)
[Samuel's Cough](#) (enchantment)
[Savage Surge](#) (transmutation)
[Screaming Brand](#) (transmutation)
[Sharp Note](#) (evocation)
[Shining Light](#) (evocation)
[Staggering Note](#) (evocation)
[Wieldskill](#) (divination)
[Words of Gravity](#) (divination)

1ST LEVEL

[Amanuensis](#) (conjunction)
[Animate Rope](#) (transmutation)
[Artisan's Sorrow](#) (evocation)
[Browbeat](#)
[Chameleon's Mask](#) (illusion)
[Chaos Sting](#) (enchantment)
[Charge Through](#) (transmutation)
[Dazzling Lights](#) (illusion)
[Disarming Glance](#) (enchantment)
[Dogpile](#) (enchantment)
[Flicker of Fate](#) (conjunction)
[Gird for Battle](#) (abjuration)
[Harmonize](#) (divination, ritual)
[Hold at Bay](#) (abjuration)
[Mortal's Ardor](#) (enchantment)
[Mortal's Resolve](#) (enchantment)
[Repulse](#) (abjuration)
[Revelry](#) (transmutation)
[Sleep of the Dead](#) (transmutation)
[Staggering Crescendo](#) (evocation)
[Tune of Merriment](#) (evocation)
[Wandre's Foolish Dance](#) (enchantment)
[Water to Wine](#) (transmutation)

2ND LEVEL

[Analyze](#) (divination)
[Arcane Subtraction](#) (transmutation)
[Convolute](#) (enchantment)
[Dagger Haunt](#) (illusion)
[Douse in Gloom](#) (enchantment)
[Dowsing Dagger](#) (divination)
[Dreadful Apathy](#) (enchantment)
[Flamethrower Sonata](#) (evocation)
[Hallucinatory Object](#) (illusion)
[Hand of Fate](#) (divination)
[Healer's Sight](#) (divination)
[Portal Trace](#) (divination)
[Psychic Drain](#) (necromancy)
[Stabbing Fear](#) (enchantment)
[Thrill of Possibility](#) (divination)
[Thundering Armor](#) (abjuration)
[Wandre's Folly of Fools](#) (enchantment)

3RD LEVEL

[Anthem of Rakdos](#) (enchantment)
[Big Play](#) (transmutation)
[Boros Fury-Shield](#) (abjuration)
[Dimir Machinations](#) (enchantment)
[Drown in Sorrow](#) (enchantment)
[Gainsay](#) (transmutation)
[Reviving Melody](#) (enchantment)
[Thoughtseize](#) (enchantment)
[Wandre's Wondrous Cacophony](#) (enchantment)

4TH LEVEL

[Commanding Presence](#) (enchantment)
[Displacement](#) (illusion)
[Incite Hysteria](#) (enchantment)
[Mascot Exhibition](#) (conjunction)
[Mosh](#) (illusion)
[Shadow of Doubt](#) (enchantment)
[Shroud of Warning](#) (abjuration)

5TH LEVEL

[Aria of Revelation](#) (divination)
[Cut the Tethers](#) (enchantment)
[Echoing Equation](#) (illusion)
[Induce Paranoia](#) (enchantment)
[Pigment Storm](#) (evocation)
[Prismari Command](#) (evocation)
[Searing Meditation](#) (evocation)
[Silverquill Command](#) (illusion)



6TH LEVEL

[*Glimpse the Unthinkable*](#) (enchantment)
[*Master Warcraft*](#) (enchantment)
[*Razia's Purification*](#) (evocation)

7TH LEVEL

[*Loremaster's Clarity*](#) (divination)
[*Revel of the Fallen God*](#) (conjunction)
[*Ribbons of Night*](#) (necromancy)

8TH LEVEL

[*Deathbellow War Cry*](#) (conjunction)
[*Explosive Welcome*](#) (evocation)
[*Magma Opus*](#) (conjunction)
[*Tunnel Vision*](#) (divination)

9TH LEVEL

[*Enter the Infinite*](#) (divination)
[*Harness Infinity*](#) (divination)

CLERIC SPELLS

CANTRIPS (0 LEVEL)

[*Battlewise Valor*](#) (abjuration)
[*Blazing Brand*](#) (transmutation)
[*Darkblast*](#) (necromancy)
[*Disrupt Undead*](#) (necromancy)
[*Gather Courage*](#) (enchantment)
[*Guiding Voice*](#) (divination)
[*Holy Lance*](#) (evocation)
[*Justice Strike*](#) (enchantment)
[*Lash of Malice*](#) (necromancy)
[*Lift Up*](#) (transmutation)
[*Messenger's Speed*](#) (transmutation)
[*Mortal Coil*](#) (necromancy)
[*Necrotic Wound*](#) (necromancy)
[*Prayer of Shielding*](#) (abjuration)
[*Righteous Blow*](#) (evocation)

[*Righteous Brand*](#) (transmutation)
[*Shining Light*](#) (evocation)
[*Touch of Fatigue*](#) (necromancy)
[*Wieldskill*](#) (divination)
[*Withstand*](#) (abjuration)
[*Words of Gravity*](#) (divination)

1ST LEVEL

[*Amanuensis*](#) (conjunction, ritual)
[*Artisan's Sorrow*](#) (evocation)
[*Astral Lances*](#) (evocation)
[*Bathe in Light*](#) (abjuration)
[*Charge Through*](#) (transmutation)
[*Dead Weight*](#) (necromancy)
[*Ephemerate*](#) (abjuration)
[*Flash Lance*](#) (evocation)
[*Flicker of Fate*](#) (conjunction)
[*Gird for Battle*](#) (abjuration)
[*Hold at Bay*](#) (abjuration)
[*Indomitable Will*](#) (abjuration)
[*Mortal's Ardor*](#) (enchantment)
[*Mortal's Resolve*](#) (enchantment)
[*Omen of the Dead*](#) (necromancy)
[*Omen of the Forge*](#) (evocation)
[*Omen of the Hunt*](#) (transmutation)
[*Omen of the Sea*](#) (divination)
[*Omen of the Sun*](#) (conjunction)
[*Split the Sky*](#) (evocation)
[*Venkar's Vile Wind*](#) (necromancy)
[*Vigilance*](#) (enchantment)
[*Water to Wine*](#) (transmutation)

2ND LEVEL

[*Analyze*](#) (divination)
[*Avenging Arrows*](#) (evocation)
[*Blazing Blade*](#) (evocation)
[*Brilliant Halo*](#) (abjuration)
[*Divine Verdict*](#) (evocation)
[*Doom Blade*](#) (necromancy)
[*Dowsing Dagger*](#) (divination)
[*Dreadful Apathy*](#) (enchantment)



[Expel](#) (conjuraton)
[Fateful End](#) (divination)
[Hand of Fate](#) (divination)
[Healer's Sight](#) (divination)
[Necrobite](#) (necromancy)
[Portal Trace](#) (divination)
[Spirit Mantle](#) (abjuration)
[Stabbing Fear](#) (enchantment)
[Sticks to Snakes](#) (transmutation)
[Sundering Vitae](#) (necromancy)
[Thrill of Possibility](#) (divination)
[Thundering Armor](#) (abjuration)
[Venkar's Lifeblood](#) (necromancy)

3RD LEVEL

[Avenging Flame](#) (evocation)
[Azorious Ploy](#) (abjuration)
[Beaming Defiance](#) (abjuration)
[Boros Fury-Shield](#) (abjuration)
[Call of the Conclave](#) (conjuraton)
[Excoriate](#) (evocation)
[Ezlo's Sinister Schism](#) (evocation)
[Fated Infatuation](#) (illusion)
[Fated Intervention](#) (conjuraton)
[Fated Retribution](#) (evocation)
[Fated Return](#) (necromancy)
[Gainsay](#) (transmutation)
[Gift of Orzhova](#) (transmutation)
[Portent of Betrayal](#) (enchantment)
[Revitalize](#) (transmutation)
[Venkar's Embrace](#) (necromancy)
[White Knight](#) (conjuraton)

4TH LEVEL

[Blades of Astral Fire](#) (conjuraton)
[Cascade of Light](#) (evocation)
[Commanding Presence](#) (enchantment)
[Enigmatic Incarnation](#) (transmutation)
[Guardian Angel](#) (enchantment)
[Mascot Exhibition](#) (conjuraton)
[Mosh](#) (illusion)
[Shadow of Doubt](#) (enchantment)

[Shroud of Warning](#) (abjuration)
[Sunbond](#) (abjuration)

5TH LEVEL

[Aspect of Gorgon](#) (transmutation)
[Aspect of Hydra](#) (transmutation)
[Aspect of Lamprey](#) (transmutation)
[Aspect of Manticore](#) (transmutation)
[Chorus of Might](#) (transmutation)
[Cleansing Beam](#) (evocation)
[Lightning Volley](#) (evocation)
[Lorehold Command](#) (conjuraton)
[Ocular Halo](#) (transmutation)
[Pigment Storm](#) (evocation)
[Prismari Command](#) (evocation)
[Quandrix Command](#) (abjuration)
[Searing Meditation](#) (transmutation)
[Starfall](#) (evocation)

[Witherbloom Command](#) (necromancy)

6TH LEVEL

[Master Warcraft](#) (enchantment)
[Pinnacle of Rage](#) (transmutation)
[Spiteful Blow](#) (conjuraton)

7TH LEVEL

[Chromanticore](#) (conjuraton)
[Grave Betrayal](#) (necromancy)
[Interpret the Signs](#) (divination)
[Sanguine Bond](#) (abjuration)

8TH LEVEL

[Anger of the Gods](#) (evocation)
[Boulderfall](#) (conjuraton)
[Chant of Vitu-Ghazi](#) (evocation)
[Gild](#) (transmutation)

9TH LEVEL

[Blessed Wind](#) (enchantment)
[Harness Infinity](#) (divination)
[Time Stretch](#) (transmutation)
[Touch of the Eternal](#) (evocation)

DRUID SPELLS

CANTRIPS (0 LEVEL)

[Acid Barb](#) (conjuraton)
[Blinding Flare](#) (evocation)
[Caustic Shot](#) (evocation)
[Flame Slash](#) (evocation)
[Gather Courage](#) (enchantment)
[Guiding Voice](#) (divination)
[Heat Conversion](#) (transmutation)
[Lash of Malice](#) (necromancy)
[Lift Up](#) (transmutation)
[Messenger's Speed](#) (transmutation)
[Rain of Embers](#) (evocation)
[Savage Surge](#) (transmutation)
[Searing Blood](#) (transmutation)
[Static Shock](#) (abjuration)
[Touch of Fatigue](#) (necromancy)
[Wieldskill](#) (divination)
[Withstand](#) (abjuration)
[Words of Gravity](#) (divination)

1ST LEVEL

[Artisan's Sorrow](#) (evocation)
[Cast Stone](#) (transmutation)
[Char](#) (conjuraton)
[Charge Through](#) (transmutation)
[Crypsis](#) (illusion)
[Dead Weight](#) (necromancy)
[Fists of Stone](#) (transmutation)
[Frost Breath](#) (evocation)
[Gird for Battle](#) (abjuration)
[Hold at Bay](#) (abjuration)
[Omen of the Hunt](#) (transmutation)
[Pappavic's Lash](#) (transmutation)
[Regrowth](#) (evocation)



[*Shredding Winds*](#) (evocation)
[*Split the Sky*](#) (evocation)
[*Stick*](#) (conjunction)

2ND LEVEL

[*Analyze*](#) (divination)
[*Barrage of Boulders*](#) (conjunction)
[*Essence Infusion*](#) (transmutation)
[*Fateful End*](#) (divination)
[*Galvanic Arc*](#) (evocation)
[*Grasp of Darkness*](#) (necromancy)
[*Hand of Fate*](#) (divination)
[*Healer's Sight*](#) (divination)
[*Lightning Helix*](#) (evocation)
[*Pappavic's Miasma*](#) (conjunction)
[*Portal Trace*](#) (divination)
[*Serpent Arms*](#) (transmutation)
[*Sharp Rain*](#) (conjunction)
[*Sorin's Thirst*](#) (necromancy)
[*Stabbing Fear*](#) (enchantment)
[*Sticks to Snakes*](#) (transmutation)
[*Sundering Vitae*](#) (necromancy)
[*Tangletrap*](#) (conjunction)
[*Thrill of Possibility*](#) (divination)
[*Thundering Armor*](#) (abjunction)
[*Underworld Fires*](#) (conjunction)

3RD LEVEL

[*Big Play*](#) (transmutation)
[*Biomass Mutation*](#) (transmutation)
[*Ezlo's Sinister Schism*](#) (evocation)
[*Fated Infatuation*](#) (illusion)
[*Fated Intervention*](#) (conjunction)

[*Fated Retribution*](#) (evocation)
[*Fated Return*](#) (necromancy)
[*Frost Fan*](#) (conjunction)
[*Giant Growth*](#) (transmutation)
[*Granite Armor*](#) (transmutation)
[*Gruul War Chant*](#) (enchantment)
[*Peregrination*](#) (abjunction)
[*Revitalize*](#) (transmutation)

4TH LEVEL

[*Ball Lightning*](#) (conjunction)
[*Blazing Blade*](#) (evocation)
[*Call of the Conclave*](#) (conjunction)
[*Ice Cage*](#) (evocation)
[*Magma Jet*](#) (conjunction)
[*Mascot Exhibition*](#) (conjunction)
[*Mortality Spear*](#) (necromancy)
[*Shroud of Warning*](#) (abjunction)
[*Storm's Wrath*](#) (evocation)
[*Vile Venom*](#) (evocation)

5TH LEVEL

[*Aspect of Gorgon*](#) (transmutation)
[*Aspect of Hydra*](#) (transmutation)
[*Aspect of Lamprey*](#) (transmutation)
[*Aspect of Manticore*](#) (transmutation)
[*Chorus of Might*](#) (transmutation)
[*Creeping Corrosion*](#) (transmutation)
[*Ocular Halo*](#) (transmutation)
[*Pigment Storm*](#) (evocation)
[*Quandrix Command*](#) (abjunction)
[*Razorleaf Cut*](#) (conjunction)
[*Restorative Burst*](#) (evocation)
[*Searing Meditation*](#) (transmutation)
[*Starfall*](#) (evocation)
[*Witherbloom Command*](#) (necromancy)

6TH LEVEL

[*Eye of the Storm*](#) (conjunction)
[*Overwhelm*](#) (transmutation)
[*Pollenbright Wings*](#) (transmutation)
[*Spiteful Blow*](#) (conjunction)

7TH LEVEL

[*Elemental Maw*](#) (conjunction)
[*Golgari Germination*](#) (conjunction)
[*Interpret the Signs*](#) (divination)
[*Sanguine Bond*](#) (abjunction)

8TH LEVEL

[*Chant of Vitu-Ghazi*](#) (evocation)
[*Vraska's Stoneglare*](#) (transmutation)

9TH LEVEL

[*Blessed Wind*](#) (enchantment)
[*Harness Infinity*](#) (divination)
[*Time Stretch*](#) (transmutation)
[*Warp World*](#) (transmutation)

PALADIN SPELLS

1ST LEVEL

[Artisan's Sorrow](#) (evocation)
[Astral Lances](#) (evocation)
[Bathe in Light](#) (abjuration)
[Charge Through](#) (transmutation)
[Defiant Strike](#) (conjuration)
[Ephemerate](#) (abjuration)
[Erupting Smite](#) (evocation)
[Flash Lance](#) (evocation)
[Hold at Bay](#) (abjuration)
[Indomitable Will](#) (abjuration)
[Mortal's Ardor](#) (enchantment)
[Mortal's Resolve](#) (enchantment)
[Omen of the Sun](#) (conjuration)
[Split the Sky](#) (evocation)
[Vigilance](#) (enchantment)
[Water to Wine](#) (transmutation)

2ND LEVEL

[Avenging Arrows](#) (evocation)
[Blazing Blade](#) (evocation)
[Brilliant Halo](#) (abjuration)
[Divine Verdict](#) (evocation)
[Dowsing Dagger](#) (divination)
[Fateful End](#) (divination)
[Healer's Sight](#) (divination)
[Necrobite](#) (necromancy)
[Portal Trace](#) (divination)
[Spirit Mantle](#) (abjuration)
[Stabbing Fear](#) (enchantment)
[Sundering Vitae](#) (necromancy)
[Thrill of Possibility](#) (divination)
[Thundering Armor](#) (abjuration)

3RD LEVEL

[Avenging Flame](#) (evocation)
[Boros Fury-Shield](#) (abjuration)
[Ezlo's Sinister Schism](#) (evocation)
[Fated Infatuation](#) (illusion)
[Fated Intervention](#) (conjuration)
[Fated Retribution](#) (evocation)
[Fated Return](#) (necromancy)
[Gift of Orzhova](#) (transmutation)
[Revitalize](#) (transmutation)
[White Knight](#) (conjuration)

4TH LEVEL

[Guardian Angel](#) (enchantment)
[Mascot Exhibition](#) (conjuration)
[Shadow of Doubt](#) (enchantment)
[Shroud of Warning](#) (abjuration)
[Sunbond](#) (abjuration)

5TH LEVEL

[Aspect of Gorgon](#) (transmutation)
[Aspect of Hydra](#) (transmutation)
[Aspect of Lamprey](#) (transmutation)
[Aspect of Manticore](#) (transmutation)

[Cleansing Beam](#) (evocation)
[Starfall](#) (evocation)

RANGER SPELLS

1ST LEVEL

[Artisan's Sorrow](#) (evocation)
[Cast Stone](#)
[Charge Through](#) (transmutation)
[Crypsis](#) (illusion)
[Fists of Stone](#) (transmutation)
[Gird for Battle](#) (abjuration)
[Hold at Bay](#) (abjuration)
[Omen of the Hunt](#) (transmutation)
[Pappavic's Lash](#) (transmutation)
[Split the Sky](#) (evocation)

2ND LEVEL

[Avenging Arrows](#) (evocation)
[Barrage of Boulders](#) (conjuration)
[Dowsing Dagger](#) (divination)
[Fateful End](#) (divination)
[Healer's Sight](#) (divination)
[Pappavic's Miasma](#) (conjuration)
[Portal Trace](#) (divination)
[Serpent Arms](#) (transmutation)
[Stabbing Fear](#) (enchantment)
[Sundering Vitae](#) (necromancy)
[Tangletrap](#) (conjuration)
[Thrill of Possibility](#) (divination)
[Thundering Armor](#) (abjuration)
[Underworld Fires](#) (conjuration)



3RD LEVEL

[Ezlo's Sinister Schism](#) (evocation)
[Fated Infatuation](#) (illusion)
[Fated Intervention](#) (conjunction)
[Fated Retribution](#) (evocation)
[Fated Return](#) (necromancy)
[Frost Fan](#) (conjunction)
[Granite Armor](#) (transmutation)
[Gruul War Chant](#) (enchantment)
[Peregrination](#) (abjuration)
[Revitalize](#) (transmutation)

4TH LEVEL

[Mascot Exhibition](#) (conjunction)
[Shroud of Warning](#) (abjuration)
[Vile Venom](#) (evocation)

5TH LEVEL

[Aspect of Gorgon](#) (transmutation)
[Aspect of Hydra](#) (transmutation)
[Aspect of Lamprey](#) (transmutation)
[Aspect of Manticore](#) (transmutation)
[Creeping Corrosion](#) (transmutation)
[Razorleaf Cut](#) (conjunction)
[Starfall](#) (evocation)

SORCERER SPELLS

CANTRIPS (0 LEVEL)

[Acid Barb](#) (conjunction)
[Beguiling Strands](#) (illusion)
[Blinding Flare](#) (evocation)
[Bolt Rail](#) (evocation)
[Caustic Shot](#)
[Conjurer's Trick](#) (conjunction)
[Disrupt Undead](#) (necromancy)
[Electric Jolt](#) (evocation)
[Electrolyze](#) (evocation)
[Energy Strobe](#) (evocation)
[Ethereal Chill](#) (necromancy)
[Flame Slash](#) (evocation)
[Focus](#) (divination)
[Frazzle](#) (enchantment)
[Grapeshot](#) (transmutation)
[Heat Conversion](#) (transmutation)
[Illusory Ambush](#) (illusion)
[Infuriate](#) (enchantment)
[Lightning Strike](#) (evocation)
[Messenger's Speed](#) (transmutation)
[Mindstab](#) (enchantment)
[Mortal Coil](#) (necromancy)
[Necrotic Wound](#) (necromancy)
[Phantom Cage](#) (illusion)
[Pierce the Void](#) (conjunction)
[Provoke](#) (enchantment)
[Rain of Embers](#) (evocation)
[Ricochet](#) (divination)
[Rip Apart](#) (evocation)
[Samuel's Cough](#) (enchantment)
[Savage Surge](#) (transmutation)

[Searing Blood](#) (transmutation)
[Shining Light](#) (evocation)
[Show of Confidence](#) (conjunction)
[Static Shock](#) (abjuration)
[Touch of Fatigue](#) (necromancy)
[Twinflame](#) (evocation)
[Vital Strike](#) (divination)
[Volt Needle](#) (transmutation)
[Wieldskill](#) (divination)
[Words of Gravity](#) (divination)

1ST LEVEL

[Animate Rope](#) (transmutation)
[Artisan's Sorrow](#) (evocation)
[Beacon Bolt](#) (evocation)
[Chameleon's Mask](#) (illusion)
[Chaos Sting](#) (enchantment)
[Char](#) (conjunction)
[Crypsis](#) (illusion)
[Dale's Shadow Lock](#) (conjunction)
[Dalarian's Levitation](#) (transmutation)
[Dalarian's Wing](#) (transmutation)
[Dazzling Lights](#) (illusion)
[Dogpile](#) (enchantment)
[Fists of Stone](#) (transmutation)
[Freezing Burst](#) (conjunction)
[Frost Breath](#) (evocation)
[Inari's Defense](#) (abjuration)
[Omen of the Sea](#) (divination)
[Pappavic's Lash](#) (transmutation)
[Rakash's Unwinding](#) (necromancy)
[Repulse](#) (abjuration)
[Rift Bolt](#) (evocation)
[Shredding Winds](#) (evocation)
[Sleep of the Dead](#) (transmutation)
[Spike Wire](#) (evocation)
[Split the Sky](#) (evocation)
[Stick](#) (conjunction)
[Venkar's Vile Wind](#) (necromancy)

2ND LEVEL

[Analyze](#) (divination)
[Arcane Subtraction](#) (transmutation)
[Barrage of Boulders](#) (conjunction)
[Chandra's Pyrohelix](#) (evocation)
[Dagger Haunt](#) (illusion)
[Dale's Shadow Cage](#) (conjunction)
[Doom Blade](#) (necromancy)
[Douse in Gloom](#) (enchantment)
[Dowsing Dagger](#) (divination)
[Dreadful Apathy](#) (enchantment)
[Expel](#) (conjunction)
[Fateful End](#) (divination)
[Flamethrower Sonata](#) (evocation)
[Flickerform](#) (illusion)
[Freeze Ray](#) (evocation)
[Galvanic Arc](#) (evocation)
[Gideon's Counterstep](#) (conjunction)
[Grasp of Darkness](#) (necromancy)



[Hallucinatory Object](#) (illusion)
[Lightning Helix](#) (evocation)
[Pappavic's Miasma](#) (conjunction)
[Parallectric Feedback](#) (evocation)
[Portal Trace](#) (divination)
[Psychic Drain](#) (necromancy)
[Rakash's Pacifier](#) (enchantment)
[Sharp Rain](#) (conjunction)
[Sorin's Thirst](#) (necromancy)
[Stabbing Fear](#) (enchantment)
[Thrill of Possibility](#) (divination)
[Umbral Juke](#) (conjunction)
[Underworld Fires](#) (conjunction)
[Venkar's Lifeblood](#) (necromancy)

3RD LEVEL

[Arcane Portal](#) (conjunction)
[Banefire](#) (evocation)
[Big Play](#) (transmutation)
[Biomass Mutation](#) (transmutation)
[Cloak and Dagger](#) (illusion)
[Dimir Machinations](#) (enchantment)

[Drown in Sorrow](#) (enchantment)
[Fated Infatuation](#) (illusion)
[Fated Intervention](#) (conjunction)
[Fated Retribution](#) (evocation)
[Fated Return](#) (necromancy)
[Frost Fan](#) (conjunction)
[Giant Growth](#) (transmutation)
[Gift of Orzhova](#) (transmutation)
[Inari's Electric Slide](#) (conjunction)
[Inari's Sword Volt](#) (evocation)
[Portent of Betrayal](#) (enchantment)
[Rakash's Time Sap](#) (necromancy)
[Split Second](#) (abjuration)
[Venkar's Embrace](#) (necromancy)
[White Knight](#) (conjunction)

4TH LEVEL

[Ball Lightning](#) (conjunction)
[Blades of Astral Fire](#) (conjunction)
[Displacement](#) (illusion)
[Enigmatic Incarnation](#) (transmutation)
[Ice Cage](#) (evocation)
[Incite Hysteria](#) (enchantment)
[Magma Jet](#) (conjunction)
[Mascot Exhibition](#) (conjunction)
[Mortality Spear](#) (necromancy)
[Shadow of Doubt](#) (enchantment)
[Shroud of Warning](#) (abjuration)
[Storm's Wrath](#) (evocation)
[Vile Venom](#) (evocation)

5TH LEVEL

[Blockbuster](#) (conjunction)
[Conjure Mage Hunter](#) (conjunction)
[Crackle with Power](#) (evocation)
[Cut the Tethers](#) (enchantment)
[Echoing Equation](#) (illusion)
[Induce Paranoia](#) (enchantment)
[Invoke the Firemind](#) (evocation)
[Lightning Volley](#) (evocation)
[Lorehold Command](#) (conjunction)
[Pigment Storm](#) (evocation)
[Prismari Command](#) (evocation)
[Quandrix Command](#) (abjuration)
[Silverquill Command](#) (illusion)
[Starfall](#) (evocation)
[Time Warp](#) (conjunction)
[Witherbloom Command](#) (necromancy)

6TH LEVEL

[Discontinuity](#) (transmutation)
[Eye of the Storm](#) (conjunction)
[Glimpse the Unthinkable](#) (enchantment)
[Master Warcraft](#) (enchantment)
[Pollenbright Wings](#) (transmutation)
[Spiteful Blow](#) (conjunction)

7TH LEVEL

[Chromanticore](#) (conjunction)
[Elemental Maw](#) (conjunction)
[Firemind's Foresight](#) (divination)
[Grave Betrayal](#) (necromancy)
[Interpret the Signs](#) (divination)
[Ribbons of Night](#) (necromancy)
[Sanguine Bond](#) (abjuration)

8TH LEVEL

[Boulderfall](#) (conjunction)
[Cosmotronic Wave](#) (evocation)
[Explosive Welcome](#) (evocation)
[Gild](#) (transmutation)
[Magma Opus](#) (conjunction)
[Tunnel Vision](#) (divination)

9TH LEVEL

[Annihilation](#) (conjunction)
[Enter the Infinite](#) (divination)
[Harness Infinity](#) (divination)
[Time Stretch](#) (transmutation)
[Warp World](#) (transmutation)

WARLOCK SPELLS

CANTRIPS (0 LEVEL)

[Acid Barb](#) (conjunction)
[Beguiling Strands](#) (illusion)
[Bolt Rail](#) (evocation)
[Caustic Shot](#)
[Darkblast](#) (necromancy)
[Disrupt Undead](#) (necromancy)
[Electrolize](#) (evocation)
[Ethereal Chill](#) (necromancy)
[Flame Slash](#) (evocation)
[Focus](#) (divination)
[Lash of Malice](#) (necromancy)
[Mindstab](#) (enchantment)
[Mortal Coil](#) (necromancy)
[Necrotic Wound](#) (necromancy)
[Pierce the Void](#) (conjunction)
[Savage Surge](#) (transmutation)
[Searing Blood](#) (transmutation)
[Show of Confidence](#) (conjunction)
[Touch of Fatigue](#) (necromancy)
[Vital Strike](#) (divination)
[Wieldskill](#) (divination)
[Words of Gravity](#) (divination)

1ST LEVEL

[Artisan's Sorrow](#) (evocation)
[Beacon Bolt](#) (evocation)
[Chaos Sting](#) (enchantment)
[Char](#) (conjunction)
[Dazzling Lights](#) (illusion)
[Dead Weight](#) (necromancy)
[Ezlo's Diminishing Hat](#) (transmutation)
[Omen of the Dead](#) (necromancy)
[Rakash's Unwinding](#) (necromancy)
[Repulse](#) (abjuration)

[Rift Bolt](#) (evocation)
[Shredding Winds](#) (evocation)
[Venkar's Vile Wind](#) (necromancy)

2ND LEVEL

[Analyze](#) (divination)
[Arcane Subtraction](#) (transmutation)
[Dagger Haunt](#) (illusion)
[Doom Blade](#) (necromancy)
[Douse in Gloom](#) (enchantment)
[Dreadful Apathy](#) (enchantment)
[Essence Infusion](#) (transmutation)
[Expel](#) (conjunction)
[Ezlo's Sinister Schism](#) (enchantment)
[Fateful End](#) (divination)
[Flickerform](#) (illusion)
[Freeze Ray](#) (evocation)
[Galvanic Arc](#) (evocation)
[Lightning Helix](#) (evocation)
[Magnus's Soul Tilt](#) (necromancy)
[Portal Trace](#) (divination)
[Psychic Drain](#) (necromancy)
[Rakash's Pacifier](#) (enchantment)
[Rushed Rebirth](#) (necromancy)
[Stabbing Fear](#) (enchantment)
[Thrill of Possibility](#) (divination)
[Umbral Juke](#) (conjunction)

3RD LEVEL

[Anthem of Rakdos](#)
[Arcane Portal](#) (conjunction)
[Banefire](#) (evocation)
[Biomass Mutation](#) (transmutation)
[Cloak and Dagger](#) (illusion)
[Drown in Sorrow](#) (enchantment)
[Ezlo's Eldritch Artillery](#) (evocation)
[Ezlo's Sinister Schism](#) (evocation)
[Fated Infatuation](#) (illusion)
[Fated Intervention](#) (conjunction)
[Fated Retribution](#) (evocation)
[Fated Return](#) (necromancy)
[Gift of Orzhova](#) (transmutation)
[Magnus's Dark Beast](#) (conjunction)
[Portent of Betrayal](#) (enchantment)
[Rakash's Time Sap](#) (necromancy)

4TH LEVEL

[Blades of Astral Fire](#) (conjunction)
[Enigmatic Incarnation](#) (transmutation)
[Ice Cage](#) (evocation)
[Incite Hysteria](#) (enchantment)
[Mascot Exhibition](#) (conjunction)
[Mortality Spear](#) (necromancy)
[Shadow of Doubt](#) (enchantment)
[Shroud of Warning](#) (abjuration)

5TH LEVEL

[Conjure Mage Hunter](#) (conjunction)
[Cut the Tethers](#) (enchantment)
[Induce Paranoia](#) (enchantment)

[Lightning Volley](#) (evocation)
[Pigment Storm](#) (evocation)
[Silverquill Command](#) (illusion)
[Starfall](#) (evocation)
[Witherbloom Command](#) (necromancy)

6TH LEVEL

[Diabolic Tutor](#) (divination)
[Discontinuity](#) (transmutation)
[Pinnacle of Rage](#) (transmutation)
[Pollenbright Wings](#) (transmutation)
[Razia's Purification](#) (evocation)
[Spiteful Blow](#) (conjunction)

7TH LEVEL

[Chromanticore](#) (conjunction)
[Elemental Maw](#) (conjunction)
[Golgari Germination](#) (conjunction)
[Grave Betrayal](#) (necromancy)
[Ribbons of Night](#) (necromancy)
[Sanguine Bond](#) (abjuration)

8TH LEVEL

[Boulderfall](#) (conjunction)
[Gild](#) (transmutation)
[Vraska's Stoneglare](#) (transmutation)

9TH LEVEL

[Harness Infinity](#) (divination)
[Time Stretch](#) (transmutation)
[Warp World](#) (transmutation)

WIZARD SPELLS

CANTRIPS (0 LEVEL)

[Acid Barb](#) (conjunction)
[Beguiling Strands](#) (illusion)
[Blinding Flare](#) (evocation)
[Bolt Rail](#) (evocation)
[Caustic Shot](#) (evocation)

[Conjurer's Trick](#) (conjunction)
[Disrupt Undead](#) (necromancy)
[Electric Jolt](#) (evocation)
[Electrolyze](#) (evocation)
[Energy Strobe](#) (evocation)
[Ethereal Chill](#) (necromancy)
[Flame Slash](#) (evocation)
[Focus](#) (divination)
[Frazzle](#) (enchantment)
[Grapeshot](#) (transmutation)
[Heat Conversion](#) (transmutation)
[Illusory Ambush](#) (illusion)
[Infuriate](#) (enchantment)
[Kardiff's Bouncing Bomb](#) (evocation)
[Lightning Strike](#) (evocation)
[Messenger's Speed](#) (transmutation)
[Mindstab](#) (enchantment)
[Mortal Coil](#) (necromancy)
[Necrotic Wound](#) (necromancy)
[Phantom Cage](#) (illusion)
[Pierce the Void](#) (conjunction)
[Provoke](#) (enchantment)
[Rain of Embers](#) (evocation)
[Ricochet](#) (divination)
[Rip Apart](#) (evocation)
[Samuel's Cough](#) (enchantment)
[Savage Surge](#) (transmutation)
[Searing Blood](#) (transmutation)
[Shining Light](#) (evocation)
[Show of Confidence](#) (conjunction)
[Static Shock](#) (abjuration)
[Touch of Fatigue](#) (necromancy)
[Twinflame](#) (evocation)
[Vital Strike](#) (divination)
[Volt Needle](#) (transmutation)
[Wieldskill](#) (divination)
[Words of Gravity](#) (divination)

1ST LEVEL

[Amanuensis](#) (conjunction, ritual)
[Animate Rope](#) (transmutation)
[Artisan's Sorrow](#) (evocation)
[Bartleby's Bastion](#) (abjuration)
[Beacon Bolt](#) (evocation)
[Chameleon's Mask](#) (illusion)
[Chaos Sting](#) (enchantment)
[Char](#) (conjunction)
[Convolute](#) (enchantment)
[Crypsis](#) (illusion)
[Dale's Shadow Lock](#) (conjunction)
[Dalarian's Levitation](#) (transmutation)
[Dalarian's Wing](#) (transmutation)
[Dazzling Lights](#) (illusion)
[Dogpile](#) (enchantment)
[Fists of Stone](#) (transmutation)
[Freezing Burst](#) (conjunction)
[Frost Breath](#) (evocation)
[Inari's Defense](#) (abjuration)
[Omen of the Sea](#) (divination)
[Pappavic's Lash](#) (transmutation)
[Rakash's Unwinding](#) (necromancy)



MYSTICAL ARCHIVES
Illus. Dean Spencer

[Repulse](#) (abjuration)
[Rift Bolt](#) (evocation)
[Shredding Winds](#) (evocation)
[Sleep of the Dead](#) (transmutation)
[Spell Pierce](#) (abjuration)
[Spike Wire](#) (evocation)
[Split the Sky](#) (evocation)
[Stick](#) (conjunction)
[Venkar's Vile Wind](#) (necromancy)

2ND LEVEL

[Analyze](#) (divination)
[Arcane Subtraction](#) (transmutation)
[Barrage of Boulders](#) (conjunction)
[Bartleby's Confounding Words](#) (enchantment)
[Chandra's Pyrohelix](#) (evocation)
[Dagger Haunt](#) (illusion)
[Dale's Shadow Cage](#) (conjunction)
[Dark Ritual](#) (necromancy)
[Doom Blade](#) (necromancy)
[Douse in Gloom](#) (enchantment)
[Dowsing Dagger](#) (divination)
[Dreadful Apathy](#) (enchantment)
[Expel](#) (conjunction)
[Fateful End](#) (divination)
[Flamethrower Sonata](#) (evocation)
[Flickerform](#) (illusion)
[Freeze Ray](#) (evocation)
[Galvanic Arc](#) (evocation)
[Gideon's Counterstep](#) (conjunction)
[Grasp of Darkness](#) (necromancy)
[Hallucinatory Object](#) (illusion)
[Lightning Helix](#) (evocation)
[Pappavic's Miasma](#) (conjunction)
[Parallelectric Feedback](#) (evocation)
[Portal Trace](#) (divination)
[Psychic Drain](#) (necromancy)
[Rakash's Pacifier](#) (enchantment)
[Sharp Rain](#) (conjunction)
[Sorin's Thirst](#) (necromancy)
[Stabbing Fear](#) (enchantment)
[Suppression Field](#) (evocation)
[Thrill of Possibility](#) (divination)
[Umbral Juke](#) (conjunction)
[Underworld Fires](#) (conjunction)
[Venkar's Lifeblood](#) (necromancy)

3RD LEVEL

[Arcane Portal](#) (conjunction)
[Azorious Ploy](#) (abjuration)
[Banefire](#) (evocation)
[Bartleby's Denial](#) (abjuration)
[Big Play](#) (transmutation)
[Biomass Mutation](#) (transmutation)
[Cloak and Dagger](#) (illusion)
[Dimir Machinations](#) (enchantment)
[Drown in Sorrow](#) (enchantment)
[Fated Infatuation](#) (illusion)
[Fated Intervention](#) (conjunction)
[Fated Retribution](#) (evocation)

[Fated Return](#) (necromancy)
[Firemind's Research](#) (divination)
[Frost Fan](#) (conjunction)
[Giant Growth](#) (transmutation)
[Gift of Orzhova](#) (transmutation)
[Inari's Electric Slide](#) (conjunction)
[Inari's Sword Volt](#) (evocation)
[Portent of Betrayal](#) (enchantment)
[Rakash's Time Sap](#) (necromancy)
[Split Second](#) (abjuration)
[Thoughtseize](#) (enchantment)
[Venkar's Embrace](#) (necromancy)

4TH LEVEL

[Ball Lightning](#) (conjunction)
[Blades of Astral Fire](#) (conjunction)
[Deflection](#) (transmutation)
[Displacement](#) (illusion)
[Enigmatic Incarnation](#) (transmutation)
[Frost Fan](#) (conjunction)
[Gift of Orzhova](#) (transmutation)
[Ice Cage](#) (evocation)
[Incite Hysteria](#) (enchantment)
[Magma Jet](#) (conjunction)
[Mascot Exhibition](#) (conjunction)
[Mortality Spear](#) (necromancy)
[Shadow of Doubt](#) (enchantment)
[Shroud of Warning](#) (abjuration)
[Storm's Wrath](#) (evocation)
[Vile Venom](#) (evocation)

5TH LEVEL

[Blockbuster](#) (conjunction)
[Conjure Mage Hunter](#) (conjunction)
[Crackle with Power](#) (evocation)
[Cut the Tethers](#) (enchantment)
[Echoing Equation](#) (illusion)
[Induce Paranoia](#) (enchantment)
[Invoke the Firemind](#) (evocation)
[Lightning Volley](#) (evocation)
[Lorehold Command](#) (conjunction)
[Magic Amplification](#) (transmutation)
[Pigment Storm](#) (evocation)
[Prismari Command](#) (evocation)
[Quandrix Command](#) (abjuration)
[Silverquill Command](#) (illusion)
[Starfall](#) (evocation)
[Time Warp](#) (conjunction)
[Witherbloom Command](#) (necromancy)

6TH LEVEL

[Body of Research](#) (conjunction)
[Discontinuity](#) (transmutation)
[Eye of the Storm](#) (conjunction)
[Glimpse the Unthinkable](#) (enchantment)
[Master Warcraft](#) (enchantment)
[Mind's Desire](#) (divination)
[Pollenbright Wings](#) (transmutation)
[Spiteful Blow](#) (conjunction)

7TH LEVEL

[Blast of Genius](#) (evocation)
[Chromanticore](#) (conjunction)
[Elemental Maw](#) (conjunction)
[Firemind's Foresight](#) (divination)
[Grave Betrayal](#) (necromancy)
[Interpret the Signs](#) (divination)
[Loremaster's Clarity](#) (divination)
[Magnus's Mastery](#) (enchantment)
[Ribbons of Night](#) (necromancy)
[Sanguine Bond](#) (abjuration)

8TH LEVEL

[Boulderfall](#) (conjunction)
[Cosmotronic Wave](#) (evocation)
[Explosive Welcome](#) (evocation)
[Gild](#) (transmutation)
[Magma Opus](#) (conjunction)
[Tunnel Vision](#) (divination)

9TH LEVEL

[Annihilation](#) (conjunction)
[Apex of Power](#) (divination)
[Enter the Infinite](#) (divination)
[Harness Infinity](#) (divination)
[Time Stretch](#) (transmutation)
[Warp World](#) (transmutation)

SPELL DESCRIPTIONS

The spells are presented in alphabetical order.

ACID BARB

Conjuration cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: 1 round

Classes: Bard, Druid, Sorcerer, Warlock, Wizard

You launch bolt of acid at an object or creature within range. On a hit, the target takes 1d4 acid damage. At the beginning of your next turn the target takes an additional 1d4 acid damage. Damage dealt with this spell against an object is doubled.

Both the initial and secondary damage increase by 1d4 when you reach 5th level (2d4/2d4), 11th level (3d4/3d4), and 17th level (4d4/4d4).

AMANUENSIS

1st-level conjuration (ritual)

Casting Time: 1 minute

Range: Touch

Components: V, S, M (a piece of parchment)

Duration: Instantaneous

Classes: Artificer, Bard, Cleric, Wizard

You cause the writing or illustrations from one source such as a book, scroll, map, or tablet to appear copied onto a piece of parchment (the spell's material component). This spell

copies up to 250 words of text, enough to fill one page with text. A copied illustration counts as a number of words proportional to the amount of the page it requires. If this spell is used to copy a scroll or page from a spellbook, it copies the exact text but not the magical nature of the copied text.

ANALYZE

2nd-level divination

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a magnifying lens)

Duration: Instantaneous

Classes: Artificer, Bard, Cleric, Druid, Paladin, Ranger, Sorcerer, Warlock, Wizard

You magically learn a single creature that you can see within range's capability to remain standing in combat and its resistances and weaknesses. The creature must succeed on a Intelligence saving throw. On a failure, you learn the creature's current and maximum hit point totals as well as any immunities, resistances, or weaknesses the creature has.

ANGER OF THE GODS

8th-level evocation

Casting Time: 1 action

Range: 300 feet

Components: V, S, M (a piece of parchment)

Duration: Instantaneous

Classes: Cleric

A hail of flaming stone and radiance pounds to the ground in a 20-foot-radius, 40-foot-high cylinder centered on a point within range. Each creature in the cylinder must make a Dexterity saving throw. A creature takes 5d8 fire damage and 5d8 radiant damage on a failed save, or half as much damage on a successful one. If this damage reduces the target to 0 hit points, it is reduced to ash. A creature reduced to ash 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*.



ANIMATE ROPE

1st-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S, M (50 feet of silk rope)

Duration: Concentration, up to 10 minutes

Classes: Artificer, Bard, Sorcerer, Wizard

You animate a 50-foot length of silk rope. As a bonus action, you can hold one end and command the other end to move toward a destination you choose. That end moves 10 feet on your turn when you first command it and 10 feet on each of your turns until reaching its destination, up to its maximum length away, or until you tell it to stop. You can also tell the rope to fasten itself securely to an object or to unfasten itself, to knot or unknot itself, or to coil itself for carrying. If you tell the rope to knot, large knots appear at 1-foot intervals along the rope. While knotted, the rope shortens to a 40-foot length and grants advantage on checks made to climb it.

Additionally, you can command the rope to entangle a single creature as an action. The other end darts forward to entangle a creature you can see within 20 feet of you. The target must succeed on a Dexterity saving throw or become restrained. You can release the creature by using a bonus action. A target restrained by the rope can use an action to make a Strength or Dexterity check (target's choice) against your spell save DC. On a success, the creature is no longer restrained by the rope.



ANNIHILATION

9th-level conjuration

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 1 minute / 1 minute (see text)

Classes: Sorcerer, Wizard

You tear a temporary hole in the fabric of reality in the shape of a solid black 10-foot sphere. The sphere blocks all sight through it. The sphere obliterates all objects that it touches, except magic items. It deals 5d10 necrotic damage to any creature or unattended magic item that it touches. Any creature that starts its turn, ends its turn, or moves into the sphere's space takes 5d10 necrotic damage. Damage from this spell cannot be reduced or ignored.

If a creature is reduced to 0 hit points by this spell, they are obliterated. You can move the hole 30 feet during your turn as an action. If you lose concentration on this spell, the sphere persists and at the end of each of your turns will move 30 feet until it is centered on you. As an action, you can attempt to regain control of the sphere by making an Intelligence saving throw with a DC of 25. If you succeed, the spell continues as if you had not lost concentration on the spell.

ANTHEM OF RAKDOS

3rd-level enchantment

Casting Time: 1 action

Range: Self (30-foot radius)

Components: V

Duration: Concentration, up to 1 minute

Classes: Bard, Warlock

Volatile energy radiates from you in an aura with a 30-foot radius. Until the spell ends, the aura moves with you, centered on you. Each nonhostile creature in the aura (including you) has a +2 bonus to melee weapon attack rolls. Additionally, whenever a nonhostile creature in the aura (including you) hits with a melee weapon attack, the creature can roll one of the weapon's damage dice one additional time and add it to the damage roll.

APEX OF POWER

9th-level divination

Casting Time: 1 action

Range: Self

Components: V, S, M (a piece of parchment)

Duration: 1 hour

Classes: Wizard

Choose any seven spells from any spell list. The selected spells cannot be of 7th, 8th, or 9th-level. For the spell's duration, you are considered to have those spells prepared and they are considered wizard spells for you. Additionally, you gain additional spell slots. The spell slots can have a combined level of 10, and none of the slots can be 6th level or higher. The additional spell slots last for the spell's duration or until they are spent.

ARCANE PORTAL

3rd-level conjuration

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a small round disc of glass)

Duration: Concentration, up to 1 minute

Classes: Sorcerer, Warlock, Wizard

You can join two points on the same plane via an arcane portal. Designate a single unoccupied space within range that you can see. A gate appears adjacent to you and at the designated space. These two spaces are considered adjacent for all purposes, such as movement and drawing line of sight. Any creature can move freely from one space to the other by expending 5 feet of movement to do so.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the range of the spell increases by 120 feet for each slot level above 3rd.

ARCANE SUBTRACTION

2nd-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (an abacus)

Duration: Concentration, up to 10 minutes

Classes: Artificer, Bard, Sorcerer, Wizard

You bestow a magical burden upon a single creature within range. For the spells, duration, the target has disadvantage on Strength checks, and their carrying capacity is halved. **At Higher Levels:** When you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd.

ARIA OF REVELATION

5th-level divination

Casting Time: 1 action

Range: Self (30-foot radius)

Components: V, S, M (a musical instrument worth at least 500gp)

Duration: Concentration, up to 10 minutes

Classes: Bard

You sing a song that causes all around you to be seen as it truly is. All creatures and objects in the spell's area are made visible. Creatures and objects in the area that are on the Ethereal Plane appear in the spell's area as ghostly and translucent. All illusion spells in the area become translucent and can be identified for what they are. If a creature in the area is a shapechanger that is not in its true form, it glows with a purple light as long as it remains in the area. Additionally, while you are concentrating on this spell, any secret doors or traps in the area glow with purple light.

ARTISAN'S SORROW

1st-level evocation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a hammer)

Duration: Instantaneous

Classes: Artificer, Cleric, Druid, Paladin, Ranger, Sorcerer, Warlock, Wizard

You cause a single unattended object you touch to shake and break apart. If the object has an AC, make a melee spell attack. You have advantage on this attack. On a hit or if the object does not have an AC, the object takes 3d12 thunder damage. This damage ignores an object's Damage Threshold.

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

ASPECT OF GORGON

5th-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a piece of hair from the touched creature)

Duration: Concentration, up to 10 minutes

Classes: Cleric, Druid, Paladin, Ranger

Snakes grow from the top of the touched creature's head, replacing any hair or extremities on the head, acting as extensions of the creature's body for the spell's duration. The touched creature's legs are replaced with a serpent's tail. For

the spell's duration, the touched creature is immune to the poisoned condition, the prone condition, and has advantage on ability checks or saving throws made against being pushed. The creature gains a snake hair attack, which is treated as an unarmed attack that uses either Strength or Dexterity, the creature is considered proficient with it, and it can be taken as a bonus action. The attack deals 1d4 piercing damage and 4d6 poison damage.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the damage dealt by the touched creature's snake hair attack increases by 2d6 for each slot level above 5th.

ASPECT OF HYDRA

5th-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a piece of clothing on the touched creature)

Duration: Concentration, up to 10 minutes

Classes: Cleric, Druid, Paladin, Ranger

The touched creature grows two hydra heads from its clothing. When the creature takes the attack action, it can make a bite attack with each of its hydra heads as additional attacks made as part of the action. A hydra head's bite attack is an unarmed attack that uses either Strength or Dexterity and the creature is considered proficient with it. The attack deals 1d10 piercing damage. As long as the creature has one or more of these heads, it has advantage on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious. Whenever the creature takes 25 or more damage in a single turn, one of its hydra heads dies. If all of the hydra heads die, the spell ends. At the end of the creature's turn, it grows two hydra heads for each of its hydra heads that died since its last turn, unless it has taken fire damage since its last turn. For each hydra head the creature has, it gets an extra reaction that can be used only for opportunity attacks made with the bite attack granted by this spell.

At Higher Levels. When you cast this spell using a spell slot of 7th level, the touched creature grows an additional hydra head (three total). When you cast this spell using a spell slot of 9th level, the touched creature grows two additional hydra heads (five total).

ASPECT OF LAMPREY

5th-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a drop of a living creature's blood)

Duration: Concentration, up to 10 minutes

Classes: Cleric, Druid, Paladin, Ranger

The touched creature's mouth changes into that of a parasitic lamprey. The creature gains a bite attack, which is treated as an unarmed attack that uses either Strength or Dexterity and the creature is considered proficient with it. The attack deals 1d6 piercing damage and 2d6 necrotic damage. The target of the bite attack's hit point maximum is

rest. The target of the bite attack dies if its hit point maximum is reduced to 0.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the damage dealt by the touched creature's bite attack increases by 1d6 necrotic for each slot level above 5th.

ASPECT OF MANTICORE

5th-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a small and slender sharp object like a pin)

Duration: Concentration, up to 10 minutes

Classes: Cleric, Druid, Paladin, Ranger

The touched creature grows a spiny tail and wings of a manticore. For the spell's duration, the target creature gains a fly speed of 40 feet and gains a tail and a tail spike attack. The creature's tail and tail spike attacks are treated as weapon attacks that uses either Strength or Dexterity and the creature is considered proficient with it. As an action, the creature can make three attacks with its tail spikes. The creature can make a tail attack as a bonus action. Both attacks deal 1d8 piercing damage. The creature's tail spikes attacks have a normal range of 100 feet with a maximum range of 200 feet.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the number of tail spike attacks you can take as an action increases by one for each slot level above 5th.

ASTRAL LANCES

1st-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a pinch of holy water)

Duration: Instantaneous

Classes: Cleric, Paladin

You create three lances of pure radiance and hurl them at targets within range. You can hurl them at one target or several. Make a ranged spell attack for each lance. On a hit, the target takes 1d6 radiant damage. If you hit an undead or fiend with a lance, the creature must succeed on a Constitution saving throw or be blinded until the end of your next turn.

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.

AVENGING ARROWS

2nd-level evocation

Casting Time: 1 action

Range: Self

Components: V, S, M (a ranged weapon with the ammunition trait)

Duration: Concentration, up to 1 minute

Classes: Ranger

You imbue a single ranged weapon with the ammunition trait that you are holding with a spirit of retribution. For the spell's duration, when an allied creature is hit with a melee attack while within the weapon's normal range, you can use your reaction to make a single ranged weapon attack with the imbued weapon. This attack does not consume ammunition and deals force damage instead of the weapon's normal damage type.

AVENGING FLAME

3rd-level evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

Classes: Cleric, Paladin

You send forth a bolt of holy fire at a hostile enemy. Make a ranged spell attack. On a hit, the target takes 4d8 radiant damage. For 1 minute after being hit, the target must succeed on a Dexterity saving throw at the start of each of its turns or take 2d8 radiant damage. If the target has made an attack during its last turn, it automatically fails this saving throw. While the creature continues to take this damage, the creature sheds bright light in a 20-foot radius and dim light for an additional 20 feet.

AZORIOUS PLOY

3rd-level abjuration

Casting Time: 1 action

Range: Self

Components: V, S, M (a silver piece)

Duration: Concentration, up to 1 minute

Classes: Cleric, Wizard

You sheathe yourself in divine energies to protect yourself from damage. Until the end of your next turn, you have immunity against bludgeoning, piercing, and slashing damage dealt by weapon attacks. You have resistance against all other damage. As an action on your turn, you can repeat this effect.

BALL LIGHTNING

4th-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (iron shavings)

Duration: Concentration, up to 1 minute

Classes: Druid, Sorcerer, Wizard

A 5-foot-diameter sphere of lightning 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 creature takes 3d6 lightning damage on a failed save, or half as much damage on a successful one. As either an action or bonus action, you can move the sphere up to 60 feet. The sphere can move through the space of any creature, but cannot end its movement in a creature's space. The first time the sphere moves through a creature's space, that creature must make the saving throw against the sphere's damage. When you move the sphere, you can direct it over barriers up to 5 feet

tall and jump it across pits up to 10 feet wide. The sphere ignites flammable objects not being worn or carried, and it sheds bright light in a 40-foot radius and dim light for an additional 40 feet.

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.

BANEFIRE

3rd-level evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a small piece of dragonhide)

Duration: Instantaneous

Classes: Sorcerer, Warlock, Wizard

You draw up a mote of banefire and send it hurtling at a creature. Make a ranged spell attack against the target. On a hit, the target takes 6d10 fire damage. If this spell is countered or the damage avoided (such as by resistance or immunity), roll the attack and damage. If the resulting attack would hit and the damage result is greater than 32, this spell cannot be countered and the damage cannot be avoided (even by resistance or immunity to fire). A flammable object hit by this spell ignites if it isn't being worn or carried.

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.

BARRAGE OF BOULDERS

2nd-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a smooth rock)

Duration: Instantaneous

Classes: Druid, Ranger, Sorcerer, Wizard

You create a rain of stones in a location you specify. Each creature in a 10-foot-radius, 40-foot-high cylinder centered on a point within range must make a Dexterity saving throw. A creature takes 4d4 bludgeoning damage on a failed save, or half as much damage on a successful one. The ground in the area becomes difficult terrain.

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



BARTLEBY'S BASTION

1st-level abjuration

Casting Time: 1 minute

Range: Self

Components: V, S

Duration: 8 hour

Classes: Wizard

You grant yourself a measure of protection from mind-altering effects. The first time you would be charmed or frightened during the spell's duration, you are immune to the condition and the spell ends.

BARTLEBY'S CONFOUNDING WORDS

2nd-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V

Duration: Concentration, up to 1 minute

Classes: Bard, Sorcerer, Wizard

You put a magically imbued puzzle or riddle before a creature that can hear you within range. The creature must make an Intelligence saving throw. On a failure, the creature has disadvantage on attack rolls and ability checks for the duration. At the end of each of its turns, the target can make another Intelligence saving throw. On a success, the spell ends on the target. A creature with an Intelligence score of 4 or less isn't affected.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, you can target an additional creature for each slot level above 2nd. The creatures must be within 30 feet of each other when you target them.

BARTLEBY'S DENIAL

3rd-level abjuration

Casting Time: 1 action

Range: Self

Components: V

Duration: 1 hour

Classes: Wizard

You lock your person into place, making yourself difficult to forceably move by means outside of your own power. For the spell's duration, you cannot be forced to move or be knocked prone. You cannot teleport, use interplanar travel, or be banished. If an effect would cause you to move from your position in any way, the effect instead fails to move you. If you are falling or sinking when you cast this spell, you stop falling and/or sinking even if it would defy gravity. If you have or gain a fly speed or a swim speed, you can use these movement speeds to move. At Higher Levels: When you cast this spell using a spell slot of 5th level, the spell's duration is changed to 8 hours. If you cast this spell using a spell slot of 7th level, the spell's duration is changed to 24 hours.

BATHE IN LIGHT

1st-level abjuration

Casting Time: 1 action

Range: 30 feet

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

Duration: Concentration, up to 1 minute

Classes: Cleric, Paladin

Classes: Sorcerer, Warlock, Wizard

You bathe in light up to three creatures of your choice within range. Whenever a target takes damage before the spell ends, the target can roll a d4 and reduce the amount of damage taken by the number rolled.

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

BATTLEWISE VALOR

Abjuration cantrip

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 round

Classes: Artificer, Cleric

You grant a creature temporary combat insight and a magical defense. For the spell's duration, the touched creature gains a +1 bonus to melee weapon attack rolls, a +1 bonus to AC, and a +2 bonus to melee weapon damage rolls.

BEACON BOLT

1st-level evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a smooth rock)

Duration: Concentration, up to 1 minute

Classes: Sorcerer, Warlock, Wizard



A bolt of arcane lightning streaks toward a creature of your choice within range. Make a ranged spell attack against the target. On a hit, the target takes 4d6 lightning damage and becomes visible if it's invisible, and the target sheds dim light in a 5-foot radius and can't become invisible until the spell ends.

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

BEAMING DEFIANCE

3rd-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S, M (an abacus)

Duration: Concentration, up to 1 minute

Classes: Cleric, Paladin

You cause a single creature you touch to be filled with brilliant radiance and divine resolve. For the spell's duration, the creature deals an additional 1d4 radiant damage when it hits with weapon attacks and gains temporary hit points at the start of its turn equal to your spellcasting ability modifier. Additionally, the creature has advantage on saving throws against spells for the spell's duration. When the spell ends, the target loses any remaining temporary hit points from this spell.

BEGUILING STRANDS

Illusion cantrip

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 round

Classes: Bard, Sorcerer, Warlock, Wizard

As you hold your hands with thumbs touching and wriggle your fingers, magical strands shoot forth from your outstretched fingertips. Each creature in a 10-foot cone must make a Wisdom saving throw. A creature takes 1d4 psychic damage and is pushed 5 feet on a failed save. If you are proficient with the Deception skill, you can instead move each creature that failed its saving throw 5 feet.

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

BIG PLAY

3rd-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a mushroom)

Duration: Concentration, up to 10 minutes

Classes: Artificer, Bard, Druid, Sorcerer, Wizard

You cause a willing creature you touch to grow larger and to have its appendages grow in length. Everything the creature is wearing and carrying changes size with it. Any item dropped by an affected creature returns to normal size at once. The target's size doubles in all dimensions, and its weight is multiplied by eight. This growth increases its size

BIOMASS MUTATION

3rd-level transmutation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a fisheye)

Duration: Concentration, up to 1 minute

Classes: Druid, Sorcerer, Warlock, Wizard

You cause a creature you can see within range to grow massively. The target's size triples in all dimensions, and its weight is multiplied by sixteen. This growth increases its size by two categories—from Medium to Huge, for example. If there isn't enough room for the target to triple its size, the creature attains the maximum possible size in the space available.

Until the spell ends, the target also has advantage on Strength checks, Strength saving throws, and Constitution saving throws. The target's weapons also grow to match its new size. While these weapons are enlarged, the target's attacks with them deal 1d8 extra damage and their reach is increased by 5 feet.

BLADES OF ASTRAL FIRE

4th-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

Classes: Cleric, Sorcerer, Warlock, Wizard

Blades wreathed in astral flame appear in a 15-foot radius centered on a point you choose within range. When a creature of your choice enters the spell's area for the first time on a turn or starts its turn there, it is assaulted by the blades of astral fire, and it must make a Dexterity saving throw. On a failed save, a creature takes 2d6 radiant damage and 2d6 slashing damage. On a successful save, the creature takes half as much damage. Allied creatures in the spell's area are considered to have half cover and the area provides half-cover to creatures behind it.

As a bonus action on your turn, you can move the area of this spell up to 60 feet.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage increases by 2d6 radiant for each slot level above 4th.

BLAST OF GENIUS

7th-level evocation

Casting Time: 1 bonus action

Range: 150 feet

Components: V, S

Duration: Instantaneous

Classes: Wizard

Your knowledge of spellcraft serves as a source of spell energy that you launch at a single creature within range. When you cast this spell, choose one spell you have prepared. The chosen spell is no longer prepared for you. This spell deals a number of d10 equal to the level of the spell selected when casting this spell to the target creature.

BLAZING BLADE

2nd-level transmutation

Casting Time: 1 bonus action

Range: Touch

Components: V, S, M (a tinderbox or some flint and tinder)

Duration: Concentration, up to 1 hour

Classes: Cleric, Druid, Paladin

You touch a nonmagical weapon. Until the spell ends, that weapon becomes a magic weapon that deals an additional 1d6 fire damage.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the bonus fire damage increases to 2d6. When you use a spell slot of 6th level or higher, the bonus fire damage increases to 3d6.

BLAZING BRAND

Transmutation cantrip

Casting Time: 1 action

Range: Touch

Components: V, S, M (a sword)

Duration: 1 minute

Classes: Cleric, Druid

The blade of the sword you are holding erupts in fire. For the duration, you can use your spellcasting ability instead of Strength for the attack and damage rolls of melee attacks using that weapon. The weapon deals fire damage instead of its normal damage type. A flammable object hit by the sword ignites if it isn't being worn or carried. The spell ends if you cast it again or if you let go of the weapon.

BLESSED WIND

9th-level enchantment

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

Classes: Cleric, Druid

You send forth a wind of healing energy into one creature you touch. The creature regains all hit points, loses all levels of exhaustion, is cured of all diseases and conditions, and all negative spell effects on the creature end. Additionally, the creature is considered to have completed a short rest.

BLINDING FLARE

Evocation cantrip

Casting Time: 1 action

Range: 150 feet

Components: V, S, M (charcoal, sawdust, and magnesium)

Duration: 1 round

Classes: Artificer, Druid, Sorcerer, Wizard

You launch a burst of bright light either at a target as an attack or into the sky as a signal. If used as an attack, make a ranged spell attack targeting one creature within range. On a hit, the creature takes 1d4 radiant damage and must roll a d4 and subtract the number rolled from its next attack roll made before the end of your next turn. If you use this spell to create a sky signal, the spell's range is doubled and it detonates a visible burst of light in the sky that can be seen from up to 1 mile around.

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

BLOCKBUSTER

5th-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a bit of ash, a pinch of black powder, and a dusting of broken brick)

Duration: Concentration, up to 1 minute

Classes: Artificer, Sorcerer, Wizard

A 5-foot-diameter sphere of compacted fire and force 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 creature takes 1d6 fire and 1d6 force damage on a failed save, or half as much damage on a successful one. This damage can also be applied to objects that are not being worn or carried of your choice within 5 feet of the sphere and is maximized against such objects.

As a bonus action, you can move the sphere up to 30 feet. If you ram the sphere into a creature or object, it must make the saving throw against the sphere's damage, and the sphere stops moving this turn. An object that is not being worn or carried automatically fails this save. When you move the sphere, you can direct it over barriers up to 5 feet tall and jump it across pits up to 10 feet wide. The sphere ignites flammable objects not being worn or carried, and it sheds bright light in a 20-foot radius and dim light for an additional 20 feet.

You can detonate the sphere as an action at any point during the spell's duration. All creatures and objects that are not being worn or carried within a 20-foot radius of the sphere when it detonates takes 4d6 fire and 4d6 force damage. This destroys the sphere, ending the spell.

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

BODY OF RESEARCH

6th-level conjuration

Casting Time: 1 action

Range: Touch

Components: V, S, M (a spellbook)

Duration: Concentration, up to 10 minutes

Classes: Wizard

You summon forth a fractal that draws its strength from your preparation and magical knowledge. It manifests in an unoccupied space that you can see within range. This corporeal form uses the Research Fractal stat block. The creature resembles any animal or creature of your choice, but is always of a Large size. The creature disappears when it drops to 0 hit points or when the spell ends.

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

BOLSTERING SPEECH

Abjuration cantrip

Casting Time: 1 action

Range: 60 feet

Components: V

Duration: 1 round

Classes: Bard

You speak words of praise and encouragement at an allied creature you can see within range. If the target can hear you, it has advantage on one ability check or saving throw it makes before the start of your next turn.

BOLT RAIL

Evocation cantrip

Casting Time: 1 action

Range: Self

Components: S, M (a dagger)

Duration: Instantaneous

Classes: Bard, Sorcerer, Warlock, Wizard

A burst of lightning forming a line 10 feet long and 5 feet wide blasts out from you in a direction you choose. Each creature in the line must make a Dexterity saving throw. A creature takes 2d4 lightning damage on a failed save, or half as much damage on a successful one.

The lightning ignites flammable objects in the area that aren't being worn or carried.

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

BOROS FURY-SHIELD

3rd-level abjuration

Casting Time: 1 reaction, which you take when you are hit (but before damage is rolled) by a melee weapon attack

Range: Self

Components: V, S

Duration: Instantaneous

Classes: Bard, Cleric, Paladin

A magical defense appears and protects you from incoming damage and reverses the force of the assault against the attacker. You are immune to the triggering attack's damage and the attacker must make a Dexterity saving throw. On a

failure, the attacker takes force damage equal to the amount of damage that would be dealt, or half as much damage on a success.

BOULDERFALL

8th-level conjuration

Casting Time: 1 action

Range: 1 mile

Components: V, S, M (a small smooth stone)

Duration: Instantaneous

Classes: Cleric, Sorcerer, Warlock, Wizard

You conjure a single massive rock to fall at a single point you can see within range. Each creature in a 10-foot radius sphere centered on the point you chose must make a Dexterity saving throw. The sphere ignores any corners, terrain features, or cover. All terrain and unattended objects are crushed and destroyed by the spell. A creature takes 20d6 bludgeoning and 10d6 force damage and is knocked prone on a failed save, or half as much without being knocked prone on a successful one. The area of the spell is replaced by a massive boulder, 10 foot in radius. All creatures in the spell's area after making saving throws are forced out of the spell's area to the closest unoccupied space to the spell's area. If a creature is reduced to 0 hit points by this spell, it is crushed underneath the boulder and is killed.

BRILLIANT HALO

2nd-level abjuration

Casting Time: 1 action

Range: Self

Components: V

Duration: Concentration, up to 1 hour

Classes: Cleric, Paladin

A luminous ring of holy power appears above your head and remains in place for the duration. The halo sheds bright light in a 10-foot radius and dim light for an additional 10 feet. The light can be colored as you like. Fiends and undead within the halo's bright light make attack rolls against you with disadvantage. Additionally, the halo gives you advantage on Charisma (Persuasion) checks made to interact with good creatures and Charisma (Intimidation) checks made to interact with evil creatures. You can dismiss or manifest the halo during the duration as a bonus action.



BROWBEAT

1st-level enchantment

Casting Time: 1 reaction, which you take in response to being targeted by an attack

Range: Touch

Components: S

Duration: 1 round

Classes: Bard

You furrow your brow and speak an intimidating retort to a would-be attacker. The creature must make a Wisdom saving throw. It takes 2d6 psychic damage and has disadvantage on the triggering attack roll on a failed save.

If you are proficient in the Intimidate skill, you add your proficiency bonus to the psychic damage dealt by this spell.

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.

CALL OF THE CONCLAVE

3rd-level conjuration

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 hour

Classes: Cleric, Druid

You summon a centaur that appears in unoccupied spaces that you can see within range. The centaur disappears when it drops to 0 hit points or when the spell ends. The summoned creature is friendly to you and your companions. Roll initiative for the summoned centaur which has its own turns. The centaur obeys any verbal commands that you issue to it (no action required by you). If you don't issue any commands to the centaur, it defends itself from hostile creatures, but otherwise take no actions. The DM has the creature's statistics (*Monster Manual*).

At Higher Levels. If you use a spell slot of 5th level or higher, the duration is 24 hours. If you use an 8th level spell slot, the spell lasts until it is dispelled or until the centaur reaches 0 hit points. Using a spell slot of 5th level or higher grants a duration that doesn't require concentration.

CASCADE OF LIGHT

4th-level evocation

Casting Time: 1 action

Range: 150 feet

Components: V, S, M (a platinum coin)

Duration: Instantaneous

Classes: Cleric

Flame-like radiance descends in sharp lances down onto an area around a single point. Each creature in a 20-foot-radius sphere centered on a point of your choosing must make a Dexterity saving throw. A target takes 6d8 radiant damage on a failed save, or half as much damage on a successful one. Creatures in the area gain no benefit from cover for this saving throw. Each fiend or undead in the area that fails its saving throw must immediately move up to its speed away from the point you designated.

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

CAST STONE

1st-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a hand-held rock, which is consumed in the casting)

Duration: Instantaneous

Classes: Druid, Ranger

You throw a single small rock at a target and it changes mid-flight to a giant boulder. Make a ranged spell attack. On a hit, the target takes 3d10 bludgeoning damage and the target must succeed on a Strength saving throw or be knocked prone.

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

CAUSTIC SHOT

Evocation cantrip

Casting Time: 1 action

Range: 60 feet

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

Duration: Instantaneous

Classes: Druid, Sorcerer, Warlock, Wizard

You fling a blob of acid at single creature or object within range. Make a ranged spell attack against the target. On a hit, the target takes 1d6 acid damage. You deal an additional 1d6 acid damage if the target is within 10 feet of you. If the spell hits an object, the hit is automatically a critical hit.

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

CHAMELEON'S MASK

1st-level illusion

Casting Time: 1 action

Range: Self

Components: S, M (a glass bead)

Duration: Concentration, up to 1 minute

Classes: Bard, Sorcerer, Wizard

As a part of this spell and as an action on each subsequent turn in which you maintain concentration on this spell, you can take the Hide action but make an Intelligence (Arcana) check instead of a Dexterity (Stealth) check to hide. You can attempt to hide even when you are only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena. Additionally, you can hide even if you are not obscured so long as you are adjacent to a solid surface. When you do, Wisdom (Perception) checks made to see you have disadvantage, and you have advantage on your check made to hide, as your form's color shifts to camouflage you.

CHANDRA'S PYROHELIX

2nd-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

Classes: Sorcerer, Wizard

You create a helix of flame that moves to encircle up to two target creatures within range. Each target creature must make a Dexterity saving throw. A target takes 3d6 fire damage, or half as much damage on a successful one. If you selected one target instead of three, the target instead takes 5d6 fire damage on a failure, 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 1d6 for each slot level above 3rd.

CHANT OF VITU-GHAZI

8th-level evocation

Casting Time: 1 action

Range: Self (60-foot radius)

Components: V, M (an oaken twig)

Duration: Concentration, up to 1 minute

Classes: Cleric, Druid

An aura of positive energy extends out from you, turning what would be lethal damage into healing energy for you. Any creature that would deal damage to another creature in the aura must make a Wisdom saving throw before that damage is dealt. On a failure, the creature deals no damage but still makes a damage roll. Whether the save succeeds or fails, you heal a number of hit points equal to the damage roll. If this healing would heal an amount greater than your maximum hit points, you instead gain temporary hit points equal to the excess amount. Temporary hit points that would be gained by this spell's effect stack with temporary hit points you have already gained from this spell and last 24 hours.

CHAOS STING

1st-level enchantment

Casting Time: 1 action

Range: 5 feet

Components: V, M (a dagger)

Duration: Instantaneous

Classes: Bard, Sorcerer, Warlock, Wizard

As part of the action used to cast this spell, you must make a melee attack with a dagger against one creature within the spell's range, otherwise the spell fails. On a hit, the target suffers the attack's normal effects, takes an additional 1d8 psychic damage, and the target drops anything that its holding.

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.

CHAR

1st-level conjuration

Casting Time: 1 action

Range: 120 feet

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

Duration: Instantaneous

Classes: Druid, Sorcerer, Warlock, Wizard

You create an intensely hot mote of flame and hurl it at a creature that you can see within range. You take 1d6 points of fire damage from this spell, which cannot be redirected, resisted, or avoided. Make a ranged spell attack against the target. If the attack hits, the creature takes 3d12 fire damage.

At Higher Levels. If you use a spell slot of 3rd level or higher, the damage to you increases by 1d6 (2d6) and the damage to the target increases by 2d12 (5d12). If you use a spell slot of 5th level or higher, the damage to you increases by 1d6 (3d6) and the damage to the target increases by 2d12 (7d12). If you use a spell slot of 7th level or higher, the damage to you increases by 1d6 (4d6) and the damage to the target increases by 2d12 (9d12). If you use a spell slot of 9th level or higher, the damage to you increases by 1d6 (5d6) and the damage to the target increases by 2d12 (11d12).

CHARGE THROUGH

1st-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a needle)

Duration: Concentration, up to 10 minute

Classes: Artificer, Bard, Cleric, Druid, Ranger, Paladin

You inspire a single creature you touch with a fervor to barrel forward and overrun foes. For the spell's duration, the target creature can move through the space of any creature and does not provoke opportunity attacks for movement. Additionally, during a turn in which the creature takes the Dash action, the creature may make a single weapon attack as a bonus action during its turn.

CHORUS OF MIGHT

5th-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V

Duration: Concentration, up to 1 minute

Classes: Bard, Cleric

You sing a powerful song that fills up to three creatures of your choice within range with strength. The target creatures have advantage on Strength ability check and saving throws, and a +2 bonus to Strength-based attack and damage rolls. Additionally, if the creature moves at least 20 feet straight toward a creature and then hits it with a Strength-based attack on the same turn, the hit creature must succeed on a Strength saving throw or be knocked prone. If the target is knocked prone, the attacking creature can make another Strength-based attack against the target creature as a bonus action.

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

CHROMANTICORE

7th-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 10 minutes

Classes: Cleric, Sorcerer, Warlock, Wizard

When you cast this spell, you decide whether to bestow the essence of the chromanticore on one creature within range or to summon a chromanticore, which appears in an unoccupied space that you can see within range.

If you bestow the essence of the chromanticore on a target within range, the target creature gains a fly speed equal to its base speed. The target creature has advantage on initiative checks. The target creature can take opportunity attacks without expending its reaction. If the target creature hits with a melee attack, it gains temporary hit points equal to half the damage dealt by the attack. If the target reduces a creature to 0 hit points with a melee attack, it can make a single melee weapon attack as a free action. All of these additional traits last until the spell ends. If the target creature is reduced to 0 hit points, the spell ends.

If you summon the chromanticore, it disappears when it drops to 0 hit points or when the spell ends. The chromanticore is friendly to you and your companions for the duration. Roll initiative for the chromanticore, which has its own turns. It obeys any verbal commands that you issue to it (no action required by you), as long as they don't violate its alignment. If you don't issue any commands to the chromanticore, it defends itself from hostile creatures but otherwise takes no actions.

CLANGOR

Illusion cantrip

Casting Time: 1 action

Range: 30 feet

Components: S, M (a nail)

Duration: 1 minute

Classes: Bard

An area of amplified sound spreads from a point you choose within range to fill a 15-foot-radius sphere for the duration. You cause an amplification of all sounds within the spell's area to a distance of 300 feet. This causes all creatures outside of the area to gain advantage on any Wisdom (Perception) checks to hear any sound in the area. Creatures within the spell's area do not notice the increased amplification, meaning any creature that has sound it is making amplified remains unaware of the increase in volume. Additionally, any Charisma (Performance) check made in the area with an element of sound (such as singing, oratory, or musical instruments) has advantage.

CLEANSING BEAM

5th-level evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a vial of holy water)

Duration: Instantaneous

Classes: Cleric, Paladin

When you cast this spell, choose one of the following alignments: chaotic evil, lawful evil, neutral evil. This spell targets all creatures with the chosen alignment in range. Make a ranged spell attack for each target. On a hit, the target takes 8d6 radiant damage and half as much damage on a miss.

CLOAK AND DAGGER

3rd-level illusion

Casting Time: 1 action

Range: Self

Components: S, M (a cloak you are wearing and a dagger)

Duration: Concentration, up to 10 minutes

Classes: Artificer, Sorcerer, Warlock, Wizard

You become invisible until the spell ends. Anything you are wearing or carrying is invisible as long as it is on the target's person. You become visible if you attack or cast a spell. As long as you maintain concentration on this spell, you can become invisible as an action.

COMMANDING PRESENCE

4th-level enchantment

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

Classes: Bard, Cleric

You endow yourself with an aura of command and martial presence. Until the spell ends, you can't cast spells, and you gain the following benefits:

- You gain 20 temporary hit points. If any of these remain when the spell ends, they are lost.
- You can use your spellcasting attack modifier on attack rolls that you make with simple and martial weapons. Additionally, you are proficient with any weapon you are holding.
- You have advantage on Strength and Constitution saving throws.
- When you hit a target with a weapon attack, you conjure forward a sun soldier. The sun soldiers appear in an unoccupied space adjacent to you. A guard is a celestial creature and disappears when it drops to 0 hit points or when the spell ends. The summoned creature is friendly to you and your companions. Roll initiative for the summoned creature, which has its own turns. The sun soldiers you summon with this spell obey any verbal commands that you issue to them, requiring an action from you if either guard takes an action as a part of following the command. If you don't issue any commands to them, they defend themselves from hostile creatures, but otherwise take no actions. See the appendix for this creature's statistics.

CONJURE MAGE HUNTER

5th-level conjuration

Casting Time: 1 minute

Range: 90 feet

Components: V, S, M (a component pouch)

Duration: Concentration, up to 1 hour

Classes: Sorcerer, Warlock, Wizard

You call forth a mage hunter servant. A mage hunter appears in an unoccupied space within range. The mage hunter disappears when it drops to 0 hit points or when the spell ends. The mage hunter is friendly to you and your companions for the duration. Roll initiative for the elemental, 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 mage hunter, it defends itself from hostile creatures but otherwise takes no actions. If your concentration is broken, the mage hunter doesn't disappear. Instead, you lose control of the mage hunter, it becomes

hostile toward you and your companions, and it might attack. An uncontrolled mage hunter can't be dismissed by you, and it disappears 1 hour after you summoned it. The mage hunter's statistics can be found in *Strixhaven: A Curriculum of Chaos*.

At Higher Levels: When you cast this spell using a spell slot of 7th level or higher, you call forth an additional mage hunter servant (two total). When you cast this spell using a spell slot of 9th level or higher, you call forth an additional mage hunter servant (three total).

CONJURER'S TRICK

Conjuration cantrip

Casting Time: 1 bonus action

Range: 30 feet

Components: S, M (a glass bead)

Duration: Up to 1 hour

Classes: Artificer, Sorcerer, Wizard

This spell is a minor magical trick that novice conjurer's use for practice. You create one of the following magical effects within range:

- Choose an object you can see that is not being worn or carried and that is within 30 feet of you. For 1 hour, you can see and hear from the object.
- You teleport an object you are holding in one hand to an unoccupied space within 30 feet of you or to a willing creature within 30 feet of you.
- You create a simple tool that persists for 1 hour. The object appears in your hand or at your feet. The tool cannot be used as a weapon or used by or against another creature. If you are proficient with a set of artisan's tools, you can instead create a set of those tools.

CONVOLUTE

2nd-level enchantment

Casting Time: 1 action

Range: 30 feet

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

Duration: 1 round

Classes: Bard, Wizard

You target a single creature and create a disconnect in its mind that distorts its ability to cast spells. The creature makes a Wisdom saving throw. On a failure, any spell it casts during the duration can only be cast if a spell slot of equal level to the spell cast is also expended as an additional cost.

CORSO'S FIELD

3rd level abjuration

Casting Time: 1 action

Range: Self (10-foot radius)

Duration: Concentration, up to 1 minute

Classes: Artificer

You emit a shimmering field of force that deflects incoming attacks. For the duration, creatures of your choice within the spell's area are considered to have half cover. If a creature already has cover, the AC bonus from that cover is increased by +2.



MYSTICAL ARCHIVES
Illus. Dean Spencer

CORSO'S TOY

1st-level transmutation

Range: 120 feet

Components: V, S

Duration: Concentration, up to 1 minute

Classes: Artificer

A single nonmagical object that is not being worn or carried within range comes to life at your command. You can't animate an object larger than Medium. The object animates and becomes a creature under your control until the spell ends or until reduced to 0 hit points. This creature uses the Corso's Toy stat block. The creature is an ally to you and your companions. In combat, the creature shares your initiative count, but it takes its turn immediately after yours. It obeys your verbal commands (requiring a bonus action from you) as long as it is still within range. If you don't issue any, it takes the Dodge action and uses its move to avoid danger.

CORSO'S TRANSPOSITION

2nd-level abjuration

Casting Time: 1 reaction, which you take when you or an ally you can see within range is targeted by an attack

Range: 30 feet

Components: V, S

Duration: Instantaneous

Classes: Artificer

When you or an ally are faced with sudden danger you can reach out and swap places with someone else. When you cast this spell, choose a willing allied creature within range. They magically teleport to swap places with you. The target of the spell then becomes the target of the triggering attack, (if the triggering attack was against you), or you become the target of the attack (if the triggering attack was against an ally).

COSMOTRONIC WAVE

8th-level evocation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 1 minute

Classes: Sorcerer, Wizard

A burst of pure energy from the Elemental Chaos erupts from you, washing over all hostile creatures within range. You choose acid, cold, fire, lightning, poison, or thunder for the type of wave you create. Each creature in a 100-foot-radius sphere centered on you must make a Dexterity saving throw. A target takes 8d8 damage of the type you chose and cannot take reactions for the duration on a failed save, or half as much damage and can take reactions as normal on a successful one. The wave spreads around corners.

CRACKLE WITH POWER

5th-level evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

Classes: Sorcerer, Wizard



You draw forth magical energies and loose them at up to three creatures within range. You choose acid, cold, fire, lightning, poison, or thunder when you cast this spell. Make a ranged spell attack for each target. On a hit, the target takes 8d10 damage of the type you chose.

At Higher Levels: When you cast this spell using a spell slot of 6th level or higher, you can target one additional creature and the damage increases by 1d10 for each slot level above 5th.

CREEPING CORROSION

5th-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a piece of metal and a drop of water)

Duration: Concentration, up to 10 minutes

Classes: Druid, Ranger

A wave of transmutation magic erupts from a point of your choice within range. Each nonmagical metal object that is being held or worn in a 10-foot-radius sphere centered on that point must make a Constitution saving throw using the creature that is holding or wearing the object's saving throw. On a failure, any weapon made of metal carried by the creature begins to corrode. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Ammunition made of metal that hits is destroyed after dealing damage. If the object is either metal armor or a metal shield being worn or carried, it takes a permanent and cumulative -1 penalty to the AC it offers. Armor reduced to an AC of 10 or a shield that drops to a +0 bonus is destroyed. All nonmagical metal objects that are not being carried or worn in the area automatically fail their saving throw and begin to corrode. If the object isn't being worn or carried, the wave destroys a 1-foot cube of it every round for the duration.

CRYPISIS

1st-level illusion

Casting Time: 1 action

Range: Touch

Components: V, S, M (a pinch of wet mud)

Duration: Concentration

Classes: Druid, Ranger, Sorcerer, Wizard

The touched creature's features blend in with surfaces behind them. For the spell's duration, the target creature can take the Hide action by pressing themselves against a solid surface, such as a tree or wall, that is at least as tall and wide as the target creature. During a turn in which the target does not move or take actions, they are treated as invisible.

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

CUT THE TETHERS

5th-level enchantment

Casting Time: 1 action

Range: 5 feet

Components: S, M (a dagger that deals slashing damage)

Duration: Concentration, up to 1 minute

Classes: Bard, Sorcerer, Warlock, Wizard As part of the action used to cast this spell, you must make a melee attack with a dagger that deals slashing damage against one creature within the spell's range, otherwise the spell fails. On a hit, the target must succeed on a Wisdom saving throw or take 3d10 psychic damage or half as much on a successful saving throw. Additionally, a creature that fails its saving throw loses all the languages it knows and all its proficiencies, except any saving throw proficiencies, for the duration. Constructs, oozes, plants, and Undead succeed on the save automatically.

The creature can repeat the saving throw at the end of each of its turns, ending the effect early on a success. On a failure, the creature takes 3d10 psychic damage and the spell persists.

DAGGER HAUNT

2nd-level illusion

Casting Time: 1 bonus action

Range: 60 feet

Components: V, S, M (a dagger)

Duration: Concentration, up to 1 minute

Classes: Bard, Sorcerer, Warlock, Wizard

You create a floating, spectral copy of the dagger used to cast this spell. This dagger haunts a single creature of your choice within range that lasts for the duration, until you cast this spell again, or until the target creature moves outside of the spell's range.

When you cast the spell, you can make a melee spell attack against the target creature. On a hit, the target takes psychic damage equal to 1d4 + your spellcasting ability modifier. Additionally on a hit, the creature is treated as having an ally adjacent to it until the start of your next turn.

As a bonus action on your turn, you can repeat the attack against the target creature.

MYSTICAL ARCHIVES
Illus. Dean Spencer

DALARIAN'S LEVITATION

1st-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

Classes: Sorcerer, Wizard

One creature of your choice that you can see within range must succeed on a Constitution saving throw. On a failure, the creature is surrounded by colorful lights and rises vertically to a height of 10 feet and remains suspended there for the duration. Ranged attacks made against the target creature have advantage while it is levitated. The spell can levitate a target that weighs up to 500 pounds.

The target can move only by pushing or pulling against a fixed object or surface within reach (such as a wall or a ceiling), which allows it to move as if it were climbing. You can use your action to move the target, which must remain within the spell's range and cannot ascend or descend past its height of 10 feet above the ground. You cannot move the target over a surface where it would not be 10 feet above ground (such as over a body of liquid or a fall). When the spell ends, the target floats gently to the ground if it is still aloft.

DALARIAN'S WING

1st-level transmutation

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: Instantaneous

Classes: Sorcerer, Wizard

A gust of wind erupts about you and you fly up to 60 feet to an unoccupied space that you can see.



DALE'S SHADOW CAGE

2nd level conjuration

Casting Time: 1 action

Range: Self (10-foot-radius hemisphere)

Components: V, S, M (a key)

Duration: Concentration, up to 10 minutes

Classes: Artificer, Sorcerer, Wizard

A 10-foot-radius immobile dome of shadow springs into existence around and above you and remains stationary for the duration. The spell ends if you leave its area. All creatures that attempt to pass through the dome must make a Strength saving throw. On a failure, the creature is barred from passing through the dome until the start of its next turn. The dome is semi-transparent from the outside and it is transparent from the inside. Ranged attacks made through the dome from the outside are made at disadvantage.

DALE'S SHADOW LOCK

1st level conjuration

Range: 90 feet

Components: V, S, M (a key)

Duration: Concentration, up to 1 minute

Classes: Artificer, Sorcerer, Wizard

You cause a single creature within range to be bound in place by shadows you call into existence to bind the target. The target must succeed on a Strength saving throw or be restrained for the duration. The creature cannot be forced to move for the duration. If the creature teleports or uses interplanar travel to move, it must first make a Strength saving throw. On a failure, the creature remains in its position and wastes the use of the spell or effect. The target can use its action to make another Strength saving throw. On a success, the spell ends on the target.

DARK RITUAL

2nd-level necromancy

Casting Time: 10 minutes

Range: Self

Components: V, S, M (a heart from a humanoid killed within the past 24 hours worth at least 1 cp)

Duration: 1 hour

Classes: Wizard

You perform a dark ritual to convert the essence of a living creature into magical power. Upon casting this spell, you gain additional spell slots. The spell slots gained can have a combined level of three (three 1st-level spell slot or one 2nd-level and one 1st-level spell slot or one 3rd-level spell slot). The additional spell slots remain for the spell's duration.

DARKBLAST

Necromancy cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

Classes: Cleric, Warlock

You launch a blast of necrotic energy at a single creature within range. Make a ranged spell attack. On a hit, the target takes 1d6 necrotic damage and its hit point maximum decreases by an amount equal to half the damage dealt. This reduction lasts until the creature finishes a short rest. The target dies if this effect reduces its hit point maximum to 0.

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

DAZZLING LIGHTS

1st-level illusion

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

Classes: Bard, Sorcerer, Warlock, Wizard

You conjure spinning blue lights around the head of a single creature within range. The creature must make a Dexterity saving throw. On a failure, the target sheds bright light in a 20-foot radius and dim light for an additional 20 feet. For the spell's duration, the creature has disadvantage on attack rolls.

DEAD WEIGHT

1st-level necromancy

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a hand-held rock)

Duration: Instantaneous

Classes: Cleric, Druid, Warlock

You target a single creature within range causing its burdens to be magnified in weight. The creature must make a Strength saving throw. On a failure, the creature's speed drops by 10 feet. If the creature picks up any objects besides what it had on it when this spell was cast, its speed is reduced to 20 and it has disadvantage on ability checks, attack rolls, and saving throws that use Strength, Dexterity, or Constitution so long as it carries that object.

DEATHBELLOW WAR CRY

8th-level conjuration

Casting Time: 1 minute

Range: 90 feet

Components: V, S

Duration: Concentration, up to 1 hour

Classes: Bard

You summon four minotaurs, which appears in unoccupied spaces that you can see within range. A minotaur disappears when it drops to 0 hit points or when the spell ends.

The minotaurs are friendly to you and your companions for the duration. Roll initiative for the minotaurs, which have their own turns. They obey any verbal commands that you issue to it (no action required by you), as long as they don't violate its alignment. If you don't issue any commands to the minotaurs, they defend themselves from hostile creatures but otherwise takes no actions.

The DM has the minotaur's statistics (found in the *Monster Manual*).

DEFIANT STRIKE

1st-level conjuration

Casting Time: 1 action

Range: Self (5-foot radius)

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

Duration: Concentration, up to 10 minute

Classes: Paladin

You brandish the weapon used in the spell's casting and make a melee attack and damage roll with it. Each creature within 5 feet of you that has an AC equal to or lower than the melee attack roll's result takes radiant damage equal to the damage roll + your spellcasting modifier.

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

DEFLECTION

4th-level transmutation

Casting Time: 1 reaction, which you take when you are the only target of a spell being cast by a creature within 60 feet of you

Range: 60 feet

Components: S

Duration: Instantaneous

Classes: Wizard

You attempt to deflect and redirect a spell being cast upon you. If the creature is casting a spell of 3rd level or lower, you choose a new target for the spell within this spell's range. If it is casting a spell of 4th level or higher, make an ability check using your spellcasting ability. The DC equals 10 + the spell's level. On a success, you choose a new target for the spell within this spell's range.

At Higher Levels: When you cast this spell using a spell slot of 5th level or higher, the spell is deflected if its level is less than the level of the spell slot you used.

DEMOLISH

Evocation cantrip

Casting Time: 1 action

Range: 10 feet

Components: V, S

Duration: Instantaneous

Classes: Artificer



MYSTICAL ARCHIVES
Illus. Chris Seaman

You swing your hand toward a creature or object you can see within range and project a solid destructive force from your hand. Make a melee spell attack against the target. You have advantage if the target is an object. On a hit, the target takes 1d8 force damage. When you target an object with this spell and deal damage, you ignore damage threshold and maximize your damage dice against the target.

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

DIABOLIC TUTOR

6th-level divination

Casting Time: 1 minute

Range: Self

Components: V, S, M (25 gp worth of salt which is consumed in the spell)

Duration: 8 hours

Classes: Warlock

Choose one spell from the warlock spell list of 5th level or lower. For the spell's duration, this spell is counted as one of your spells known and you can cast that spell once during this spell's duration without expending a spell slot or material components.

DIMIR MACHINATIONS

3rd-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a hand-held rock)

Duration: Concentration, up to 1 minute

Classes: Bard, Sorcerer, Wizard

You ensorcel a creature within range to forget how to cast a spell, use a special ability, or perform a specific legendary action. You declare a single spell, special ability that has the recharge trait, or legendary action that you have seen the creature use. The creature must make a Wisdom saving throw. On a failure, the creature cannot use the selected option for the spell's duration.

DISARMING GLANCE

1st-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: S

Duration: Instantaneous

Classes: Bard

This spell allows to force a creature to discard what he is holding just by looking at them and speaking an intimidating word. If the target can see you and hear you (though it need not understand you), it must succeed on a Wisdom saving throw or take 2d8 psychic damage and drop all objects the creature is holding. The objects land at its feet. If you are proficient in the Intimidate skill, you add your proficiency bonus to the psychic damage dealt by this spell.

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

DISCONTINUITY

6th-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

Classes: Sorcerer, Warlock, Wizard

You cause the nature of time in a 15-foot radius centered on a point you choose within range to shift forward and cause timed effects to lose a bit of their staying power. All durations of spells of 6th-level and features in the spell's area are treated as having been active for half of the feature or spell's maximum duration in addition to how long they have already been active. For each spell of make an ability check using your spellcasting ability. The DC equals 10 + the spell's level. On a successful check, the spell is treated as having been active for half of the spell's maximum duration in addition to how long it has already been active.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, spells of an equal or lower level than the spell slot used do not require a spellcasting ability to be effected by this spell.

DISPLACEMENT

4th-level illusion

Casting Time: 1 action

Range: Self

Components: V

Duration: Concentration, up to 1 minute

Classes: Bard, Sorcerer, Wizard

You displace light so that you appear to be several feet from your actual location. For the duration, you project a magical illusion that makes it appear you are standing near your actual location, causing attack rolls against you to have disadvantage. Your melee weapon attacks have advantage. An attacker or defender is immune to this effect if it doesn't rely on sight, as with blindsight, or can see through illusions, as with truesight. If you are subjected to an effect that allows you to make a saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

DISRUPT UNDEAD

Necromancy cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

Classes: Cleric, Sorcerer, Warlock, Wizard

You cause negative energy to spring up in a creature you can see within range, harming a living creature and shaking apart a creature that is powered by the stuff of the Plane of Shadow. The creature must succeed on a Constitution saving throw or take 1d8 necrotic damage. If the target is an undead creature, this spell instead deals 1d12 thunder 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).

DIVINE VERDICT

2nd-level evocation

Casting Time: 1 action

Range: Self (15-foot radius)

Components: V

Duration: Instantaneous

Classes: Cleric, Paladin

A wave of divine forces pulls in towards you. Each creature of your choice in the spell's area must make a Constitution saving throw. On a failed save, a creature takes 3d8 force damage, is pulled up to 10 feet towards you, and its speed is reduced by 10 feet until the start of your next turn. On a successful save, the creature takes half as much damage, isn't pulled, and does not have its speed reduced.

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.

DOGPILE

1st-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a small flag)

Duration: Instantaneous

Classes: Bard, Sorcerer, Wizard

You designate a single hostile creature within range and embolden two allied creatures to attack. The two allied creatures can immediately use their reactions to make one weapon attack against the target. If a creature misses the target, it regains the use of its reaction.

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

DOOM BLADE

2nd-level necromancy

Casting Time: 1 action

Range: Self (5-foot radius)

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

Duration: Instantaneous

Classes: Cleric, Sorcerer, Warlock, Wizard

You brandish the weapon used in the spell's casting and make a melee attack with it against one creature within 5 feet of you. On a hit, the target takes 4d12 necrotic damage. This attack scores a critical hit if the number on the d20 is 18 or higher. On a critical hit, the blade deals an extra 8d12 necrotic damage (for a total of 12d12 force damage).

DOUSE IN GLOOM

2nd-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

Classes: Bard, Sorcerer, Warlock, Wizard

You fill a single creature within range's mind with terrors and the mental anguish invigorates you. Choose one creature that you can see within range to make a Constitution saving throw. If it fails, the target takes 6d6 psychic damage and you regain hit points equal to half the amount of psychic damage dealt.

DOWSING DAGGER

2nd-level divination

Casting Time: 1 minute

Range: Self

Components: V, S, M (a dagger covered with a bit of honey)

Duration: Concentration, up to 1 hour

Classes: Bard, Cleric, Druid, Paladin, Ranger, Wizard

Upon casting this spell, choose one of the following creature types: beasts, dragons, fey, humanoids, monstrosities, or undead. You can attune your senses to determine if any of the selected creature types lurk nearby. By spending 1 uninterrupted minute focusing during this spell's duration, you can sense whether any of the selected creature type are present within 5 miles of you. This spell reveals the numbers of the creature type around you and the creatures' general direction and distance (in miles) from you. If there are multiple groups of the selected creature type within range, you learn this information for each group.

DREADFUL APATHY

2nd-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

Classes: Bard, Cleric, Sorcerer, Warlock, Wizard

You fill a single creature within range with a sense of indifference. The target must make a Charisma saving throw, and does so with advantage if you or your companions are fighting it. On a failure, the creature has disadvantage on all attack rolls, ability checks, and saving throws until the spell ends. Additionally, the creature cannot take reactions until the spell ends. The spell immediately ends if the target takes damage.

DROWN IN SORROW

3rd-level enchantment

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

Classes: Bard, Sorcerer, Warlock, Wizard

A dark streak flashes from your pointing finger to a point you choose within range and then blossoms into a burst of nightmarish and melancholic energy. Each creature in a 20-foot-radius sphere centered on that point must make a Wisdom saving throw. A target takes 4d8 psychic damage on a failed save, or half as much damage on a successful one. Creatures that fail this saving throw have disadvantage 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 4th level or higher, the damage increases by 1d8 for each slot level above 3rd.

ECHOING EQUATION

5th-level illusion

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a mirror)

Duration: Concentration, up to 1 minute

Classes: Bard, Sorcerer, Wizard

You cause one single willing creature within range to transform into an exact copy of another willing creature within range. The transformed creature is considered to be statistically identical to the copied creature, with the following exceptions:

- The transformed creature's hit point total does not change but its hit point maximum changes to match its new form. If the hit point maximum of the new form is less than the transformed creature's current hit point total, the creature's hit points are reduced to the new hit point maximum.
- The transformed creature does not gain any spell slots. If it had spell slots prior to being transformed, it retains the same number of spell slots it had, but can only use those spell slots to cast the prepared spells of its new form.
- The transformed creature has no uses of class features that have a limited number of uses.
- All equipment on the transformed creature is identical to the equipment of the copied creature, except that it is all nonmagical.
- If you are the transformed creature, you maintain concentration on this spell even if the new copy cannot cast it or cast spells at all.

At Higher Levels: When you cast this spell using a spell slot of 7th level, you can target one additional creature to transform (two total). When you cast this spell using a spell slot of 9th level, you can target one additional creature to transform (three total).

ELECTRIC JOLT

Evocation cantrip

Casting Time: 1 action

Range: 5 feet

Components: V

Duration: Instantaneous

Classes: Artificer, Sorcerer, Wizard

You discharge built up static in a burst around you. Each creature within range, other than you, must succeed on a Dexterity saving throw or take 1d6 lightning damage. If you roll a 1 or 2 on a damage die for this spell and you moved at least 10 feet during your turn before casting this spell, you can reroll the die and must use the new roll, even if the new roll is a 1 or 2.

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

ELECTROLYZE

Evocation cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

Classes: Sorcerer, Warlock, Wizard

Choose one creature within range, or choose two creatures within range that are within 5 feet of each other. Make a ranged spell attack against both creatures. On a hit, the target takes 1d6 lightning damage. If you hit both targets with this spell, you instead deal 1d8 lightning damage.

This spell's damage increases by 1d6/1d8 when you reach 5th level (2d6/2d8), 11th level (3d6/3d8), and 17th level (4d6/4d8).

ELEMENTAL MAW

7th-level conjuration

Casting Time: 1 action

Range: 150 feet

Components: V, S

Duration: Concentration, up to 1 minute

Classes: Druid, Sorcerer, Warlock, Wizard

You create a 20-foot-radius sphere of elemental chaos centered on a point you choose within range. The chaos spreads around corners. Its area is heavily obscured. Any movement away from the center while in the area is considered difficult terrain for all movement types. When a creature enters the spell's area for the first time on a turn or starts its turn there, that creature must make a Dexterity saving throw. The creature takes 2d6 acid damage, 2d6 cold damage, 2d6 fire damage, 2d6 lightning damage, 2d6 poison damage, 2d6 thunder damage, and is pulled 10 feet towards the center of the area on a failed save, or half as much damage and is not pulled on a successful one. If a creature is pulled into, moves into, or ends a turn in the center of the area, it takes damage as if it failed its save as if it entered or started its turn in the area and is teleported 100 feet in a random direction. To determine the direction, roll a d8 and assign a direction to each die face.

ENERGY STROBE

Evocation cantrip

Casting Time: 1 action

Range: 10 feet

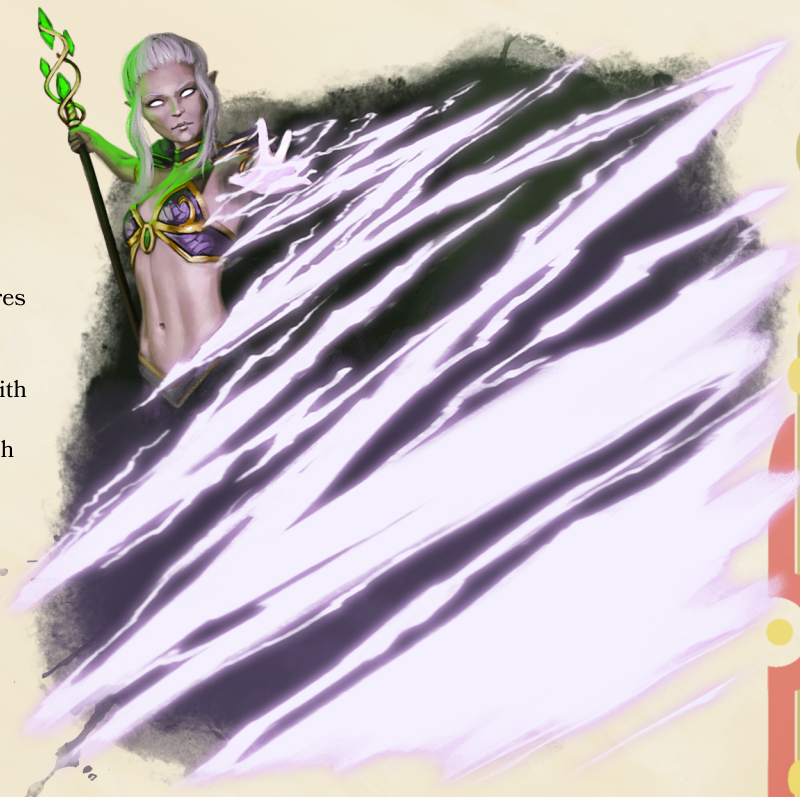
Components: V, S, M (a diamond worth at least 50 gp)

Duration: 1 round

Classes: Artificer, Sorcerer, Wizard

You hurl a strobe of energy at a creature that you can see within range. You choose acid, cold, fire, lightning, poison, or thunder for the type of strobe you create, and then make a ranged spell Attack against the target. If the attack hits, the creature takes 1d6 damage of the type you chose.

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



ENIGMATIC INCARNATION

4th-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

Classes: Cleric, Sorcerer, Warlock, Wizard

You transform a hostile creature's magic from lingering spells into a creature. Choose one creature, object, or magical effect within range that is under the effects of a spell. You choose a single spell that was cast by a creature that is not your ally on the target. Make an ability check using your spellcasting ability. The DC equals 10 + the chosen spell's level. On a successful check, the spell ends. The spell ended this way is transformed into a creature. The new form of the creature can be any beast whose challenge rating is equal to or less than the selected spell's level among the spells that ended. The beast created by this spell disappears when it drops to 0 hit points or when the spell ends. The beast is friendly to you and your companions for the duration. Roll initiative for the beast, 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 beast, it defends itself from hostile creatures but otherwise takes no actions.

ENTER THE INFINITE

9th-level divination

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Instantaneous

Classes: Bard, Sorcerer, Wizard

You draw upon yourself to create a nexus of ideas beyond yourself. Upon casting this spell, you expend all of your hit dice. You can choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than the number of hit dice you expended as a cost of this spell, and none of the slots can be 9th level.

EPHEMERATE

1st-level abjuration

Casting Time: 1 reaction

Range: 60 feet

Components: V, S

Duration: Instantaneous

Classes: Cleric, Paladin

You displace a single creature other than yourself that you can see that is targeted with or effected by a spell or attack within range so that it is magically pulled out of harm's way. Until the after the triggering spell or attack, the targeted creature is removed from the plane of existence it is on and placed in a temporary pocket existence. If it was targeted by an attack or spell, the creature that targeted it must choose a new target or lose the attack or spell. If the targeted creature was in an area effect, it is not considered to be in the area. The targeted creature returns to the plane of existence it was on immediately after the spell or attack is completed.

ERUPTING SMITE

1st-level evocation

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: Concentration, up to 1 minute

Classes: Paladin

The first time you hit with a melee weapon attack during this spell's duration, the force of your weapon causes the earth beneath the target to burst outwards. In addition to the normal effect of the attack, the target of the attack and each creature of your choice within 10 feet of it must make a Dexterity saving throw. A creature takes 1d10 bludgeoning damage on a failed save, or half as much damage on a successful one. The ground in the affected area becomes difficult terrain.

ESSENCE INFUSION

2nd-level transmutation

Casting Time: 1 action

Range: Self (30-foot radius)

Components: V, S, M (a vein)

Duration: Concentration, up to 1 minute

Classes: Druid, Warlock

You transfer your essence to another creature to heal it. When you cast this spell and as an action during the spell's duration, you can spend and roll one of your unspent hit dice. One creature within 30 feet of you regains hit points equal to the roll plus your spellcasting ability modifier.

ETHEREAL CHILL

Necromancy cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

Classes: Artificer, Sorcerer, Warlock, Wizard

You cause a withering necrotic wind to swirl around an ally within range. Each creature within 5 feet of the ally must make a Dexterity saving throw. On a failure, the creature takes 1d4 necrotic damage.

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

EXCORIATE

3rd-level evocation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

Classes: Cleric

You cause divine radiance to wash over a single creature you touch. The creature must make a Constitution saving throw and it has disadvantage on this save if it targeted you with an attack since the end of your last turn. On a failure, the target takes 6d12 radiant damage.

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



EXPEL

2nd-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

Classes: Bard, Cleric, Sorcerer, Warlock, Wizard

You cause one creature summoned by a spell within range to disappear. Make an ability check using your spellcasting ability. The DC equals 10 + the summoned creature's CR (rounded up). On a successful check, the summoned creature disappears.

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

EXPLOSIVE WELCOME

8th-level evocation

Casting Time: 1 reaction or 1 action (see description)

Range: 150 feet

Components: V, S, M (a red ribbon)

Duration: Instantaneous

Classes: Bard, Sorcerer, Warlock

You release a destructive magical force in response to combat. Immediately before rolling initiative for a combat in which you are not surprised, you can target one creature you can see within range. Make a ranged spell attack. The creature takes 10d10 fire damage and half as much on a miss. Each creature within 10 feet of the target must succeed on a Dexterity saving throw or take 5d6 fire damage. Additionally, you gain a +8 bonus to your initiative roll. If you use this spell as an action, the damage creatures within 10 feet increases to 10d6.

EYE OF THE STORM

6th-level conjuration

Casting Time: 1 action

Range: Self (30-foot radius)

Components: V, S

Duration: Concentration, up to 1 minute

Classes: Druid, Sorcerer, Wizard



You summon forth an eye of the storm that floats directly 1 foot above your head for the duration of the spell. Whenever a creature within 30 feet of you (including yourself) casts a spell of 3rd level or lower, the eye of the storm immediately counters the spell and stores the spell within itself for the duration. After a spell is countered in this way, the caster of the countered spell then casts every spell that is stored within the eye after their initial spell has been countered, choosing new targets for each spell cast. If two or more eyes of the storm would effect the same spellcaster when a spell is cast, the spell is simply countered and neither eye stores the countered spell.

EZLO'S DIMINISHING HAT

1st-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S, M (a hat)

Duration: Concentration, up to 10 minutes

Classes: Warlock

You shrink to a much smaller size for the duration. Everything you are wearing and carrying changes size with you. Any item dropped by you returns to normal size at once. Your size is reduced to 8 inches in height and 3 inches in width, and your weight is reduced to one-sixteenth of normal. This reduction decreases your size to Tiny. Your walking speed is reduced by half. You can squeeze into an opening that is 2 inches wide. Until the spell ends, you have disadvantage on Strength checks and Strength saving throws. Your weapons also shrink to match your new size. While these weapons are reduced, your attacks with them deal a maximum of 1 damage. Additionally, you can move through the space of any creature that is of a size larger than yours and you can attempt to hide when obscured by a creature that is at least one size larger than you.

EZLO'S ELDRITCH ARTILLERY

3rd-level evocation

Range: Self (80-foot line or 20-foot square)

Components: V, S, M (A piece of tentacle from an octopus or a squid)

Duration: Instantaneous

Classes: Warlock

You cause tendrils of eldritch energy to barrage an area of your choosing. When you cast this spell, choose either line or zone. If you choose line, the spell's area is a 5 feet wide and 80 feet long line originating from you. If you choose zone, the spell's area is a 20-foot square originating from you. All creatures in the spell's area must make a Dexterity saving throw. A target takes 4d10 force 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 4th level or higher, the damage increases by 1d10 for each slot level above 3rd.

EZLO'S SINISTER SCHISM

2nd-level enchantment

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

Classes: Warlock

You distort reality around you, allowing you to shift it to cause redirection of attacks made against you. When a creature you can see targets you with a weapon attack, you can use your reaction to choose another creature within 5 feet of you. You and the chosen creature swap places, and the chosen creature becomes the target instead. The movement required to swap places does not provoke opportunity attacks. If the chosen creature is unwilling, it can make a Charisma saving throw. On a success, you and the chosen creature do not swap and you remain the target of the triggering attack.

FATED CONFLAGRATION

3rd-level evocation

Casting Time: 1 action

Range: 150 feet

Components: V, S

Duration: Instantaneous

Classes: Artificer, Cleric, Druid, Paladin, Ranger, Sorcerer, Warlock, Wizard

You hurl potent flames at a single target creature you can see within range. Make a ranged spell attack. On a hit, the target takes 6d8 fire damage. If you miss with this attack, you regain a 3rd level spell slot.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 2d8 for each slot level above 3rd.

FATED INFATUATION

3rd-level illusion

Casting Time: 1 bonus action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

Classes: Artificer, Cleric, Druid, Paladin, Ranger, Sorcerer, Warlock, Wizard

You create an illusory copy of a single allied creature you can see within the spell's range. The copy manifests adjacent to you or adjacent to the allied creature. The copy looks identical to the allied creature and is the same size. The copy has an AC equal to your spell save DC, hit points equal to the allied creature's total number of hit dice, and immunity to all conditions. If it has to make a saving throw, it uses the allied creature's saving throw bonus for the roll. On your turn, you can command the copy to move up to 30 feet in any direction. During the spell's duration, you or the allied creature can swap the places of the copy and the allied creature as a bonus action. When the allied creature takes the attack action on its turn, any attack the creature makes can originate from the

copy's space instead of its own. As a bonus action on your turn, you can allow the allied creature to make a single attack from the copy's space as a free action. If the copy is reduced to 0 hit points or ends a turn more than 30 feet away from the allied creature, it is destroyed and the spell ends.

FATED INTERVENTION

3rd-level conjuration

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 10 minutes

Classes: Artificer, Cleric, Druid, Paladin, Ranger, Sorcerer, Warlock, Wizard

You summon a centaur that appears in unoccupied spaces that you can see within range. The centaur disappears when it drops to 0 hit points or when the spell ends. The summoned creature is friendly to you and your companions. Roll initiative for the summoned centaur which has its own turns. The centaur obeys any verbal commands that you issue to it (no action required by you). If you don't issue any commands to the centaur, it defends itself from hostile creatures, but otherwise take no actions. The DM has the creatures' statistics (Monster Manual).

At Higher Levels. If you use a spell slot of 5th level or higher, you summon two centaurs instead of just one. If you use an 8th level spell slot, you summon four centaurs instead of just one.

FATED RETRIBUTION

3rd-level evocation

Casting Time: 1 action

Range: Self (10-foot radius)

Components: V, S

Duration: Instantaneous

Classes: Artificer, Cleric, Druid, Paladin, Ranger, Sorcerer, Warlock, Wizard

Destructive energies flare out from you with a destructive force bordering on the divine. All creatures of challenge rating 1/2 or lower in the spell's area must make a Constitution saving throw. On a failure, the creature is destroyed. All other creatures in the area are unaffected by this spell.

At Higher Levels. When you cast this spell using a spell slot of 4th level, the challenge rating of creatures affected by this spell is 1 or lower. When you cast this spell using a spell slot of 5th level or higher, the threshold for the challenge rating of creatures affected by this spell is increased by 1 for each slot level above 4th.

FATED RETURN

3rd-level necromancy

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

Classes: Artificer, Cleric, Druid, Paladin, Ranger, Sorcerer, Warlock, Wizard

You cause one dead creature's corpse that you can see within the spell's area to return and fight for you. The target creature must be of one of the following types: Beast, Dragon, Fey, Giant, Humanoid, or Monstrosity. The creature must be of a challenge rating of 3 or lower. If the creature is of a type not listed or of a challenge rating too great, the spell has no effect. If the creature is returned, it gains the Undead type for the duration of the spell. Roll initiative for the returned creature which has its own turns. The returned creature obeys any verbal commands that you issue to it (no action required by you). In the creature's returned state, it can only perform actions that do not have a recharge or usage limitation. If you don't issue any commands to the creature, it defends itself from hostile creatures, but otherwise take no actions. The DM has the creatures' statistics. At the end of the spell's duration, the creature's body is reduced to ash. The creature can be restored to life only by means of a *true resurrection* or a *wish spell*.

FATEFUL END

2nd-level divination

Casting Time: 1 action

Range: 5 feet

Components: V, S

Duration: Instantaneous

Classes: Artificer, Bard, Cleric, Druid, Paladin, Ranger, Sorcerer, Warlock, Wizard

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 scores a critical hit on a roll of 16-20. On a hit, the target suffers the attack's normal effects, and takes an additional 3d6 damage of the same type dealt by the attack.

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.

FIREMIND'S FORESIGHT

7th-level divination

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 24 hours

Classes: Sorcerer, Wizard

When you cast this spell, choose one 5th level, one 3rd level, and one 1st level spell from your class's spell list. During the spell's duration, you can cast each of the selected spells once without expending a spell slot.

FIREMIND'S RESEARCH

3rd-level divination

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

Classes: Wizard

You gain clarity and precision as you enter a focused state of spellcasting. During this spell's duration, any time you cast a spell of 1st level or higher you gain charges equal to the spell that you cast's level. These charges last for the spell's duration. As a bonus action on any of your turns during the duration, you can remove up to two charges from yourself to cast a single cantrip with a casting time of 1 action. Additionally, you can expend 5 charges as an action to make a ranged spell attack against a single creature within 60 feet of you. On a hit, the creature takes 5d10 fire damage.

FISTS OF STONE

1st-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S, M (two pebbles with fists carved into them which are clenched in the hand)

Duration: Concentration, up to 10 minutes

Classes: Druid, Ranger, Sorcerer, Wizard

You transform your hands into mighty fists of living stone for the duration. As long as you concentrate on this spell, you cannot perform somatic components for spells. You can use your spellcasting ability modifier in place of Strength for any ability checks that would require the use of your hands. Additionally, you gain a melee slam attack that uses your spellcasting attack modifier and deals 1d8 + your spellcasting modifier damage. When you hit a creature with the slam attack on your turn, you can use a bonus action to attempt to shove or grapple the target.

At Higher Levels. If you use a spell slot of 3rd level or higher, the slam attack's damage increases by 1d8 (2d8). If you use a spell slot of 6th level or higher, the slam attack's damage increases by 1d8 (3d8). If you use a spell slot of 9th level or higher, the slam attack's damage increases by 1d8 (4d8).

FLAME SLASH

Evocation cantrip

Casting Time: 1 action

Range: 5 feet

Components: V, S

Duration: Instantaneous

Classes: Druid, Sorcerer, Warlock, Wizard

You slash your hand forward and a blade of fire trails after, striking your foe. Make a melee spell attack against a single creature within range. On a hit, the target takes 1d12 fire damage.

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

FLAMETHROWER SONATA

2nd-level evocation

Casting Time: 1 bonus action

Range: Self (60-foot radius)

Components: V, S

Duration: Concentration, up to 1 minute

Classes: Bard, Sorcerer, Wizard

When you cast the spell, you channel your heart's passion into a fiery note that you hurl at a creature within 60 feet of you. Make a ranged spell attack. On a hit, the target takes fire damage equal to 1d8 + your spellcasting ability modifier. For the spell's duration, you can create a fiery note and repeat the attack against a creature within 60 feet of you as a bonus action on your turn.

At Higher Levels: When you cast this spell using a spell slot of 4th level, each time you create a fiery note with this spell, you make two fiery notes instead. When you cast this spell using a spell slot of 6th level, each time you create a fiery note with this spell, you make a three fiery notes instead. When you cast this spell using a spell slot of 8th level, each time you create a fiery note with this spell, you make four fiery notes instead.

FLASH LANCE

1st-level evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (holy water)

Duration: Instantaneous

Classes: Cleric, Paladin

You create three lances of pure radiance and hurl them at targets within range. You can hurl them at one target or several. Make a ranged spell attack for each lance. On a hit, the target takes 1d8 radiant damage. If you hit an undead or fiend with with a lance, the creature must succeed on a Constitution saving throw or be blinded until the end of your next turn.



MYSTICAL ARCHIVES
Illus. Eric Lofgren

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

FLICKER OF FATE

1st-level conjuration

Casting Time: 1 action

Range: 30 feet

Components: V, S, M

Duration: 1 round

Classes: Bard, Cleric

You cause one creature within range to vanish from the current plane of existence and appear in the Ethereal Plane (the spell fails and the casting is wasted if you were already on that plane). The target must make a Charisma saving throw. On a failure, the creature remains in the Ethereal Plane for the spell's duration. While on the Ethereal Plane, a creature can see and hear the plane it originated from, which is cast in shades of gray, and you can't see anything there more than 60 feet away. A creature can only affect and be affected by other creatures on the Ethereal Plane. Creatures that aren't there can't perceive the target or interact with it, unless they have the ability to do so.

At the start of your next turn, if the target is on the Ethereal Plane, it returns to an unoccupied space of the creature's choice that the target can see within 10 feet of the space the target vanished from. If no unoccupied space is available within that range, the creature appears in the nearest unoccupied space (chosen at random if more than one space is equally near).

FLICKERFORM

2nd-level illusion

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

Classes: Sorcerer, Warlock, Wizard

Your form flickers in and out as an aura of illusion magic washes over you. For the duration, Wisdom (Perception) checks made to see you have disadvantage and you have advantage on Dexterity (Stealth) checks made to hide. When you take damage and maintain concentration on this spell, you can use a reaction to magically become invisible until the end of your next turn or until you attack, deal damage, or force someone to make a saving throw.

FOCUS

Divination cantrip

Casting Time: 1 action

Range: 30 feet

Components: S

Duration: Concentration, up to 1 round

Classes: Bard, Sorcerer, Warlock, Wizard

You point a finger at a target in range. Your magic focuses on the target, disrupting the target's defenses against magic. On your next turn, the target has disadvantage against the first spell you cast that targets only the target creature, provided that this spell hasn't ended.



FRAZZLE

Enchantment cantrip

Casting Time: 1 action

Range: 10 feet

Components: V, S, M (a bell)

Duration: 1 round

Classes: Bard, Sorcerer, Wizard

You create a sense of tiredness in a single creature within range. For the duration, the creature is considered to have two additional levels of exhaustion. This will not increase a creature's exhaustion level past 3. (See the *Player's Handbook* for additional information on exhaustion.)

FREEZE RAY

2nd-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

Classes: Bard, Sorcerer, Wizard

A frigid white beam of energy springs from your finger toward a creature within range. Make a ranged spell attack against the target. On a hit, the target takes 2d8 cold damage and is restrained. At the end of each of the target's turns, it can make a Strength saving throw against the spell. On a success, the spell ends. On a failure, the target takes 1d8 cold damage and is still restrained.

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

FREEZING BURST

1st-level evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

Classes: Sorcerer, Wizard

You thrust your palms forward and shoot forth from your hands a burst of chilling wind that freezes the ground. Each creature in a 15-foot cone must make a Constitution saving throw. A creature takes 3d4 cold damage on a failed save. The area of the spell becomes covered with slippery ice. Slippery ice is difficult terrain. When a creature moves onto slippery ice for the first time on a turn, it must succeed on a Dexterity (Acrobatics) check against your spell save DC or fall prone.

FROST BREATH

1st-level evocation

Casting Time: 1 action

Range: 150 feet

Components: V, S

Duration: Instantaneous

Classes: Druid, Sorcerer, Wizard

You exhale the words of the spell and a thin sheet of frost shoots forth from your lips. Each creature in a 15-foot cone must make a Constitution saving throw. A creature takes 3d4 cold damage and its speed is reduced by 10 feet until the start of your next turn on a failed save, or half as much damage and no reduction to speed 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 1d4 for each slot level above 1st.

FROST FAN

3rd-level conjuration

Casting Time: 1 action

Range: 10 feet

Components: V, S, M (a dagger)

Duration: 1 minute

Classes: Druid, Ranger, Sorcerer, Wizard

You create a momentary circle of icicle blades that sweep around you. Each creature within range, other than you, must make on a Dexterity saving throw. A target takes 4d6 cold damage and 4d6 piercing damage on a failed saving throw or half as much damage on a successful one.

GAINSAY

3rd-level transmutation

Casting Time: 1 action

Range: 30 feet

Components: V

Duration: 1 minute

Classes: Bard, Cleric

You can change the mouth or vocal chords of a creature within range so that it cannot speak or make similar sounds. Choose one creature that you can see within range to make a Constitution saving throw. If it fails, the target cannot speak, make sounds with its mouth, or perform spells that require a verbal component for the duration. At the end of each of its turns, the target can make a Constitution saving throw. On a success, the spell ends.

GALVANIC ARC

2nd-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a galvanized piece of metal)

Duration: Instantaneous

Classes: Artificer, Druid, Sorcerer, Warlock, Wizard

You shock a creature, altering its sense of combat. Make a ranged spell attack. On a hit, the creature takes 5d6 lightning damage and has its place in the initiative count reduced or increased by 10.

For example, Kardiff takes his turn on initiative count 16 and hits a hill giant who has an initiative of 15 with this spell. Kardiff elects to reduce the hill giant's initiative by 10, so it will instead take its turn on initiative count 5. Alternatively, Kardiff could elect to increase the hill giant's initiative by 10 so that it would take its turn on initiative count 25, meaning it wouldn't act until the 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.

GATHER COURAGE

Enchantment cantrip

Casting Time: 1 action

Range: Touch

Components: V

Duration: 1 round

Classes: Bard, Cleric, Druid

You touch a single creature and fill them with courage. The touched creature deals 1d6 additional damage of the same type with the next weapon attack it hits with during the duration.

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

GHOST KNIFE

Illusion cantrip

Casting Time: 1 bonus action

Range: Self

Components: S, M (a dagger)

Duration: 1 minute

Classes: Bard

A dagger you are holding is imbued with ghostly power. For the duration, you can use your spellcasting ability instead of Strength or Dexterity for the attack and damage rolls of weapon attacks using the dagger and it deals psychic damage. Additionally, you can make ranged weapon attacks with the dagger for the duration if it has the thrown property without throwing the weapon. The spell ends if you cast it again or if you let go of the weapon.

GIANT GROWTH

3rd-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a giant's toenail worth at least 50gp)

Duration: Instantaneous

Classes: Artificer, Druid, Sorcerer, Wizard

You cause a willing creature you touch to grow to giant-sized proportions with a giant's strength for the duration. The target's size becomes Huge and its Strength score changes to 21 for the spell's duration. Everything the creature is wearing and carrying changes size with it. If there isn't enough room for the target to increase its size, the creature attains the maximum possible size in the space available. Any item dropped by an affected creature returns to normal size at once. The spell does not change a creature's size above Huge if it is already Huge, its size cannot be increased by other spells or effects for the duration (such as the spell *enlarge*), and the spell does not change the creature's Strength score if it is above 21. If the creature is Small- or Medium-sized, its weight is multiplied by sixteen. If the creature is Large-sized, its weight is multiplied by eight.

GIDEON'S COUNTERSTEP

2nd-level conjuration

Casting Time: 1 reaction, which you take in response to being damaged

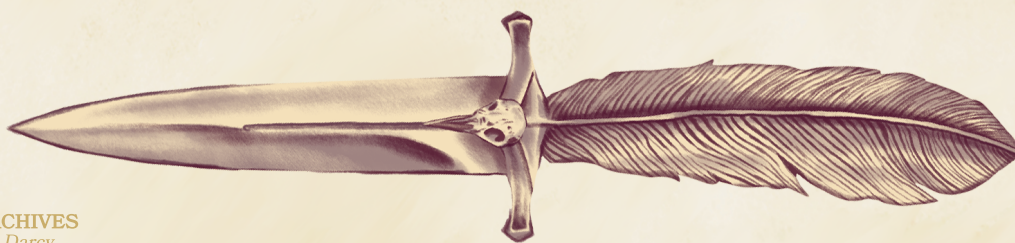
Range: Self

Components: S

Duration: Instantaneous

Classes: Sorcerer, Wizard

After taking damage, you teleport up to 30 feet to an unoccupied space that you can see. You can immediately take the Hide action as a part of this spell if you end your teleport in a space that you could normally hide in.



MYSTICAL ARCHIVES
Illus. Samantha Darcy

GIFT OF ORZHOVA

3rd-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 10 minutes

Classes: Cleric, Paladin, Sorcerer, Warlock, Wizard

You touch a single creature and it sprouts angelic wings of hardened multicolored glass. For the spell's duration, it has a fly speed equal to its base movement speed and it gains temporary hit points equal to your spellcasting modifier whenever it hits with an attack.

GILD

8th-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a piece of golden jewelry worth at least 250 gp)

Duration: Concentration, up to 1 minute

Classes: Cleric, Sorcerer, Warlock, Wizard

You attempt to turn one creature that you can see within range into gold. If the target's body is made of flesh, the creature must make a Constitution saving throw. On a failed save, it is Restrained as its flesh begins to harden. On a successful save, the creature isn't affected.

A creature Restrained by this spell must make another Constitution saving throw at the end of each of its turns. If it successfully saves against this spell three times, the spell ends. If it fails its saves three times, it is turned to gold and subjected to the Petrified condition for the duration. The successes and failures don't need to be consecutive; keep track of both until the target collects three of a kind.

If the creature is physically broken while Petrified, it suffers from similar deformities if it reverts to its original state.

If you maintain your Concentration on this spell for the entire possible duration, the creature is turned to gold permanently. Your Dungeon Master will tell you how many pounds of gold and what it is worth.

GIRD FOR BATTLE

1st-level abjuration

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a small piece of wood)

Duration: Concentration, up to 1 minute

Classes: Artificer, Bard, Cleric, Druid, Ranger

You gird up to three creatures of your choice within range for battle. Whenever an attacker that a target can see hits a target with a nonmagical weapon attack before the spell ends, the target can roll a d4 and reduce the damage taken from the attack against it.

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

GLIMPSE THE UNTHINKABLE

6th-level enchantment

Casting Time: 1 action

Range: 150 feet

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

Duration: Concentration, up to 1 minute

Classes: Bard, Sorcerer, Wizard

You call upon the mysteries of the multiverse, visiting all the burden of that knowledge on a single creature. The creature must make a Wisdom saving throw. On a failure, the target of the spell takes 10d10 points of psychic damage and is confused. An confused creature can't take reactions and must roll a d10 at the start of each of its turns to determine its behavior for that turn. On a failure, the creature takes half the damage and is not confused.

d10

Result Behavior

- 1 The creature uses all its movement to move in a random direction. To determine the direction, roll a d8 and assign a direction to each die face. The creature doesn't take an action this turn.
- 2-6 The creature doesn't move or take actions this turn.
- 7-8 The creature uses its action to make a melee attack against a randomly determined creature within its reach. If there is no creature within its reach, the creature does nothing this turn.
- 9-10 The creature can act and move normally.

At the end of each of its turns, an affected target can make a Wisdom saving throw. If it succeeds, this effect ends for that target.



MYSTICAL ARCHIVES
Illus. Dean Spencer

GOLGARI GERMINATION

7th-level conjuration

Casting Time: 1 minute

Range: Self (50-foot radius)

Components: V, S, M (a rotted seed)

Duration: 8 hours

Classes: Druid, Warlock

For the spell's duration, any time a creature dies within a 50-foot radius, that creature's corpse turns into vine blights (*Monster Manual* pg. 32). On each of your turns, you can use a bonus action to mentally command any creature you made with this spell if the creature is within 60 feet of you (if you control multiple creatures, you can command any or all of them at the same time, issuing the same command to each one). You decide what action the creature will take and where it will move during its next turn, or you can issue a general command, such as to guard a particular chamber or corridor. If you issue no commands, the creature only defends itself against hostile creatures. Once given an order, the creature continues to follow it until its task is complete. The creature is under your control for 24 hours, after which it stops obeying any command you've given it. To maintain control of the creature for another 24 hours, you must cast this spell on the creature again before the current 24-hour period ends. This use of the spell reasserts your control over up to four creatures you have animated with this spell, rather than animating a new one. You can only have a number of vine blights equal to half your level under your control with this spell.

GRANITE ARMOR

3rd-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a shard of granite)

Duration: Concentration, up to 1 hour

Classes: Druid, Ranger

You touch a willing creature. Until the spell ends, the target's skin has a rough, stone-like appearance, and the target's AC can't be less than 18, regardless of what kind of armor it is wearing. Additionally, any critical hit against the creature while this spell is active becomes a normal hit.

GRAPESHOT

Transmutation cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a ball bearing, which the spell consumes)

Duration: Instantaneous

Classes: Artificer, Sorcerer, Wizard

You launch a single fiery hot ball bearing at a creature. Make a ranged spell attack against the target. On a hit, the target takes 1d6 fire damage. If you have cast a non-cantrip spell since your last turn, this spell deals additional damage equal to three times the spell level of the last spell that you cast.

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

GRASP OF DARKNESS

2nd-level necromancy

Casting Time: 1 action

Range: 90 feet

Components: V, S

Duration: Concentration, up to 1 minute

Classes: Artificer, Druid, Sorcerer, Wizard

Shadows from the Plane of Shadow lash up from the ground in tendrils, grasping and binding a single Medium-sized or smaller creature you can see within range. For the spell's duration, these tendrils of shadow continue to grasp and bind at the target creature. The target creature must succeed on a Strength saving throw when you cast this spell and at the end of each of its turns during the spell's duration or be restrained by the entangling tendrils of shadow. A creature restrained by the tendrils can use its action to make a Strength check against your spell save DC. On a success, it frees itself. If the creature is ever in the area of a *daylight* spell, this spell ends.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you can target a Large-sized or smaller creature. When you cast this spell using a spell slot of 6th level or higher, you can target a Huge-sized or smaller creature. When you cast this spell using a spell slot of 8th level or higher, you can target a creature of any size with this spell.

GRAVE BETRAYAL

7th-level necromancy

Casting Time: 1 action

Range: 10 feet

Components: V, S, M (an onyx stone worth at least 1,000 gp which is consumed by the casting)

Duration: Concentration, up to 1 minute

Classes: Cleric, Sorcerer, Warlock, Wizard

You bring a single corpse of a non-undead creature back from the dead to serve as your undead servant. The creature's type is now undead and it has all the statistics, abilities, traits, and features it had in life and as a bonus action on your turn you can command it to do as you command during your turn. The creature brought back in this way can have a challenge rating up to 14 or lower. If the creature you target with this spell has a higher challenge rating than 14, the spell fails.

At Higher Levels. When you cast this spell using a spell slot of 8th level or higher, the challenge rating of the creature brought back can be 16 or lower. When you cast this spell using a spell slot of 9th level or higher, the challenge rating of the creature brought back can be 18 or lower.

GRUUL WAR CHANT

3rd-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: V

Duration: Concentration, up to 1 minute

Classes: Druid, Ranger

You perform a war chant that emboldens up to three creatures of your choice within range to be more aggressive. For the spell's duration, the target creatures can make a single additional weapon attack when they take the Attack action.

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

GUARDIAN ANGEL

4th-level enchantment

Casting Time: 1 reaction, taken when another target creature within range takes damage

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

Classes: Cleric, Paladin

You put forward divine defenses against the triggering source of damage, sparing another creature from it. Roll 1d10 + your spellcasting modifier. The amount of damage taken is reduced by the roll's result. For the spell's duration, you can use your reaction to repeat this effect for the same target creature.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, roll an additional 1d10 for the spell's roll for each slot level above 4th.

GUIDING VOICE

Divination cantrip

Casting Time: 1 action

Range: 60 feet

Components: V

Duration: Concentration, up to 1 minute

Classes: Artificer, Cleric, Druid

You encourage one willing creature. Once before the spell ends, the target can roll a d4 and add the number rolled to one saving throw of its choice. It can roll the die before or after making the saving throw. The spell then ends.

HALLUCINATORY OBJECT

2nd-level illusion

Casting Time: 1 minute

Range: 10 feet

Components: V, S

Duration: 24 hours

Classes: Bard, Sorcerer, Wizard

You create the illusion of a single inanimate object that appears, to all intents and purposes, to be real. You can create an illusory wall, door, weapon, or other object. Creatures that view or interact with the illusion are entitled to an Intelligence saving throw to detect the fact that it is false, allowing them to pass through it (in the case of a door) or ignore it entirely. If you create a weapon with this spell, the weapon deals psychic damage instead of its normal damage type if it hits a creature that fails its Intelligence saving throw.

HAND OF FATE

2nd-level divination

Casting Time: 10 minutes

Range: 5 feet

Components: V, S, M (a mummified humanoid hand)

Duration: Concentration, up to 1 hour

Classes: Bard, Cleric, Druid

You cause a ghostly apparition to appear to give you basic guidance about a course of action. Roll one d20 and record the number rolled. You can replace any attack roll, saving throw, or ability check made by you or a creature that you can see with the foretelling roll. You must choose to do so before the roll. The foretelling roll granted by this spell can be used only once and the spell ends once it is used.

HARMONIZE

1st-level divination (ritual)

Casting Time: 1 bonus action

Range: Self (10-foot radius)

Components: V, S, M

Duration: 8 hours

Classes: Bard

You synchronize with a willing spellcaster within 10 feet of you and learn to manipulate magical energies temporarily in a new way. You gain the knowledge of a single spell of 1st level (it doesn't need to be a spell on your class's spellcasting list) of your choice that a creature within 10 feet of you knows or has prepared. For the spell's duration, you know the spell and can cast it using your spell slots.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, you can choose a spell higher than 1st level if its level is less than or equal to the level of the spell slot you used.



MYSTICAL ARCHIVES
Illus. Kii W



HARNESS INFINITY

9th-level divination

Casting Time: 1 action

Range: Self

Components: V, S, M (a prayerbook, spellbook, or lorebook related to your spellcasting)

Duration: 1 hour

Classes: Cleric, Druid, Sorcerer, Warlock, Wizard

For the spell's duration, you are considered to have all spells of 6th-level and lower from your class spell list prepared.

HEALING INFUSION

1st-level evocation

Casting Time: 1 minute

Range: Touch

Components: V, S, M (a small needle or pin)

Duration: 8 hours

Classes: Artificer

You place a single healing infusion on a willing creature you touch. At any point during the spell's duration, you can end this spell as a bonus action and the creature regains a number of hit points equal to 1d6 + your spellcasting ability modifier. You must be within 60 feet of the creature to end the spell in this way. 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 healing increases by 1d6 for each slot level above 1st.

HEAT CONVERSION

Transmutation cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

Classes: Artificer, Druid, Sorcerer, Wizard

You cause the temperature in the air around one creature to lose its heat and transfer that heat to burn another creature. Choose one creature within range. The target must succeed on a Constitution saving throw or take 1d6 cold damage. You may then target another creature within 5 feet of the original creature and it must make a Dexterity saving throw or take 1d6 fire damage. If the first creature failed its saving throw, the fire damage is increased to 1d10.

This spell's damage increases by 1d6 and 1d10 respectively when you reach 5th level (2d6/2d10), 11th level (3d6/3d10), and 17th level (4d6/4d10).

HEALER'S SIGHT

2nd-level divination

Casting Time: 1 action

Range: Self

Components: V, S, M (a small lens, mirror, or piece of glass)

Duration: Concentration, up to 10 minutes

Classes: Artificer, Bard, Cleric, Druid, Paladin, Ranger

You focus on the health and pain of those around you. For the duration, you sense the health of creatures within 30 feet of you and can determine if a creature has been wounded or not. You have advantage on all Wisdom (Medicine) checks made on creatures within this area. Additionally, when you cast this spell and as an action on each subsequent turn in which you maintain concentration on this spell, you can determine the total number of maximum hit points and total hit dice of a single creature within 30 feet. The spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

HOLD AT BAY

1st-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S, M (a piece of granite)

Duration: 1 minute

Classes: Artificer, Bard, Cleric, Druid, Paladin, Ranger

You grant a single creature a magical defense against harm. The first time the target creature would take damage during the spell's duration, roll 1d10 + your spellcasting modifier. The amount of damage taken is reduced by the roll's result.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, roll an additional 1d10 for the spell's roll for each slot level above 1st.

HOLY LANCE

Evocation cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

Classes: Cleric

You hurl a lance of radiant energy at a creature within range. Make a ranged spell attack against the target. On a hit, the target takes 1d6 radiant damage and the first creature that attacks the target before the end of your next turn gains a +2 bonus to its attack roll. The spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

ICE CAGE

4th-level evocation

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

Classes: Druid, Sorcerer, Warlock, Wizard

A storm of ice and freezing wind envelops one creature within range, which must make a Constitution saving throw or take 5d8 cold damage and become encased in an ice cage. If it succeeds on its saving throw, it takes half damage and is not encased. While encased in the ice tomb, the creature is paralyzed and does not need to breathe while the ice cage lasts. The ice cage has 20 hit points and resistance to nonmagical bludgeoning, slashing, and piercing damage. Destroying the ice cage ends the paralyzed effect on the creature.

ILLUSORY AMBUSH

Illusion cantrip

Casting Time: 1 action

Range: varies (see below)

Components: S

Duration: varies (see below)

Classes: Sorcerer, Wizard

When you cast this spell, choose one other cantrip that you know or that you have seen cast in the last 1 minute that deals damage. This spell's range, duration, and effect is treated as if you had cast the selected cantrip, but the damage dealt with this casting is psychic damage instead of the normal type dealt.

INARI'S DEFENSE

1st-level abjuration

Casting Time: 1 reaction, which you take when a creature within 5 feet of you is hit by an attack

Range: 5 feet

Components: V, S

Duration: Instantaneous

Classes: Sorcerer, Wizard

You create an invisible barrier of magical force that protects your ally. The target creature gains a +5 bonus to AC against the triggering attack.

INARI'S ELECTRIC SLIDE

3rd-level conjuration

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: Instantaneous

Classes: Artificer, Sorcerer, Wizard

Briefly surrounded by cackling lightning mist, you teleport up to 50 feet to an unoccupied space that you can see. A line of lightning forming a line the distance you traveled and 5 feet wide blasts between where you began and where you ended this teleportation. Each creature in the line must make a Dexterity saving throw. A creature takes 5d6 lightning damage on a failed save, or half as much damage on a successful one. The lightning ignites flammable objects in the area that aren't being worn or carried.

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

INARI'S SWORD VOLT

3rd-level evocation

Casting Time: 1 bonus action

Range: Touch

Components: V, S, M (a melee weapon that deals slashing or piercing damage)

Duration: Concentration, up to 1 minute

Classes: Sorcerer, Wizard

You touch a single melee weapon that deals slashing or piercing damage and imbue it with a deadly charge of lightning. The next time you make a melee weapon attack during the spell's duration, the weapon itself transforms into a bolt of lightning. Make the attack roll as normal. The target takes 4d8 lightning damage on a hit, or half as much damage on a miss, instead of the weapon's normal damage. Whether you hit or miss, the target must make a Wisdom saving throw or become stunned until the end of your next turn.

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



INCITE HYSTERIA

4th-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: 1 minute

Classes: Bard, Sorcerer, Warlock, Wizard

You cause all creatures of your choice within range to experience uncontrollable emotions and despair. Each creature targeted by this spell must succeed on a Wisdom saving throw. On a failure, the creature falls into fits of uncontrollable laughing or crying (your choice). The creature is unable to attack, cast spells, concentrate on spells, or do anything else requiring attention. The only action a creature can take is the Dash action.

If a creature under the effect of this spell takes damage, it makes another Wisdom saving throw. On a successful save, the effect ends for it.

INDOMITABLE WILL

1st-level abjuration

Casting Time: 1 action

Range: Self (30 feet)

Components: V, S, M (a holy symbol or sacred text)

Duration: Instantaneous

Classes: Cleric, Paladin

Your divine will extends out from you in a 30-foot radius around you. Creatures of your choice have advantage on saving throws against effects that cause the frightened condition and on death saving throws while within the aura. Until the spell ends, you can use your bonus action to have one dying creature regain 1 hit point or remove the frightened condition from one creature in the spell's area. Using this bonus action ends the spell.

INDUCE PARANOIA

5th-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

Classes: Bard, Sorcerer, Warlock, Wizard

You cause all creatures of your choice within range to be instilled with a feeling of paranoia. Each creature targeted by this spell must succeed on a Wisdom saving throw. On a failure, the creature takes 5d10 psychic damage and is paranoid. If it succeeds on its saving throw, it takes half damage and is not paranoid. A paranoid creature restricts its movement to avoid any physical contact, even with allies. If a paranoid creature starts its turn or willingly moves adjacent to another creature, it takes 2d10 psychic damage and has disadvantage on attack rolls.

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.

INFURIATE

Enchantment cantrip

Casting Time: 1 action

Range: Touch

Components: V

Duration: 1 round

Classes: Bard, Sorcerer, Wizard

You enrage and press a willing allied creature within range to fight more wildly. The target has advantage on its next melee weapon attack made before the start of your next turn. If the attack hits and the target rolls a 1 or 2 on a weapon's damage die, it treats that result as a 3 instead.

INTERPRET THE SIGNS

7th-level divination

Casting Time: 1 minute

Range: Self

Components: V, S

Duration: Instantaneous

Classes: Cleric, Druid, Sorcerer, Wizard

You expend this magical energy to regain some of your expended magical energy back. When you finish casting this spell, you can choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than seven, and none of the slots can be 6th level or higher.

INVOKE THE FIREMIND

5th-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

Classes: Sorcerer, Wizard

This spell has two methods of casting it, both drawing from the same source: an invocation of the Firemind. You create one of the following magical effects:

- You can choose expended spell slots to recover. The spell slots can have a combined level of 5.
- Make a ranged spell attack against a single creature within range. On a hit, the target takes 8d10 fire damage and half as much damage if you miss.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher and choose the first option, the combined level of the spell slots you recover increases by 1 for each slot level above 5th. When you cast this spell using a spell slot of 6th level or higher and choose the second option, the damage is increased by 1d10 for each slot level above 5th.

JUSTICE STRIKE

Enchantment cantrip

Casting Time: 1 action

Range: 30 feet

Components: V

Duration: Instantaneous

Classes: Cleric

You speak a word of command at one target creature. The creature must succeed on a Wisdom saving throw. On a failure, the creature takes damage as if it had hit itself with its own melee attack.

This spell deals additional 1d8 psychic damage to the creature when you reach 5th level. This spell's damage increases by 1d8 when you reach 11th level (2d8) and 17th level (3d8).

KARDIFF'S BOUNCING BOMB

Evocation cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a small string covered in gunpowder)

Duration: Instantaneous

Classes: Wizard

You cause a burst of flame to erupt from you towards a creature you can see within range and detonate on impact. Make a ranged spell attack against the target. On a hit, the target takes 1d6 fire damage. You can elect to use a creature you hit with this spell during your last turn as the source of the spell, drawing sight and measuring range from the creature instead of from yourself.

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

LASH OF MALICE

Necromancy cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: 1 round

Classes: Cleric, Druid, Warlock

You send forth a stream of necromantic ink at a creature within range which empowers the creature's weapons at the cost of its own vitality. If the creature is unwilling, the creature makes a Constitution saving throw. On a failure or if the creature is willing, the

creature takes 1d4 necrotic damage. Until the start of your next turn, the creature deals an additional 1d4 necrotic damage with melee weapon attacks it hits with.

This spell's damage dealt to the target creature and the additional damage the creature deals with melee weapon attacks increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

LIFT UP

Transmutation cantrip

Casting Time: 1 bonus action

Range: 60 feet

Components: V, S, M (a small feather)

Duration: Instantaneous

Classes: Artificer, Bard, Cleric, Druid

You cause one prone creature within range to stand up.

LIGHTNING HELIX

2nd-level evocation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (an empty bottle)

Duration: Instantaneous

Classes: Druid, Sorcerer, Warlock, Wizard

You cause a pair of lightning bolts to fly at a target creature within range, creating a feedback loop that causes the target damage that heals you. Choose one creature that you can see within range to make a Dexterity saving throw. The target takes 4d6 lightning damage on a failed saving throw and half as much on a successful one. You regain hit points equal to half the damage dealt to the target.

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.

LIGHTNING STRIKE

Evocation cantrip

Casting Time: 1 action

Range: 300 feet

Components: V, S

Duration: Instantaneous

Classes: Sorcerer, Wizard

You cause a lance of lightning to appear and strike a creature of your choice that you can see within range. The target must succeed on a Dexterity saving throw or take 1d6 lightning damage.

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

LIGHTNING VOLLEY

5th-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

Classes: Cleric, Sorcerer, Warlock, Wizard



You give the power of lightning to up to three creatures of your choice within range. For the spell's duration, the target can take the following action: You hurl a lance of lightning at a single target creature you can see within 150 feet. Make a ranged weapon attack. You are considered proficient with this attack and can use either Strength, Dexterity, or your spellcasting modifier. On a hit, the target takes 2d10 lightning damage.

At Higher Levels: When you cast this spell using a spell slot of 7th level or higher, you can target one additional creature and the granted action deals an additional 1d10 lightning damage. When you cast this spell using a spell slot of 9th level or higher, you can target any number of creatures within range.

LOREHOLD COMMAND

5th-level conjuration

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

Classes: Bard, Cleric, Sorcerer, Wizard

When you cast this spell, choose two of the following effects:

- You call forth a Spirit Statue Mascot. It manifests in an unoccupied space that you can see within 30 feet. The creature disappears when it drops to 0 Hit Points or when the spell ends. The creature is an ally to you and your companions. In combat, the creature shares your Initiative count, but it takes its turn immediately after yours. It obeys your verbal commands (no action required by you). If you don't issue any, it takes the Dodge action and uses its move to avoid danger. As long as the Spirit Statue Mascot created by this spell is adjacent to you, all attack rolls made against either you or the mascot are made with disadvantage. The creature's statistics can be found in *Strixhaven: A Curriculum of Chaos*.
- For the spell's duration, whenever an allied creature makes an attack or damage roll while within 30 feet of you before the spell ends, the target can roll a d4 and add the number rolled to the attack roll or damage roll.
- One target creature within 30 feet of you must succeed on a Dexterity saving throw or take 3d8 radiant damage. If the creature takes damage from this effect, one other creature of your choice within 30 feet regains hit points equal to the damage dealt.
- For the spell's duration, you can take the Dash, Disengage, Dodge, Hide, Help, Shove, or Use Object action as a bonus action.

At Higher Levels: When you cast this spell using a spell slot of 7th level, you can choose one additional effect (three total). When you cast this spell using a spell slot of 9th level, you can choose one additional effect (four total).

LOREMASTER'S CLARITY

7th-level divination

Casting Time: 1 hour

Range: Self

Components: V, S, M (an hourglass-shaped diamond worth at least 1,000 gp, which the spell consumes)

Duration: Instantaneous

Classes: Bard, Wizard

Upon casting this spell, you can see and hear into the past, getting a clear look at what happened in the past where you stand. The clarity of this spell depends on the amount of time you wish to observe. Viewing a few days in the past will be much more vivid than events that happened a century or more ago. Choose one of the following options upon casting.

Days. You view events that have happened within the past twenty days. You gain detailed knowledge of the creatures, conversations, and events that have happened at your location.

Weeks. You view a summary of the events of the past, stretching back up to twenty weeks. You are unable to discern exact details, but you know all the creatures that have been in the location and the highlights of conversations and events.

Years. You attain a general idea of events stretching back up to twenty years. You view only noteworthy events such as deaths, battles, scenes of great emotion, important discoveries, and significant happenings. The fine details of conversations and creatures of minor historical note are lost in the sands of time.

Centuries. You gain a general idea of the events of the past, stretching back up to five centuries. You notice only the most historically significant events. If no books or tales would be written about it, even if it were something that were hidden from history, then it isn't revealed to you.

MAGIC AMPLIFICATION

5th-level transmutation

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: 1 round

Classes: Wizard

You can use your action this turn to cast a 1st-3rd level spell without using a higher level spell slot despite having already cast a non-cantrip spell this turn. Any spell cast in this way is treated as if it were cast using a spell slot five levels higher than the spell slot actually used.

MAGMA JET

4th-level conjuration

Casting Time: 1 action

Range: Self (100-foot line) or 150 feet (see description)

Components: V, S, M (a piece of volcanic rock)

Duration: Instantaneous

Classes: Druid, Sorcerer, Wizard

A stream of magma forming a line 100 feet long and 5 feet wide blasts out from you or from a pool of magma/lava within range that you can see in a direction you choose. Each creature in the line must make a Dexterity saving throw. A creature takes 4d10 fire damage on a failed save, or half as much damage on a successful one. Additionally, a creature that failed its saving throw takes 2d10 fire damage at the end of its next turn. The magma ignites flammable objects in the area that aren't being worn or carried.

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

MAGMA OPUS

8th-level conjuration

Casting Time: 1 action

Range: 300 feet

Components: V, S

Duration: Concentration, up to 1 hour

Classes: Bard, Sorcerer, Wizard

An elemental formed of raw flowing flame erupts from a point you can see within range. Each creature in a 20-foot-radius sphere centered on that point must make a Dexterity saving throw. A target takes 5d6 fire damage and 5d6 bludgeoning damage on a failed save, or half as much damage on a successful one. An elemental then manifests in a space centered on the point. All creatures that would occupy that space are pushed to the nearest unoccupied space. This elemental form uses the Magma Opus stat block. The creature resembles any humanoid creature of your choice, but is always of a Large size and is always made of burning red, blue, and yellow elemental energy. The creature disappears when it drops to 0 hit points or when the spell ends.

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

MAGNUS'S DARK BEAST

3rd-level conjuration

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a ball of sulfur)

Duration: Concentration, up to 1 minute

Classes: Warlock

You summon forth a hell hound that is bound directly to you. The hell hound appears in an unoccupied space within range and is in every way identical to the hell hound in the *Monster Manual* but requires you to control it for all of its actions. You can control it to move or make its bite attack as a bonus action or to use its fire breath once during the duration as an action on your turn. Whenever the hell hound takes damage, you also take an equal amount of damage.

MAGNUS'S MASTERY

7th-level enchantment

Casting Time: 1 action

Range: Self

Components: V

Duration: Instantaneous

Classes: Wizard

When you cast this spell, you can immediately change your list of prepared spells as if you had completed a long rest.

MAGNUS'S SOUL TILT

2nd-level necromancy

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

Classes: Warlock

Make a melee spell attack against a creature you can reach. On a hit, the target takes 3d10 necrotic damage. You gain temporary hit points equal to half the damage dealt.

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.

MASCOT EXHIBITION

3rd-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 hour

Classes: Artificer, Bard, Cleric, Druid, Paladin, Ranger, Sorcerer, Warlock, Wizard

You summon mascots that appear in unoccupied spaces that you can see within range. You summon one Art Elemental Mascot, one Fractal Mascot, one Inkling Mascot, one Pest Mascot, and one Spirit Statue Mascot. Each mascot disappears when it drops to 0 hit points or when the spell ends. The summoned creatures 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. The creatures' statistics can be found in *Strixhaven: A Curriculum of Chaos*.

At Higher Levels: When you cast this spell using certain higher-level Spell Slots, more creatures appear: twice as many with a 5th-level slot, three times as many with a 7th-level slot, and four times as many with a 9th-level slot.

MASTER WARCRAFT

6th-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a dragonchess piece)

Duration: Instantaneous

Classes: Bard, Cleric, Druid, Sorcerer, Wizard

You set forth an arcane stratagem and employ it on all creatures within range, allowing you to move them like pieces on a dragonchess board. All creatures within range make a Wisdom saving throw and willing creatures can automatically fail this save. On a failure, you can command the creature to move up to its speed and take the Attack action or the Cast a Spell action. If you command a creature to use the Attack action, it can only attack with a weapon it is currently wielding. If the creature has the Multiattack ability, you can use this instead of the Attack action. If you use the Cast a Spell action, the creature can only cast a cantrip spell it knows. You choose all targets for attacks and spells cast in this way.

MASTERFUL REPLICATION

5th-level conjuration

Casting Time: 10 minutes

Range: Touch

Components: V, S

Duration: Concentration, up to 1 hour

Classes: Artificer You create a temporary duplicate of a magical item you touch during the casting time of this spell. The magic item duplicated can be of rare or lower rarity. The duplicate magic item functions identically to the original. If the item requires attunement, you can select one creature that you can touch and attune the item to that creature for the spell's duration.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the magic item you duplicate with this spell can be of very rare rarity. When you cast this spell using a spell slot of 9th level or higher, the magic item you duplicate with this spell can be of legendary rarity.

MESSENGER'S SPEED

Transmutation cantrip

Casting Time: 1 action

Range: Touch

Components: V, S, M (a piece of tortoise shell)

Duration: 1 round

Classes: Artificer, Bard, Cleric, Druid, Sorcerer, Wizard

You give a touched creature a burst of magical speed. Until the start of your next turn, the target's speed is doubled and opportunity attacks made against it for movement are made with disadvantage. If you select yourself as the target of this spell, you can take the Dash action as a bonus action during the same turn that you cast it.

MIND'S DESIRE

6th-level divination

Casting Time: 1 minute

Range: Self

Components: V, S, M (a spellbook)

Duration: Instantaneous

Classes: Wizard

You change your list of prepared spells as if you completed a long rest.

MINDSTAB

Enchantment cantrip

Casting Time: 1 action

Range: 5 feet

Components: S, M (a dagger)

Duration: 1 round

Classes: Bard, Sorcerer, Warlock, Wizard As part of the action used to cast this spell, you must make a melee attack with a dagger 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 head of the creature becomes

wreathed in psychic energy until the start of your next turn. If the target makes an attack that doesn't include you as a target, it immediately takes 1d6 psychic damage, and the spell ends.

This spell's damage increases when you reach higher levels. At 5th level, the melee attack deals an extra 1d6 psychic damage to the target, and the damage the target takes for attacking another creature increases to 2d6. Both damage rolls increase by 1d6 at 11th level and 17th level.

MISDIRECTION

Enchantment cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a parchment and charcoal)

Duration: Instantaneous

Classes: Bard

You cloud the mind of a creature you can see within range and make it move in a way of your choosing. The target must succeed on a Wisdom saving throw or take 1d4 psychic damage and move up to its speed in a direction of your choosing. This movement does not provoke opportunity attacks and cannot force the creature to move into a clearly hazardous space (such as off a cliff, into the area of a spell's effect, etc.).

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

MORTAL COIL

Necromancy cantrip

Casting Time: 1 action

Range: 10 feet

Components: V, S, M (a dagger)

Duration: Instantaneous

Classes: Cleric, Sorcerer, Warlock, Wizard

You create a lash of necrotic energy that strikes one creature within range. The target must succeed on a Strength saving throw or be pushed up to 10 feet in a straight line away from you. If this movement is blocked by another creature or it ends the movement within 5 feet of another creature, both creatures take 1d6 necrotic damage. Otherwise, the target takes 1d6 necrotic damage.

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

MORTALITY SPEAR

4th-level necromancy

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

Classes: Druid, Sorcerer, Warlock, Wizard

You launch a lance of green necrotic energies at a single creature within range. Make a ranged spell attack. On a hit, the target takes 10d8 necrotic damage.

At Higher Levels: When you cast this spell using a spell slot of 5th level or higher, the damage increases by 2d8 for each slot level above 5th.

MORTAL'S ARDOR

1st-level enchantment

Casting Time: 1 action

Range: Touch

Components: V, S, M (a piece of parchment)

Duration: Concentration, up to 10 minutes

Classes: Artificer, Bard, Cleric, Paladin

You raise the zeal and might of a single creature you touch, inspiring them to fight harder. For the spell's duration, the touched creature treats rolls of a 1 or 2 on a melee weapon's damage die as a 3 instead. Additionally, the touched creature gains 2 temporary hit points if it hits with a melee weapon attack during the spell's duration.

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

MORTAL'S RESOLVE

1st-level enchantment

Casting Time: 1 action

Range: Touch

Components: V, S, M (a piece of parchment)

Duration: Concentration, up to 10 minutes

Classes: Artificer, Bard, Cleric, Paladin

You steady the resolve, inspiring them to fight with more determination. For the spell's duration, bludgeoning, piercing, and slashing damage that the target creature takes from nonmagical weapons is reduced by 2. Additionally, the creature has advantage on death saving throws and treats any death saving throw roll of an 18 or 19 as a 20.

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

MOSH

4th-level illusion

Casting Time: 1 action

Range: Self

Components: V, S (hand-horns)

Duration: 1 minute

Classes: Bard

Three illusory duplicates of yourself appear in your space and begin to dance in a violent fashion along with you. Until the spell ends, the duplicates move with you and violently dance around you, shifting position so it's impossible to track which image is real. You can use your action to dismiss the illusory duplicates. Each time a creature targets you with an attack during the spell's duration, roll a d20 to determine whether the attack instead targets one of your duplicates. If you have three or more duplicates, you must roll a 6 or higher to change the attack's target to a duplicate. With two duplicates, you must roll an 8 or higher. With one duplicate, you must roll an 11 or higher. A duplicate's AC equals 10 + your Dexterity modifier. If an attack hits a duplicate, the duplicate is destroyed. A duplicate can be destroyed only by an attack that hits it. It ignores all other damage and effects. The spell ends when all three duplicates are destroyed. A creature is unaffected by this spell if it can't see, if it relies on senses other than sight, such as blindsight, or if it can perceive illusions as false, as with truesight. Additionally, creatures that move within 5 feet of you, make a melee attack against you, or end their turn within 5 feet of you take 1d6 psychic damage per duplicate you have.

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

NECROBITE

2nd-level necromancy

Casting Time: 1 action

Range: Touch

Components: V, S, M (bones of a snake)

Duration: Concentration, up to 1 minute

Classes: Artificer, Bard, Cleric, Paladin

You fill a touched creature with the potency of death. Until the spell ends, the creature's weapon and unarmed attacks deal an extra 2d6 necrotic damage on a hit.

NECROTIC WOUND

Necromancy cantrip

Casting Time: 1 action

Range: 5 feet

Components: V, S

Duration: Instantaneous

Classes: Cleric, Sorcerer, Warlock, Wizard

You touch a creature and give it a necrotic wound. Make a melee spell attack. On a hit, the creature gains a wound. At the start of each turn of a creature with a wound, it takes 1d4 necrotic damage for each time you've wounded it, and it can then make a Constitution saving throw after taking the damage, ending the effect of all such wounds on itself on a success. A creature can have a maximum of three wounds from this spell.

Alternatively, the wounded creature, or a creature within 5 feet of it, can use an action to make a Wisdom (Medicine) check with a DC equal to your spell save DC, ending the effect of such wounds on it on a success.

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

OCULAR HALO

5th-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S, M (a newt's eye)

Duration: 8 hours

Classes: Cleric, Druid, Warlock

You grow a set of eyes that encircle your head like a crown. You see in all directions, and you have advantage on Wisdom (Perception) checks that rely on sight. You have darkvision out to a range of 120 feet. You can see invisible creatures and objects, as well as see into the Ethereal Plane, out to a range of 120 feet. The eyes of the halo can't be closed or averted. Although you can close or avert your own eyes, you are never considered to be doing so while under the effects of this spell.

OMEN OF THE DEAD

1st-level necromancy

Casting Time: 1 reaction, which you take after a dying creature in range rolls a death saving throw

Range: 30 feet

Components: V, S

Duration: Instantaneous

Classes: Cleric, Warlock

You shift the certainty of death, altering a dying creature's fate. The triggering death saving throw's d20 roll is treated as a roll of a 20.

OMEN OF THE FORGE

1st-level evocation

Casting Time: 1 reaction, which you take when a creature within range hits with a weapon attack

Range: 30 feet

Components: V, S

Duration: Instantaneous

Classes: Artificer, Cleric

Damage the triggering weapon attack deals is treated as magical for the purposes of overcoming resistance and it deals an additional 1d10 damage of the same type normally dealt by the weapon.

OMEN OF THE HUNT

1st-level transmutation

Casting Time: 1 reaction, which you take when a creature within range casts a spell of 2nd level or lower that targets one creature

Range: 30 feet

Components: V, S

Duration: Instantaneous

Classes: Cleric, Druid, Ranger

You grant one creature within range a burst of energy when they expend magical energy and the spell is avoided. If the triggering target creature misses with the triggering spell's spell attack roll or if the triggering spell is saved against and does not generate an effect on a failed saving throw, the caster of the spell regains the spell slot expended on the spell.

OMEN OF THE SEA

1st-level divination

Casting Time: 1 reaction, which you take when a creature within range takes an action

Range: 30 feet

Components: V, S

Duration: Instantaneous

Classes: Cleric, Sorcerer, Wizard

You look through the ever-roiling nature of a creature and analyze its true nature. The triggering creature must make a Charisma saving throw. On a failure, you learn one of the following characteristics of the creature of your choice:

- Any one ability score and if proficient with that ability score's saving throws
- Armor Class
- Current and maximum hit points

OMEN OF THE SUN

1st-level conjuration

Casting Time: 1 reaction, which you take when you are hit by an attack

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

Classes: Cleric, Paladin

You conjure forward two sun soldiers to protect you after you are attacked. The sun soldiers appear in an unoccupied space adjacent to you. A guard is celestial creatures and disappears when it drops to 0 hit points or when the spell ends. The summoned creature is friendly to you and your companions. Roll initiative for the summoned creatures, which have their own turns. The sun soldiers obey any verbal commands that you issue to them, requiring an action from you if either guard takes an action as a part of following the command. If you don't issue any commands to them, they defend themselves from hostile creatures, but otherwise take no actions. See the appendix for this creature's statistics.

OVERWHELM

6th-level transmutation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a dragonchess piece)

Duration: Concentration, up to 1 minute

Classes: Druid

You fill up to three creatures of your choice within range with the primal power to overwhelm their foes. The target creatures regain 10 hit points and gain 10 temporary hit points. Before the creature makes an attack with a weapon, it can choose to take a -5 penalty to the attack roll. If the attack hits, the creature adds +10 to the attack's damage. Additionally, when the creature rolls damage for a weapon attack, it can reroll the weapon's damage dice and use either total.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, you can target one additional creature for each slot level above 6th.

PANIC ATTACK

Enchantment cantrip

Casting Time: 1 action

Range: 60 feet

Components: V

Duration: Instantaneous

Classes: Bard

You speak words filled with enchantment magic that raise the anxiety in a creature. If the target can hear you (though it need not understand you), it must succeed on a Wisdom saving throw. On a failure, the creature cannot take reactions until the start of your next turn and the next attack roll made against it before the start of your next turn is made with advantage.

PAPPAVIC'S LASH

1st-level transmutation

Casting Time: 1 action

**Range:* Self

Components: V, S, M (a vine or root, and a whip)

Duration: 10 minutes

Classes: Artificer, Druid, Ranger, Sorcerer, Wizard

You transform the material of a whip you are holding into a long, vine-like thorny whip. For the duration, you are considered proficient with whips and you can use your spellcasting ability instead of Strength or Dexterity for the attack and damage rolls of melee attacks using that weapon, and the weapon's damage die becomes a d8. The weapon also becomes magical, if it isn't already and the weapon can be used to make attacks against creatures or objects within 15 feet of you and you can pull a hit target 10 feet towards you. Additionally, you can connect the whip to structure (such as a branch or a chandelier) as an action. You can then use the whip as a swing or rope and can break the connection as a free action. The spell ends if you cast it again or if you let go of the weapon.

PAPPAVIC'S MIASMA

2nd-level conjuration

Casting Time: 1 action

Range: 120 feet

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

Duration: Concentration, up to 10 minutes

Classes: Druid, Ranger, Sorcerer, Wizard

You create a 20-foot-radius sphere of fog centered on a point within range. The sphere spreads around corners, and its area is heavily obscured. It lasts for the duration or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it. When a creature enters the spell's area for the first time on a turn or starts its turn there, that creature must make a Constitution saving throw. The creature is poisoned on a failed save. The poisoned condition ends if the creature ends its turn outside of the fog. Creatures are affected even if they hold their breath or don't need to breathe. The fog moves 10 feet away from you at the start of each of your turns, rolling along the surface of the ground. The vapors, being heavier than air, sink to the lowest level of the land, even pouring down openings.

PARALLELECTRIC FEEDBACK

2nd-level evocation

Casting Time: 1 reaction, which you take when you see a creature within 60 feet of you casting a spell

Range: 60 feet

Components: S

Duration: Instantaneous

Classes: Sorcerer, Wizard

You cause the spell energy used by a creature within range that is casting a spell to have a backlash effect. As a part of casting the spell, the creature takes 1d6 lightning damage for each level of the spell cast. If the spell cast is a cantrip, the creature takes no damage from this spell.

PEREGRINATION

3rd-level abjuration

Casting Time: 10 minutes

Range: 30 feet

Components: V, S

Duration: 8 hours

Classes: Druid, Ranger

Cast this spell at the beginning of traveling with up to 6 target creatures you can see within range. Traveling at a normal or slow pace is considered light and non-strenuous activity for the purposes of taking a short or long rest. If the travel is uninterrupted, creatures that would require sleep or downtime (from traits like an elf's trance racial feature) are considered to have rested.

PHANTOM CAGE

Illusion cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a key)

Duration: 1 round

Classes: Sorcerer, Wizard

You create a minor illusory effect of a barbed cage around a one target creature. The creature must succeed on a Wisdom saving throw. On a failure, the creature takes 1d6 psychic damage and it becomes surrounded by the cage illusion until the start of your next turn. If the target willingly moves before then, it immediately takes 1d6 psychic damage, and the spell ends.

This spell's damage increases when you reach higher levels. Both damage rolls increase by 1d6 at 5th level (2d6/2d6), 11th level (3d6/3d6), and 17th level (4d6/4d6).

PIERCE THE VOID

Conjuration cantrip

Casting Time: 1 action

Range: 60 feet

Components: S, M (a dagger that deals piercing damage)

Duration: Instantaneous

Classes: Sorcerer, Warlock, Wizard

You stab a dagger through space at a creature within range. Make a melee spell attack against a creature within range. On a hit, you deal 1d4 + your spellcasting ability modifier piercing damage.

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

PIGMENT STORM

5th-level evocation

Casting Time: 1 action

Range: Self

Components: V, S, M (a paint brush)

Duration: Instantaneous

Classes: Bard, Cleric, Druid, Sorcerer, Warlock, Wizard

A rain of prismatic energy descends in a vertical column from above a single target creature you specify. You choose acid, cold, fire, lightning, poison, or thunder for the type of rain you create. Each creature in a 10-foot-radius, 40-foot-high cylinder centered on the target creature within range must make a Dexterity saving throw. A creature takes 5d10 damage of the type chosen on a failed save, or half as much damage on a successful one. The targeted creature's damage is increased by an additional 1d10 for each creature in the spell's area that was reduced to 0 hit points by this spell's damage.

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.

PINNACLE OF RAGE

6th-level transmutation

Casting Time: 1 action

Range: Self

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

Duration: Concentration, up to 10 minutes

Classes: Cleric, Sorcerer, Warlock, Wizard



MYSTICAL ARCHIVES
Illus. Kii W.

You bestow yourself with the power and might of a primal warrior. Until the spell ends, you can't cast spells, and you gain the following benefits:

- You gain 50 temporary hit points. If any of these remain when the spell ends, they are lost.
- You have advantage on attack rolls that you make with simple and martial weapons using Strength.
- When you hit a target with a weapon attack using Strength, that target takes an extra 5 damage.
- You have proficiency with all simple and martial weapons.
- You can attack twice, instead of once, when you take the Attack action on your turn. You ignore this benefit if you already have a feature, like Extra Attack, that gives you extra attacks.
- You have resistance to nonmagical bludgeoning, piercing, and slashing damage.

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

POLLENBRIGHT WINGS

6th-level transmutation

Casting Time: 1 action

Range: Touch

Components: S

Duration: Concentration, up to 10 minutes

Classes: Druid, Sorcerer, Warlock, Wizard

You cause a pair of pollenbright wings to grow on the back of a single willing creature you touch. The target gains a flying speed of 60 feet for the duration. When the spell ends, the target falls if it is still aloft, unless it can stop the fall. Once per turn, any time the creature hits with an attack roll and does damage, a single vine blight (see *Monster Manual*) is created in a space adjacent to the hit creature and it attacks the hit creature until the hit creature is reduced to 0 hit points or the spell's duration ends. If the creature moves away from the vine blights created by this spell, they move towards the hit creature up to their speed. If there is no unoccupied space near a hit target, then no vine blight is created.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, you can target one additional creature for each slot level above 6th.

PORTAL TRACE

2nd-level divination

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

Classes: Artificer, Bard, Cleric, Druid, Paladin, Ranger, Sorcerer, Warlock, Wizard

You divine the nature of lingering teleportation magic to discern where a creature has gone. You target the space a creature was in before it teleported using a spell or feature within the last minute or magical gateway within range. If the creature used a spell of 2nd level or lower or a method of

teleportation that was not from a spell (such as a class or racial feature or a magical gateway), you automatically discern where the creature has teleported to. You know how far away it teleported and in what direction. If the creature's teleportation method designated a specific location (as the spell *teleport*), you know the exact location the creature teleported to. If the teleportation spell was of 3rd level or higher, make an ability check using your spellcasting ability. The DC equals 10 + the spell's level. On a successful check, you learn the location where the spell teleported the creature. If you target a magical gateway with this spell, you learn where a creature would go if it were to enter the gateway.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, you automatically where a creature teleported to if the teleportation spell's level is equal to or less than the level of the spell slot you used.

PORTENT OF BETRAYAL

3rd-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: 1 round

Classes: Cleric, Sorcerer, Warlock, Wizard

You attempt to beguile a humanoid that you can see within range. It must succeed on a Wisdom saving throw or be charmed by you until the start of your next turn. If you or creatures that are friendly to you are fighting it, it has advantage on the saving throw.

While the target is charmed, you have a telepathic link with it as long as the two of you are on the same plane of existence. You can use this telepathic link to issue commands to the creature while you are conscious (no action required), which it does its best to obey. You take total and precise control of the target. Until the start of your next turn, the creature takes only the actions you choose, and doesn't do anything that you don't allow it to do. During this time you can also cause the creature to use a reaction, but this requires you to use your own reaction as well. If the creature takes damage during the spell's duration, the spell ends immediately.

PRAYER OF SHIELDING

Abjuration cantrip

Casting Time: 1 action

Range: 10 feet

Components: V, M (a holy symbol)

Duration: 1 round

Classes: Cleric

You extend your holy symbol toward a creature within range and utter a short prayer of protection, surrounding the target with a faint halo of light. The first time that creature is hit by a melee attack during the spell's duration, it can roll a d4 and add the result to its AC against that attack.

PRISMARI COMMAND

5th-level evocation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 1 round (see text)

Classes: Bard, Cleric, Sorcerer, Wizard

When you cast this spell, choose two of the following effects:

- Make a ranged spell attack targeting a single creature within 60 feet. The creature takes 6d6 fire damage on a hit or half as much damage if you miss.
- Target creature with "Recharge X-Y" special abilities must make a Wisdom saving throw for each such ability. On a failure, the special ability is considered to have been used and the creature cannot roll to recharge for the special ability until after the start of your next turn.
- You recover a single expended 2nd-level spell slot or two 1st-level spell slots.
- Target magic item you can see within 60 feet loses all magic properties until the start of your next turn. If the magic item is being worn or carried, the creature wearing or carrying it can make a Charisma saving throw. On a success, this spell does not effect the magic item.

At Higher Levels: When you cast this spell using a spell slot of 7th level, you can choose one additional effect (three total). When you cast this spell using a spell slot of 9th level, you can choose one additional effect (four total).



MYSTICAL ARCHIVES
Illus. Samantha Darcy

PROVOKE

Enchantment cantrip

Casting Time: 1 action

Range: 10 feet

Components: V

Duration: 1 round

Classes: Bard, Sorcerer, Wizard

You engage in an annoying manner that raises the ire of a creature in range. If the target can hear you (though it need not understand you), it must succeed on a Wisdom saving throw or take 1d4 psychic damage and it has disadvantage on all attack rolls it makes before the start of your next turn that are not for attacks made targeting you.

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

PSYCHIC DRAIN

2nd-level necromancy

Casting Time: 1 action

Range: 60 feet

Components: S

Duration: Instantaneous

Classes: Bard, Sorcerer, Warlock, Wizard

You cause a direct link with a single creature's mind and drain the target psychically. The target must make a Wisdom saving throw. The target takes 4d6 psychic damage on a failed save, or half as much damage on a successful one. You gain temporary hit points equal to half the amount of damage dealt.

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.

QUANDRIX COMMAND

5th-level abjuration

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

Classes: Druid, Ranger, Sorcerer, Wizard

When you cast this spell, choose two of the following effects:

- One target creature within 60 feet of you that you can see must make a Constitution saving throw. On a failure, the creature is pushed 50 feet. Additionally, the target creature moves at half speed when moving closer to you for the spell's duration.
- Once during the spell's duration, you can use your reaction when a magic item that you can see is activated within 60 feet of you to stop the magic item from creating the desired effect. When you use this reaction, make an ability check using your spellcasting ability. The DC equals 15 for a common magic item, 16 for an uncommon magic item, 17 for a rare magic item, 18 for a very rare magic item, 19 for a legendary magic item, and 20 for an

artifact. On a success, the magic item's activated feature fails and has no effect.

- One target creature within 60 feet that you can see has advantage on Strength and Constitution checks for the spell's duration. It also gains 2d6 temporary hit points, which are lost when the spell ends.
- Once when you cast this spell and as an action on your turn during the spell's duration, you can teleport up to 90 feet to an unoccupied space of your choice that you can see.

At Higher Levels: When you cast this spell using a spell slot of 7th level, you can choose one additional effect (three total). When you cast this spell using a spell slot of 9th level, you can choose one additional effect (four total).

QUICKCHANGE

Transmutation cantrip

Casting Time: 1 action

Range: 10 feet

Components: S

Duration: See below

Classes: Bard

This spell is a minor magical trick that entertainers use to great effect. You create one of the following magical effects:

- You change your clothing that you are wearing with another unoccupied outfit within range. This can be another outfit in a container that you are aware of as long as you could normally open the container to access the outfit. Additionally, you can use this to don or doff a set of light or medium armor immediately, so long as you are not already wearing a set of armor.
- You change the style, color, and apparent quality of an outfit you are wearing. The outfit's weight doesn't change. Regardless of its appearance, the outfit can't be anything but an outfit. Although it can duplicate the appearance of magical clothing, it doesn't gain any magical properties. This effect lasts 1 hour.
- You magically mend a single outfit you are wearing to counteract daily wear and tear. Pieces of the outfit that are destroyed can't be repaired in this way. This mending is permanent.

RAIN OF EMBERS

Evocation cantrip

Casting Time: 1 action

Range: 10 feet

Components: V, S

Duration: Instantaneous

Classes: Druid, Sorcerer, Wizard

You conjure a burst of fiery embers from your hands. Each creature in a 10-foot cone must make a Dexterity saving throw. A creature takes 1d4 fire damage on a failed save, or half as much damage on a successful one. The fire ignites any flammable objects in the area that aren't being worn or carried.

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

RAKASH'S PACIFIER

2nd-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

Classes: Sorcerer, Warlock, Wizard

One humanoid of your choice that you can see within range must succeed on a Wisdom saving throw or become charmed by you for the duration. While the target is charmed in this way, a ghostly clock appears above the creature, and a soft blue glow of calmness appears in its eyes. The charmed target cannot use its action to make attacks on each of its turns during the duration. Additionally, the target cannot use its action to cast spells that would deal damage. The target can act normally on its turn otherwise. The target can make a Wisdom saving throw at the end of each of its turns. On a success, the spell ends.

RAKASH'S TIME SAP

3rd-level necromancy

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

Classes: Sorcerer, Warlock, Wizard

You steal the time and life from a single creature within range. The target must make a Constitution saving throw. On a failed save, the target takes 4d8 necrotic damage or half as much damage on a successful save. You regain a number of hit points equal to the necrotic damage the target takes.

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

RAKASH'S UNWINDING

1st-level necromancy

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

Classes: Sorcerer, Warlock, Wizard

A temporal connection of purplish energy lances out toward a creature within range, forming a sustained arc of time between you and the target. The target must make a Constitution saving throw. On a failure, the target takes 1d12 necrotic damage, and on each of your turns for the duration, you can use your action to deal 1d12 necrotic damage to the target automatically. The spell ends if you use your action to do anything else. The spell also ends if the target is ever outside the spell's range or if it has total cover from you.

RAZIA'S PURIFICATION

6th-level evocation

Casting Time: 1 action

Range: Self

Components: S

Duration: Instantaneous

Classes: Bard, Warlock

A pulse of divine wrath detonates from you. Each creature in a 60-foot-radius sphere centered on you must make a Dexterity saving throw. A target takes 13d6 radiant damage on a failed save, or half as much damage on a successful one. When you cast this spell, you can choose a up to three creatures. The chosen creatures do not take damage from this spell. Any creature with a Challenge Rating of 3 or lower that fails this saving throw is instantly destroyed.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the damage increases by 2d6 for each slot level above 6th.

RAZORLEAF CUT

5th-level conjuration

Casting Time: 1 action

Range: 90 feet

Components: V, S

Duration: Concentration, up to 1 minute

Classes: Druid, Ranger

You cause coils of vines dorned with razor-sharp leaves to tear the flesh of one creature you can see within range and drain its strength. The target must succeed on a Strength saving throw or be restrained for the duration. At the start of the target's turn, the creature takes 5d8 piercing damage. The target can use its action to make a Strength saving throw. If the creature is not trained in Acrobatics or Athletics, it has disadvantage on this save. On a success, it frees itself and the spell ends.



MYSTICAL ARCHIVES
Illus. Kii W.

REGROWTH

1st-level evocation

Casting Time: 1 bonus action

Range: 60 feet

Components: V, S, M (a tree seed)

Duration: Instantaneous

Classes: Druid

A creature of your choice that you can see within range can spend and roll one of its unspent Hit Dice and regain a number of hit points equal to the roll plus your spellcasting ability modifier.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the number of Hit Dice that can be spent and added to the healing roll increases by one for each slot above 1st.

REPULSE

1st-level abjuration

Casting Time: 1 reaction, which you take when a creature you can see moves within range of you

Range: 5 feet

Components: V, S, M (a small spring)

Duration: Instantaneous

Classes: Bard, Sorcerer, Warlock, Wizard

When a creature moves within the spell's range, you cause an invisible force to push the target back violently. The creature must make a Strength saving throw or take 2d6 force damage and be 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 1d6 for each slot level above 1st.

RESTORATIVE BURST

5th-level evocation

Casting Time: 1 action

Range: Self (15-foot radius)

Components: V, S, M (a lotus blossom)

Duration: Instantaneous

Classes: Artificer, Druid



MYSTICAL ARCHIVES
Illus. Dean Spencer

A wave of primal healing energies bursts out from you. Each creature within 15 feet of you regains hit points equal to 3d8 + your spellcasting ability modifier. Dying creatures receive the maximum amount of healing possible from this spell. This spell has no effect on undead or constructs.

REVEL OF THE FALLEN GOD

7th-level conjuration

Casting Time: 1 action

Range: 90 feet

Components: V, S

Duration: Concentration, up to 1 hour

Classes: Bard

You summon four satyrs, which appear in unoccupied spaces that you can see within range. A satyr disappears when it drops to 0 hit points or when the spell ends.

The satyrs are friendly to you and your companions for the duration. Roll initiative for the satyrs, which have their own turns. They obey any verbal commands that you issue to them (no action required by you), as long as they don't violate its alignment. If you don't issue any commands to the satyrs, they defend themselves from hostile creatures but otherwise takes no actions.

The DM has the satyr's statistics (found in the *Monster Manual*).

REVELRY

1st-level transmutation

Casting Time: 10 minutes

Range: 5 feet

Components: V, S, M (a potion of common rarity which the spell consumes)

Duration: Instantaneous

Classes: Artificer, Bard

You increase the potency and volume of the material component used for this spell, allowing others to partake. Up to three willing creatures of your choice within range gain the benefits of the potion as if it was consumed.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the material component can be a potion of uncommon rarity. When you cast this spell using a spell slot of 5th level or higher, the material component can be a potion of rare rarity. When you cast this spell using a spell slot of 7th level or higher, the material component can be a potion of very rare rarity. When you cast this spell using a spell slot of 9th level or higher, the material component can be a potion of legendary rarity.

REVITALIZE

3rd-level evocation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Instantaneous

Classes: Cleric, Druid, Paladin, Ranger

You regain a number of hit points equal to $3d6$ + your spellcasting ability modifier. Additionally, if you are concentrating on a spell that targets creatures and that did not require saving throws, you can change the target or targets of that spell.

REVIVING MELODY

3rd-level enchantment

Casting Time: 1 action

Range: Self (30-foot radius)

Components: V

Duration: Concentration, up to 10 minutes

Classes: Bard

You give all creatures within the spell's area a strong rejuvenating will to live. For the spell's duration, a creature regains hit points equal to $1d8$ + your spellcasting modifier at the end of its turn if it has taken damage since the end of its last turn. Additionally, all creatures in the spell's area have advantage on concentration checks and death saving throws.

RIBBONS OF NIGHT

7th-level necromancy

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a piece of black silk)

Duration: Instantaneous

Classes: Bard, Sorcerer, Warlock, Wizard

You launch a dark tendril of necrotic energy and shadow at a single creature within range. Make a ranged spell attack. On a hit, the target takes $15d6$ necrotic damage and you regain an equal amount of hit points. In addition, if the target has spell slots, you gain a bonus spell slot of 3rd level that must be used within 1 minute of gaining it.

RICOCCHET

Divination cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

Classes: Sorcerer, Wizard

As part of the action used to cast this spell, you must make a ranged 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 fired projectile bounces from the target to a different creature of your choice that you can see within 15 feet of it. The second creature takes damage equal to the weapon's damage dice with no modifiers.

This spell's damage increases when you reach higher levels. At 5th level, the ranged attack deals an extra $1d8$ damage to the target, and the damage to the second creature increases to the weapon's damage dice + your spellcasting ability modifier. Both damage rolls increase by $1d8$ at 11th and 17th level.

RIFT BOLT

1st-level evocation

Casting Time: 1 action or 1 bonus action (see below)

Range: 60 feet

Components: V, S

Duration: Instantaneous or 1 round (see below)

Classes: Sorcerer, Warlock, Wizard

A bolt of lightning descends from a rift on a creature that you can see within range. The target must succeed on a Dexterity saving throw or take $3d8$ lightning damage. The target gains no benefit from cover for this saving throw. You can instead cast this spell as a bonus action, but its effects do not resolve instantaneously. Instead, the spell occurs when you use a bonus action on 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.

RIGHTEOUS BLOW

Evocation cantrip

Casting Time: 1 action

Range: 5 feet

Components: V, M (a weapon)

Duration: Instantaneous

Classes: Cleric

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 to the attack roll equal to the number of hostile creatures within 5 feet of you. On a hit, the target suffers the attack's normal effects, and takes radiant damage equal to twice the number of hostile creatures within 5 feet of you.

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



MYSTICAL ARCHIVES
Illus. Dean Spencer

RIGHTEOUS BRAND

Transmutation cantrip

Casting Time: 1 bonus action

Range: Touch

Components: V, S, M (a holy symbol and a single melee weapon)

Duration: 1 minute

Classes: Cleric

The melee weapon you are holding is imbued with divine power. For the duration, you can use your spellcasting ability instead of Strength for the attack and damage rolls of melee attacks using that weapon. The weapon deals radiant damage against undead or fiends instead of the weapon's normal damage type. The spell ends if you cast it again or if you let go of the weapon.

RIP APART

Evocation cantrip

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

Classes: Artificer, Sorcerer, Wizard

You cause a creature or object you touch to be torn apart by a destructive magical force. Make a melee spell attack against the target. On a hit, the target takes 1d8 slashing damage.

This damage is maximized against an object. If the target has a vulnerability to a damage type, this spell's damage type changes to be the damage type the target is vulnerable to.

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

RUSHED REBIRTH

2nd-level necromancy

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (powdered obsidian worth 200 gold pieces and the body of the original creature which is consumed in the spell)

Duration: Instantaneous

Classes: Warlock

You bring a Medium-sized or smaller beast or humanoid creature within range that has died within the last minute back to life into a less-than-perfect duplicate of the living creature. The duplicate is a creature, partially real and formed from fractals, and it can take actions and otherwise be affected as a normal creature. It appears to be the same as the original, but it has half the creature's hit point maximum and is formed without any equipment. Otherwise, the duplicate uses all the statistics of the creature it duplicates, except that it is a construct. The duplicate houses the dead creature's soul. The duplicate lacks the ability to learn or become more powerful, so it never increases its level or other abilities, nor can it regain expended spell slots. If the duplicate is damaged, you can repair it in an alchemical laboratory, using rare herbs and minerals worth 100 gp per

hit point it regains. The duplicate lasts until it drops to 0 hit points, at which point it breaks into fractal shards and dust instantly. The duplicate, for all intents and purposes, is the creature and acts as that creature would have in life.

If a spell that would return a dead creature targets the duplicate, the spell can be used on the creature even if the duplicate's original creature died outside of a set duration (such as *raise dead*'s 10 days), and even if the original body was destroyed.

SAMUEL'S COUGH

Enchantment cantrip

Casting Time: 1 action

Range: 60 feet

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

Duration: 1 round

Classes: Bard, Sorcerer, Wizard

You cause a single creature of your choice that you can see within range to cough and have a ringing sound obstruct its hearing. The creature must make a Constitution saving throw or be forced to cough loudly. The creature takes 1d4 thunder damage and is deafened for until the start of your next turn. A creature that fails this saving throw cannot tell whether or not it was a natural cough or not. A creature that passes its save is aware it was the target of a spell. This spell has no effect on undead, constructs, or creatures that are not required to breathe.

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

SANGUINE BOND

7th-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 minute

Classes: Cleric, Druid, Sorcerer, Warlock, Wizard

This spell creates a connection of pain with a creature you touch and creates a connection between you and the target until the spell ends. The target creature makes a Constitution saving throw. On a failure, the bond is formed. While the target is within 60 feet of you, you have resistance to bludgeoning, piercing, and slashing damage. Each time you take bludgeoning, piercing, or slashing damage, the target takes the same amount of damage. When you receive healing, the creature must make a Constitution saving throw. On a failure, the creature takes damage equal to the amount of hit points you regain or half as much on a failure.

SAVAGE SURGE

Transmutation cantrip

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 round

Classes: Bard, Druid, Sorcerer, Warlock, Wizard

You bring up ferocity and primal speed in a willing creature you touch. Until the start of your next turn, the creature can move up to its speed toward an enemy of its choice that it can see or hear. The creature must end this move closer to the enemy than it started.

SCREAMING BRAND

Transmutation cantrip

Casting Time: 1 bonus action

Range: Touch

Components: V, S

Duration: 1 round

Classes: Bard

A weapon you touch becomes charged with disruptive magical energies. The next successful weapon attack you make before the spell ends deals an extra 1d4 psychic damage. If your target is forced to make a Concentration check due to this attack, it does so with disadvantage.

This spell's psychic damage changes to 1d6 when you reach 5th level, 1d8 at 11th level, and 1d10 at 17th level.

SEARING BLOOD

Transmutation cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a piece of parchment)

Duration: 1 round

Classes: Druid, Sorcerer, Warlock, Wizard

You cause the blood in a single creature of your choice that you can see within range to boil and heat. The creature must make a Constitution saving throw or take 1d6 fire damage. If the creature is reduced to 0 hit points before the start of your next turn, creatures within 5 feet of it must make a Dexterity saving throw or take 1d6 fire damage.



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

SEARING MEDITATION

5th-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

Classes: Bard, Cleric, Druid

You enter a meditative state that converts the pain of your wounds into flames that burn your enemies. While in this state, any time you regain hit points, you also deal fire damage equal to the amount of hit points you regain to all creatures within 5 feet of you.

SERPENT ARMS

2nd-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S, M (a freshly-shed snake skin)

Duration: Concentration, up to 10 minutes

Classes: Druid, Ranger

You transform your hands into three serpents each for the duration. As long as you concentrate on this spell, you cannot perform somatic components for spells. You gain a melee bite attack that uses your spellcasting attack modifier and deals 1 piercing damage and 1d6 poison damage. When you take the Attack action, you can make up to six of these bite attacks.

SHADOW OF DOUBT

4th-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a piece of black string)

Duration: Concentration, up to 1 minute

Classes: Bard, Cleric, Paladin, Sorcerer, Warlock, Wizard

You assault the mind of a single creature within range, causing it to temporarily forget its techniques and spells. The target must make a Wisdom saving throw. On a failure, the creature is considered not to have any spells prepared and cannot use class features, traits, or abilities that have the recharge feature.

At the end of each of its turns, the affected creature can make a Wisdom saving throw. If it succeeds, this effect ends for that target.

SHARP NOTE

Evocation Cantrip

Casting Time: 1 action

Range: 120 feet

Components: V, M (a musical instrument)

Duration: Instantaneous

Classes: Bard



You unleash a single sharp note or word at a single creature, distorting a sonic wave to cut like a blade. Make a ranged spell attack against the target. On a hit, the target takes 1d10 piercing or slashing (your choice upon casting) damage. This damage is considered nonmagical. If you are proficient with the musical instrument used as a material component for this spell, you can make a Charisma (musical instrument) ability check in place of your spell attack roll.

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

SHARP RAIN

2nd-level conjuration

Casting Time: 1 action

Range: Self

Components: V, S, M (a paint brush)

Duration: Instantaneous

Classes: Druid, Sorcerer, Wizard

A deluge of sharp rain falls from the air in a location you specify. Each creature in a 10-foot-radius, 40-foot-high cylinder centered on a point within range must make a Dexterity saving throw. Creatures that are Large or larger make this save with disadvantage if the creature is completely within the spell's area. A creature takes 3d12 slashing 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 1d12 for each slot level above 2nd.

SHIELDING CUBE

1st-level abjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a small solid cube or dice)

Duration: 1 round

Classes: Artificer

You cause a small cube of force to strike out at a single creature within range and then provide defense for that creature's enemies. The target must make a Dexterity saving throw, taking 2d6 force damage on a failed save, or half as much damage on a successful one. Additionally, any creature the target makes an attack roll against before the start of your next turn gains a +2 bonus to AC for the attack.

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.

SHINING LIGHT

Evocation cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (an abacus)

Duration: Concentration, up to 1 minute

Classes: Artificer, Bard, Cleric, Sorcerer, Wizard

You cause a single creature within range to have a halo of light appear above its head. The target creature must make a Dexterity saving throw. On a failure, a light appears above the creature's head that sheds bright light in a 20-foot radius and dim light for an additional 20 feet. The target creature has disadvantage on Wisdom (Perception) checks for the spell's duration. The light can be colored as you like. The spell ends if you cast it again or dismiss it as an action.

SHOW OF CONFIDENCE

Conjuration cantrip

Casting Time: 1 action

Range: Self (30-foot radius)

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

Duration: Instantaneous

Classes: Artificer, Sorcerer, Warlock, Wizard

You brandish the weapon used in the spell's casting and teleport to an unoccupied space adjacent to a target creature within 30 feet of you. Make a melee attack against the target creature.

At 5th level, the melee attack deals an extra 1d8 force damage to the target on a hit. The extra damage increases by 1d8 at 11th level (2d8) and 17th level (3d8).

SHREDDING WINDS

1st-level evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

Classes: Druid, Sorcerer, Warlock, Wizard

You cause harsh winds to tear inward at a single creature you can see within range. The creature must make a Dexterity saving throw. On a failed save, the creature takes 3d6 slashing damage or half as much on a successful save. If the target is flying, the creature instead takes 3d12 slashing damage.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 (or 1d12 if the target is flying) for each slot level above 1st.

SHROUD OF WARNING

4th-level abjuration

Casting Time: 1 reaction, which you take before initiative is rolled and that you can take even if you are surprised

Range: Self (30-foot radius)

Components: V, S

Duration: 10 minutes

Classes: Artificer, Cleric, Druid, Paladin, Ranger, Sorcerer, Warlock, Wizard

You invoke protection and awareness in yourself and all allied creatures within the spell's area at the beginning of a combat. All allied creatures in the spell's area are not surprised in the triggering combat encounter and can act normally on the first turn of the combat. Additionally, each allied creature in the spell's area gains 3d6 temporary hit points for the spell's duration.

SILVERQUILL COMMAND

5th-level enchantment

Casting Time: 1 bonus action

Range: Self (60-foot radius)

Components: V, S

Duration: 1 round (see text)

Classes: Bard, Cleric, Sorcerer, Wizard

When you cast this spell, choose two of the following effects:

- You have advantage on all saving throws until the end of your next turn. Additionally, all attack rolls and contested ability checks made against you have disadvantage until the end of your next turn. Whenever you make a successful saving throw, are missed with an attack, or win a contested ability check roll during the spell's duration, you can choose a different creature within 60 feet of you. The chosen creature has advantage on the next attack roll, ability check, or saving throw it makes within 1 minute. A chosen creature can be empowered by only one use of this spell at a time.
- You have a fly speed of 150 feet for the spell's duration. During the spell's duration, whenever you make a damage roll, you add your spellcasting ability modifier to the damage roll. Additionally, whenever you take damage, you reduce the amount of damage dealt to you by an amount equal to your spellcasting modifier.
- Target a single creature in range. If the creature has a Challenge Rating of 3 or less, its hit points are reduced to 0. Otherwise, the spell has no effect.
- Target a single creature in range. It must succeed on a Constitution saving throw or be blinded for the spell's duration.

At Higher Levels: When you cast this spell using a spell slot of 7th level, you can choose one additional effect (three total). When you cast this spell using a spell slot of 9th level, you can choose one additional effect (four total).

SLEEP OF THE DEAD

1st-level transmutation

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (a pinch of fine sand, rose petals, or a cricket)

Duration: Concentration, up to 1 minute

Classes: Bard, Sorcerer, Wizard

This spell causes a single creature within range to become fatigued. The target makes a Constitution saving throw. On a failure, the creature gains one level of exhaustion until the spell ends. This spell has no effect on undead or constructs.

At Higher Levels: When you cast this spell using a spell slot of 3rd level, the creature gains two levels of exhaustion instead of one. When you cast this spell using a spell slot of 5th level, the creature gains three levels of exhaustion instead of one. When you cast this spell using a spell slot of 7th level, the creature gains four levels of exhaustion instead of one. When you cast this spell using a spell slot of 9th level, the creature gains five levels of exhaustion instead of one.

SORIN'S THIRST

2nd-level necromancy

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

Classes: Artificer, Druid, Sorcerer, Wizard

Make a melee spell attack against a creature you can reach. You have advantage on this attack roll if the target is grappled or restrained. On a hit, the target takes 3d10 necrotic damage. You regain hit points equal to half the amount of necrotic damage dealt.

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.

SPELL PIERCE

1st-level abjuration

Casting Time: 1 bonus action

Range: Self

Components: S, M (a dagger)

Duration: Concentration, up to 1 minute

Classes: Wizard

Choose one magical effect with an area and a duration within range. You suppress the magic of a 1st level or lower's spell in a 10-foot cube area for the duration. If the area of the spell is larger than this spell's area, it continues as normal outside of this spell's area.

For the area of a spell of 2nd level or higher, make an ability check using your spellcasting ability. The DC equals 10 + the spell's level. On a successful check, you suppress the magic of the spell's area as described above.

On your subsequent turns, you must use your action to maintain this spell, or the spell ends.



MYSTICAL ARCHIVES
Illus. Blake Davis

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you automatically suppress the effects of a spell's area if the spell's level is equal to or less than the level of the spell slot you used.

SPIKE WIRE

1st-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (two or three metal wires)

Duration: Concentration, up to 1 minute

Classes: Artificer, Sorcerer, Wizard

You hurl a magical dart at a single creature within range. Make a ranged spell attack. On a hit, you deal 1d6 lightning damage to the target. Until the start of your next turn, any time the hit target would take lightning damage or damage from a weapon attack, the target takes an additional 1d6 lightning damage.

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

SPIRIT MANTLE

2nd-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 minute

Classes: Cleric, Paladin

You encase a touched creature with a mantle of spirits. For the spell's duration, the target gains 1d6 temporary hit points at the start of each of its turns and deals an additional 1d6 damage with any melee weapon attacks it hits with. The target also can't be charmed, frightened, or possessed by any creature that it can see. If the target is already charmed, frightened, or possessed by such a creature, the target has advantage on any new saving throw against the relevant effect.

SPITEFUL BLOW

6th-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a symbol of a hand or gauntlet)

Duration: Instantaneous

Classes: Cleric, Druid, Sorcerer, Warlock, Wizard

A fist of force appears above the ground and smashes down with incredible power on a point you can see within range. All creatures within a 10-foot-radius, 40-foot-high cylinder centered on the point must make a Dexterity saving throw. A target takes 10d10 force damage and is knocked prone on a failed save, or half as much damage without being knocked prone on a successful one. All unattended objects in the area are destroyed. The fist ignores terrain features such as ceilings and walls, moving through them in a nonphysical manner.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the damage increases by 2d10 for each slot level above 6th.

SPLIT SECOND

3rd-level abjuration

Casting Time: 1 bonus action

Range: Self

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

Duration: 1 round (see below)

Classes: Sorcerer, Wizard

This spell creates a defense that blocks attempts to counter or dispel a spell you are casting. As an action during your turn, you can cast a spell disregarding the limitations on casting a spell during a turn in which you cast a spell as a bonus action. As that spell is being cast and for that spell's duration, any ability check made as part of a spell or feature that would cause the spell to fail or the spell's effect to end is made with disadvantage.

SPLIT THE SKY

1st-level evocation

Casting Time: 1 action

Range: 5 feet

Components: V, M (a weapon)

Duration: Instantaneous

Classes: Cleric, Druid, Paladin, Ranger

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 a burst of booming thunder sends the creature back. The creature takes 1d8 thunder damage and is pushed 5 feet back or is knocked prone (your choice).

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.

STABBING FEAR

2nd-level enchantment

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a dagger and a small cloth doll)

Duration: Concentration, up to 1 minute

Classes: Bard, Cleric, Druid, Paladin, Ranger, Sorcerer, Warlock, Wizard

You connect a creature that you can see within range to an effigy that you can stab and cause the target to feel its pain. The target must succeed on a Wisdom saving throw. On a failure, the creature is frightened and you can immediately make an attack with a dagger you are holding against the target creature as if you were within reach. If the target cannot see you, you have advantage on this attack.

At the end of each of its turns, the frightened creature can repeat the Wisdom saving throw, ending the effect on a success. On your subsequent turns, you can use your action to attack the creature as if you were within reach with a dagger you are holding.

STARFALL

5th-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

Classes: Artificer, Cleric, Druid, Paladin, Ranger, Sorcerer, Warlock, Wizard

You send a streak of sidereal light at a target creature you can see within range. The creature can make a Dexterity saving throw. On a failure, the creature takes 8d10 radiant damage, or half as much on a success. All creatures within 60 feet of the target creature that currently have a spell affecting the target, have a spell that was cast by the target that is affecting them, cast a spell to create the target, cast a spell to summon the target, or were summoned or created by a spell cast by the target must also make a Dexterity saving throw. If the secondary targets fail their Dexterity saving throw, they take 6d10 radiant damage or half if they succeed.

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.

STATIC SHOCK

Evocation cantrip

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

Classes: Artificer, Druid, Sorcerer, Wizard

You cause a jolt of electricity to surge from you into a single creature you touch. Make a melee spell attack. On a hit, the creature takes 1d8 lightning damage. The creature takes additional damage equal to the number of creatures adjacent to it.

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

STAGGERING CRESCENDO

1st-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a musical instrument)

Duration: Instantaneous

Classes: Bard

You unleash a cacophony of extremely loud power chords focused on a single creature. If the target can hear you (though it need not understand you), it must succeed on a Constitution saving throw or take 2d6 thunder damage and be knocked prone. When you cast the spell, the loud music you generate, audible from as far away as 100 feet, emanates from the target creature.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the number of target creatures increases by one for each slot level above 2nd.

STAGGERING NOTE

Evocation cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

Classes: Bard

You unleash a single shrill chord or word at a creature you can see within range. If the target can hear you (though it need not understand you), it must succeed on a Constitution saving throw or take 1d6 thunder damage and is moved 5 feet in a direction of your choosing. This movement does not provoke opportunity attacks. This spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6). When you cast the spell, a loud note, audible from as far away as 100 feet, emanates from the target creature.

STICK

1st-level conjuration

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a piece of parchment)

Duration: 1 minute

Classes: Artificer, Druid, Sorcerer, Wizard

You create a magical glue that has immense sticking power on the ground within range. Until the spell ends, the magical glue covers a 5-foot square centered on a point within range. Any creature in the glue's space when you cast the spell must succeed on a Strength saving throw or its speed becomes 0, and it can't benefit from any bonus to its speed. A creature must also make the saving throw when it moves into the glue's space for the first time on a turn or ends its turn there. Any objects in its area that aren't being worn or carried become glued to the ground, requiring a Strength (Athletics) check to remove the item from the ground. If you cast this

spell multiple times, you can only have up to one glue active at a time, and any spaces currently occupied by glue created by you casting this spell end immediately if you cast this spell again.

STICKS TO SNAKES

2nd-level transmutation

Casting Time: 1 action

Range: 20 feet

Components: V, S, M (a handful of twigs or sticks and snake skin)

Duration: Concentration, up to 1 minute

Classes: Cleric, Druid

You transform a handful of sticks into poisonous snakes as you hurl them at targets within range. You can hurl them into any space within range. The snakes can share a space with any creature, even if hostile. The snakes are statistically identical to the poisonous snake in the *Monster Manual* except that its attack bonus is equal to your spell attack modifier and the save DC for its bite is equal to your spell save DC.

The snakes can make a bite attack or move immediately after you cast this spell. On each turn that you concentrate on this spell, you can use your action to make a single attack with each snake and you can use your bonus action to move each snake its speed or to make an attack with a single snake.

STORM'S WRATH

4th-level evocation

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

Classes: Druid, Sorcerer, Wizard

You call for the wrath of the storm and it emanates out from you. Each creature of your choice within range must make a Dexterity saving throw. A target takes 4d6 lightning damage and 4d6 thunder on a failed save, or half as much damage on a successful one.

The lightning and thunder spreads around corners. It ignites flammable objects in the area that aren't being worn or carried. 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.

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

SUNBOND

4th-level abjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a pair of gold rings worth at least 100 gp each, which you and the target must wear for the duration)

Duration: 1 hour

Classes: Cleric, Paladin



MYSTICAL ARCHMAGES
© Giuseppe Kasari

This spell creates a divine connection between you and the target until the spell ends. While the target is within 60 feet of you, you and the creature have resistance to all damage. Each time the bonded creature takes damage, you take the same amount of damage. Each time you take damage, the creature takes the same amount of damage. Whenever you regain hit points, you instead regain an amount equal to half the total amount of hit points regained (rounded up). The bonded creature regains an equal amount of hit points. The spell ends if you drop to 0 hit points or if you and the target become separated by more than 60 feet. It also ends if this spell or a spell like it (see *warding bond*) is cast again on either of the connected creatures. You can also dismiss the spell as an action.

SUNDERING VITAE

2nd-level necromancy

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a tree root)

Duration: Concentration, up to 1 minute

Classes: Cleric, Druid, Paladin, Ranger

You cause the enchantment of a single magic item within range to become broken for the duration. If a creature is holding or wearing the magic item, the creature makes a Charisma saving throw. On a failure or if the item is unattended, the item's enchantment is suppressed for the duration. This spell has no effect on items with a Legendary rarity or Artifacts.

SUPPRESSION FIELD

2nd-level evocation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a drop of alcohol or spirits)

Duration: Concentration, up to 1 minute

Classes: Wizard

Up to three creatures of your choice that you can see within range have a shimmering white field surround them. Until the spell ends, the creatures must make Charisma saving throws whenever they use an action to use a class feature, special ability, or cast a spell. On a failed save, the creature must choose a new action other than the action selected. If a targeted creature is targeted with an attack or spell that does damage, this effect ends for that creature.

TANGLETRAP

2nd-level conjuration

Casting Time: 1 action

Range: 150 feet

Components: V, S

Duration: Concentration, up to 1 minute

Classes: Druid, Ranger

Grasping vines sprout from thin air around one target creature within range. The creature must succeed on a Strength saving throw or be restrained by the vines until the spell ends. If the creature is flying while restrained by this

spell, it immediately falls even if it could hover. A creature that falls while restrained by this spell takes an additional 1d10 bludgeoning damage for every 10 feet it falls.

A creature restrained by the plants can use its action to make a Strength check against your spell save DC. On a success, it frees itself. You can use your action during the spell's duration to cause the target creature to repeat the Strength saving throw if it freed itself to reestablish the vines' hold and to restrain the creature again.

When the spell ends, the conjured plants wilt away.

THOUGHTSEIZE

3rd-level enchantment

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 minute

Classes: Bard, Wizard

You cause a creature you touch extreme magical duress. The touched creature must make a Constitution saving throw. Any benefits the creature would have on Constitution saving throws to maintain concentration apply for this saving throw. On a failure, you learn all the creature's prepared spells. You choose one spell of 3rd level or lower the creature has prepared. The creature cannot cast the selected spell for the spell's duration.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the prepared spell you select can be equal to or lower than the level of the spell slot you used.





THRILL OF POSSIBILITY

2nd-level divination

Casting Time: 1 reaction, taken when a creature within range casts a spell

Range: 60 feet

Components: V, S

Duration: Concentration, up to 10 minutes

Classes: Artificer, Bard, Cleric, Druid, Paladin, Ranger, Sorcerer, Warlock, Wizard

Make an ability check using your spellcasting ability. The DC equals 10 + the triggering spell's level. On a success, you have the triggering spell prepared for this spell's duration. If the triggering spell is 1st-level or lower, you can cast the spell once without expending a spell slot.

At Higher Levels. When you cast this spell using a spell slot of 3rd-level or higher, you can cast the triggering spell once without expending a spell slot if the triggering spell's level is lower than the spell slot used to cast this spell.

THUNDERING ARMOR

3rd-level Abjuration

Casting Time: 1 bonus action

Range: 60 feet

Components: V, S, M (a horse shoe)

Duration: Concentration, up to 1 minute

Classes: Artificer, Bard, Cleric, Druid, Paladin, Ranger

A humming distortion field appears and surrounds a creature of your choice within range, granting it a +2 bonus to AC for the duration. When the creature is hit by a melee attack, it can spend its reaction to force the attacker to make a Strength saving throw. On a failure, the attacker takes 3d8 thunder damage and is pushed 5 feet away from the creature.

TIME STRETCH

9th-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 8 hours

Classes: Cleric, Druid, Sorcerer, Warlock, Wizard

When you cast this spell, you stretch the nature of time in relation to another spell you cast as a part of this spell. Choose one spell of 6th level or lower that you have prepared or that you know when you cast this spell that has a casting time of 1 action and a duration greater than 1 round and that is not instantaneous. The spell is cast at its base level, but its duration changes to this spell's duration. If the spell required concentration, it does not for this casting.

TIME WARP

5th-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: 1 round (see below)

Classes: Sorcerer, Wizard

Choose a single creature you can see within range. Immediately after that creature's next turn, the creature takes an additional turn.

TOUCH OF FATIGUE

Necromancy cantrip

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 round

Classes: Cleric, Druid, Sorcerer, Warlock, Wizard

You touch a single creature with a draining energy. Until the start of your next turn, the creature's speed is halved and it has disadvantage on the next ability check, attack roll, or saving throw it makes during the spell's duration.

TOUCH OF THE ETERNAL

9th-level evocation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a strand of angel's hair worth 500gp)

Duration: Instantaneous

Classes: Cleric

You channel the grace of a deity to heal those around you. Roll 15d8 + fifteen times your spellcasting ability modifier. You and any number of creatures within range regain hit points equal to the result.

TUNE OF MERRIMENT

1st-level evocation

Casting Time: 1 hour

Range: 30 feet

Components: V, S

Duration: Instantaneous

Classes: Bard

This spell is cast during a short rest and is not considered strenuous activity. At the end of the short rest, allied creatures within range can expend up to one Hit Dice and roll the die and add your spellcasting modifier to allow another allied creature within range to regain hit points equal to the result.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, creatures can expend one additional Hit Dice and allow another creature within the spell's range to regain hit points per spell level above 1st.

TUNNEL VISION

8th-level divination

Casting Time: 1 action

Range: Touch

Components: V, S, M (a glass lense that costs 50 gp which is consumed in the spell)

Duration: 1 hour

Classes: Bard, Sorcerer, Wizard

You alter a touched creature's visions so that you can see everything, even through walls. This spell functions identically to the spell *true seeing*, except that you can see through any barriers within the sight's range. While this spell

is active, the creature can spend 1 minute focusing on another creature and learn certain information about its capabilities. You discern one of the following characteristics of your choice:

- Strength score
- Dexterity score
- Constitution score
- Armor Class
- Current hit points
- Total class levels (if any)

TWINFLAME

Evocation cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

Classes: Sorcerer, Wizard

You create a temporary fiery duplicate of a fighting ally that attacks your enemies. Target a single allied creature within range that made a melee weapon attack since the end of your last turn. Make a melee spell attack against a creature the allied creature targeted with a melee weapon attack since the end of your last turn. On a hit, this spell does fire damage equal to the weapon damage die of the weapon used by the ally. Add your spellcaster ability modifier to the roll.

This spell's damage increases when you reach higher levels. At 5th level, the melee spell attack deals an extra 1d6 fire damage to the target. The extra damage roll increase by 1d6 at 11th level (2d6) and 17th level (3d6).

UMBRAL JUKE

2nd-level conjuration

Casting Time: 1 reaction, which you take when you are targetted by a melee attack

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

Classes: Sorcerer, Warlock, Wizard

You create an inkling mascot as a sacrificial target in the blink of an eye while teleporting a short distance to confound a creature attacking you. You teleport to an unoccupied space adjacent to the attacking creature and summon an inkling mascot in the space you once occupied. The attacking creature must make a Wisdom saving throw. On a success, the creature targets you with the triggering melee attack. On a failure, the attacking creature instead targets the inkling mascot summoned by this spell with the triggering attack. The inkling mascot disappears when it drops to 0 hit points or when the spell ends.

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

The creature's statistics can be found in *Strixhaven: A Curriculum of Chaos*.



UNDERWORLD FIRES

2nd-level conjuration

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a piece of lava rock)

Duration: Concentration, up to 1 minute

Classes: Druid, Ranger, Sorcerer, Wizard

You create three streams of fire that rise up from the ground in a space that you can see within range. Until the spell ends, the streams of fire fill a 5-foot wide and 10-foot tall space. Any creature in the stream of fire's space when you cast the spell must succeed on a Dexterity saving throw or take 1d8 fire damage. A creature must also make the saving throw when it moves into a stream of fire's space for the first time on a turn or ends its turn there. The stream of fire ignites flammable objects in its area that aren't being worn or carried.

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

VENKAR'S EMBRACE

3rd-level necromancy

Casting Time: 1 reaction, which you take in response to being damaged by a creature within 30 feet of you that you can see

Range: 30 feet

Components: V, S

Duration: Instantaneous

Classes: Cleric, Sorcerer, Warlock, Wizard

As you are wounded, a necrotic shadow of your pain leaps from you and embraces the target. The damage you take from the attack is reduced by 3d12. The triggering creature must make a Constitution saving throw. It takes necrotic damage equal to the amount of damage you reduced on a failed save.

VENKAR'S LIFEblood

2nd-level necromancy

Casting Time: 1 action

Range: 15 feet

Components: V, S, M (a small blood-filled leech)

Duration: Concentration, up to 1 minute

Classes: Wizard

Your spell bolsters your allies with a necromantic energy and fills them with an increasing sense of stability. Choose up to three creatures within range. Each target creature gains 5 temporary hit points. For the spell's duration, any time a creature you have chosen would gain temporary hit points from a source besides this spell while within the spell's range while they still have temporary hit points from this spell, the amount of temporary hit points gained from that source is increased by 5.

VENKAR'S VILE WIND

1st-level necromancy

Casting Time: 1 action

Range: Self (15-foot cone)

Components: V, S

Duration: Instantaneous

Classes: Cleric, Sorcerer, Warlock, Wizard

You send forth a blast of rotting necrotic mist in a 15-foot cone. Each creature in the spell's area must make a Constitution saving throw. A creature takes 3d4 necrotic damage and it can't regain hit points until the start of your next turn on a failed save. Until then, the mist clings to the target. If an undead creature takes damage from this spell, it also has disadvantage on attack rolls against you until the end of your next turn.

VIGILANCE

1st-level enchantment

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 minute

Classes: Cleric, Paladin

A willing creature you touch is imbued with diligence and alertness. Until the spell ends, the creature has a +5 bonus to its passive Wisdom (Perception) and passive Intelligence (Investigation) scores. Additionally, the target can make a single opportunity attack without expending its reaction during each of its turns.

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

VILE VENOM

4th-level evocation

Casting Time: 1 action

Range: Self (100-foot line)

Components: V, S, M (a dagger coated with snake's blood)

Duration: Concentration, up to 1 minute

Classes: Druid, Ranger, Sorcerer, Wizard

You release a beam of vitriolic energy from the point of your dagger that travels in a line 100 feet long and 5 feet wide. Each creature in the line must make a Constitution saving throw. A creature takes 2d8 poison damage and is poisoned for the duration on a failed save, or half as much damage on a successful one. While a creature is poisoned in this way, they are incapacitated.

At the end of each of its turns, a poisoned creature can make a Constitution saving throw, ending the effect on itself on a success.

VITAL STRIKE

Divination cantrip

Casting Time: 1 action

Range: 30 feet

Components: S

Duration: Concentration, up to 1 round

Classes: Artificer, Sorcerer, Warlock, Wizard

You extend your hand and point a finger at a target in range. Your magic grants you a brief insight into the target's vital areas. On your next turn, if you hit with your first attack roll against the target, provided that this spell hasn't ended, the attack's result is considered a critical hit.

VOLT NEEDLE

Transmutation cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a dagger that deals piercing damage)

Duration: 1 round

Classes: Artificer, Sorcerer, Wizard

As part of the action used to cast this spell, you must make a ranged attack with a dagger 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 creature has a volt needle on it until the start of your next turn. If the creature takes lightning damage from any other source, the volt needle deals 1d6 lightning damage to the creature and the spell ends.

This spell's damage increases when you reach higher levels. At 5th level, the ranged attack deals an extra 1d6 lightning damage to the target, and the damage the target takes for taking lightning damage increases to 2d6. Both damage rolls increase by 1d6 at 11th level and 17th level.

VRASKA'S STONEGLARE

8th-level transmutation

Casting Time: 1 action

Range: Self

Components: V, M (a snakeskin and a strand of hair)

Duration: Concentration, up to 1 minute

Classes: Druid, Warlock

You change your eyes to be like that of a medusa. For the spell's duration, you have a petrifying gaze. When a creature that can see your eyes starts its turn within 30 feet of you, you can force it to make a Constitution saving throw as long as you are not incapacitated and can see the creature. If the saving throw fails by 5 or more, the creature is instantly petrified. Otherwise, a creature that fails the save begins to turn to stone and is restrained. The restrained creature must repeat the saving throw at the end of its next turn, becoming petrified on a failure or ending the effect on a success. The



petrification lasts until the creature is freed by the *greater restoration* spell or other magic.

Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it can't see you until the start of its next turn, when it can avert its eyes again. If the creature looks at you in the meantime, it must immediately make the save.

If you see yourself reflected on a polished surface within 30 feet of you and in an area of bright light, you are affected by your own gaze.

WANDRE'S FOLLY OF FOOLS

2nd-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a silver piece)

Duration: 1 round

Classes: Bard

You compel a target creature you can see within range to loudly proclaim its proudest moment and its most shameful memory aloud for all to hear. The target creature must make a Charisma saving throw. On a failure, the target must use its action on its next turn to loudly proclaim the moment the creature holds to be the pinnacle of its life's achievement and the moment that the creature would regard as its lowest moment. This information is determined by the DM for NPCs and by players for PCs. Additionally, until the end of your next turn, all other creatures have advantage on Wisdom (Insight), Wisdom (Perception) checks, and attack rolls made against the target creature.

WANDRE'S FOOLISH DANCE

1st-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a musical instrument)

Duration: Concentration, up to 1 minute

Classes: Bard

A creature of your choice that you can see within range is compelled by an unheard music to dance erratically. The target must succeed on a Charisma saving throw or have its speed reduced to 0, becoming incapacitated and unable to willingly move from its space for the duration. A creature with a Charisma score of 4 or less isn't affected. At the end of each of its turns, and each time it takes damage, the target can make another Charisma saving throw. The target has advantage on the saving throw if it's triggered by damage. On a success, the spell ends.

WANDRE'S WONDROUS CACOPHONY

3rd-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: V

Duration: 1 minute

Classes: Bard

You can charm or frighten a foe. Choose one creature that you can see within range to make a Charisma saving throw. If it fails, the target is either charmed or frightened (your choice) for the duration. If the target is charmed, the target is also deafened for the spell's duration. The target can still hear what you say when directing your words towards the target. If the target is frightened, the target is also blinded for the duration. The target can still see you, but nothing else. You manifest in the target's sight as a horrific form instead of your normal appearance. This horrific form is determined by you or is representative of a deep fear of the target. At the end of each of its turns, the target can make a Charisma saving throw. On a success, the spell ends.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, you can target one additional creature for each slot level above 3rd.

WAR PROXY

1st-level divination

Casting Time: 1 action

Range: 30 feet

Components: V, M (a small figurine of a warrior)

Duration: Concentration, up to 10 minutes

Classes: Artificer

You designate one willing creature within range as your war proxy. As long as you can see your war proxy, you can perform melee and ranged weapon attacks as if the attacks were made from your war proxy's position. Additionally, when you cast a spell of 1st level or higher that targets a single creature, your war proxy can spend its reaction and deliver the spell as if it had cast the spell. Any time your war proxy takes damage, you must make a concentration check as if you had taken the damage.

WARP WORLD

9th-level transmutation

Casting Time: 1 reaction, which you take when you see a creature within 60 feet of you casting a spell

Range: 120 feet

Components: V, S, M (a drop of mercury)

Duration: Concentration, up to 1 hour

Classes: Druid, Sorcerer, Warlock, Wizard

This spell functions identically to the spell *polymorph*, except that it effects all creatures within range, including you.

WATER TO WINE

1st-level transmutation

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

Classes: Artificer, Cleric, Paladin

You transform up to 30 gallons of water within range into an equal amount of wine. The wine is of a simple vintage, not overly complex, but effective for the purposes of drinking. The wine spoils if left unconsumed after 24 hours.

WHITE KNIGHT

3rd-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a holy symbol)

Duration: Concentration, up to 1 hour

Classes: Cleric, Paladin

You summon a white knight in an unoccupied space that you can see within range. A white knight is a celestial creature, and it disappears when it drops to 0 hit points or when the spell ends. The summoned creature is friendly to you and your companions. Roll initiative for the summoned creature, which has its own turns. It obeys 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. See the appendix for this creatures' statistics.

WIELDSKILL

Divination cantrip

Casting Time: 1 action

Range: Varies (see below)

Components: V, S, M (a weapon)

Duration: Instantaneous

Classes: Artificer, Bard, Cleric, Druid, Sorcerer, Warlock, Wizard

This spell is a minor magical trick that novice spellcasters use to appear more skilled than they actually are. You create one of the following magical effects:

- As a part of the action used to cast this spell, you can make an attack with a weapon against one creature within the weapon's range, otherwise the spell fails. You can use your spellcasting attack modifier for the attack.
- You gain proficiency with one tool of your choice. This effect lasts for 10 minutes or until you use this spell again.

WITHERBLOOM COMMAND

5th-level evocation

Casting Time: 1 action

Range: Self (60-foot radius)

Components: V, S

Duration: Concentration, up to 1 minute

Classes: Bard, Cleric, Sorcerer, Warlock, Wizard

When you cast this spell, choose two of the following effects:

- For the spell's duration, you gain the knowledge of the last spell that is cast on you of at least 1st level and no higher than 5th level (it doesn't need to be a spell on your class's spell list). For the next 8 hours, you know the spell, it is considered prepared, and you can cast it using your spell slots. If another spell is cast on you, you can elect to keep the knowledge of the spell that you gained knowledge of and not gain knowledge of the new spell.
- You regain 5 hit points when you choose this effect and at the start of each turn during the spell's duration. If you take fire damage, this effect doesn't function at the start of your next turn.

- One target creature within 60 feet that you can see must make a Charisma saving throw. On a failure, the target has disadvantage on Strength and Constitution checks for the spell's duration. Additionally, the target creature takes 2d6 necrotic damage and its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest. The target dies if this spell reduces its hit point maximum to 0.
- Make a ranged spell attack against one creature within 60 feet of you that you can see. On a hit,

At Higher Levels: When you cast this spell using a spell slot of 7th level, you can choose one additional effect (three total). When you cast this spell using a spell slot of 9th level, you can choose one additional effect (four total).

WITHSTAND

Abjuration cantrip

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 round

Classes: Artificer, Cleric, Druid

You fortify a creature's resistance against weaponry. Until the end of your next turn, bludgeoning, piercing, and slashing damage that the touched creature takes from nonmagical weapons is reduced by 5.

WORDS OF GRAVITY

Divination cantrip

Casting Time: 1 action

Range: Touch

Components: V, M (a weapon)

Duration: 1 round

Classes: Bard, Cleric, Druid, Sorcerer, Warlock, Wizard

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 discern a perfect manner in which to attack the creature. The next time another creature (other than you) attacks the target creature with a weapon attack, the attack deals additional force damage equal to your spellcasting ability modifier if the attack hits.

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 additional force damage on the next attack increases to 1d6 + your spellcasting ability modifier. Both damage rolls increase by 1d6 at 11th level and 17th level.



MYSTICAL ARCHIVES
Illus. Quinn McSherry

APPENDIX A: SUMMONS

CHROMANTICORE

Large monstrosity, lawful good alignment

Armor Class 14 (natural armor)

Hit Points 68 (8d10+8)

Speed 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	17 (+3)	7 (-2)	13 (+1)	8 (-1)

Condition Immunities charmed, exhaustion

Damage Resistance radiant; bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision 60 ft., passive Perception 14

Languages Celestial, Common

Challenge 4 (1100 XP)

First Strike. The chromanticore has advantage on initiative checks.

Vigilance. The chromanticore can take opportunity attacks without expending its reaction.

Actions

Multiattack. The chromanticore makes three attacks: one with its bite and two with its claws or three with its tail spikes.

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft. Hit: 8 (1d8 + 3) piercing damage. The chromanticore gains temporary hit points equal to the damage dealt.

Claw. Melee Weapon Attack: +5 to hit, reach 5 ft. Hit: 7 (1d6 + 3) slashing damage. If this attack reduces a creature to 0 hit points, the chromanticore can make an additional claw attack as a free action.

Tail Spike. Ranged Weapon Attack: +5 to hit, reach 5 ft. or range 30/60 ft., one target. Hit: 8 (1d8 + 3) piercing damage.

A prismatic manticore summoned from the Astral Sea. This creature can be summoned by the spell [Chromanticore](#) found on page 25. They can also be found in the Astral Sea, acting as vigilant protectors of important sites found on that plane.

CORSO'S TOY

Varying size Construct

Armor Class 11 + the level of the spell

Hit Points 20

Speed 20 ft., fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	10 (+0)	3 (-4)	3 (-4)	1 (-5)

Senses blindsight 30 ft. and is blind beyond that distance

Languages -
Challenge 1/8 (25 XP)

Object's Size. If this creature was created from a Tiny object, its speed increases by 10 feet and its AC is increased by 3. If this creature was created from a Small object, its AC is increased by 2.

Actions

Slam. Melee Weapon Attack: +5 to hit, reach 5 ft. Hit: 8 (1d8 + 3) piercing damage. Add your spell attack modifier to hit. If this creature was created from a Tiny object, it deals 1d4+4 bludgeoning damage. If this creature was created from a Small object, it deals 1d8+2 damage. If this creature was created from a Medium object, it deals 2d6+1 damage.

A single object animated to serve. This creature can be made using the spell [Corso's Toy](#) found on page 27.



MYSTICAL ARCHIVES
Illus. DM's Guild Resources

MAGMA OPUS

Large elemental

Armor Class 11 + Proficiency Bonus

Hit Points 90

Speed 40 ft.; burrow 40 ft.; fly 40 ft.; swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	17 (+2)	4 (-3)	10 (+0)	16 (+3)

Damage Resistance acid, fire, lightning, thunder, piercing, and slashing

Damage Immunities poison

Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages understands the languages you speak
Challenge 0 (0 XP)

Fluid Form. The magma opus can move through a space as narrow as 1 inch wide without squeezing. A creature that touches the magma opus or hits it with a melee attack while within 5 ft. of it takes 5 (1d10) fire damage. In addition, the magma opus can enter a hostile creature's space and stop there. The first time it enters a creature's space on a turn, that creature takes 5 (1d10) fire damage and catches fire; until someone takes an action to douse the fire, the creature takes 5 (1d10) fire damage at the start of each of its turns.

Actions

Multiattack. The magma opus makes three melee attacks.

Slam. Melee Weapon Attack: +0 to hit, reach 5ft., one target. *Hit* 0 (1d10 + your spellcasting modifier). The magma opus uses your spell attack modifier to hit.

A Magma Opus is a fiery elemental with a fluid form that is brought forth by the spell [Magma Opus](#) found on page 48 and 49. It wouldn't be unheard of to find an Opus wandering the depths of some forgotten crypt or vault, a forgotten accident of a last crescendo. Use a +6 for the proficiency bonus and a +5 for the spellcasting modifier in this case.

A Research Fractal is a construct of spell fractals made by the spell [Body of Research](#) found on page 21. If a Research Fractal were to come to being of its own accord, use a +5 for the proficiency bonus, +5 for the Intelligence modifier, and 11 for the wizard level.

MYSTICAL ARCHIVES
Illus. Hopsy

RESEARCH FRACTAL

Large construct

Armor Class 13 + Proficiency Bonus

Hit Points Five times your spellcasting modifier + five times your wizard level

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	15 (+2)	8 (-1)	14 (+2)	11 (+0)

Condition Immunities charmed, frightened

Senses passive Perception 12 + your proficiency bonus

Languages understands the languages you speak
Challenge 0 (0 XP)

Arcane Toughness. Damage the fractal takes is reduced by an amount equal to your spellcasting modifier.

Arcane Bond. You can add your spellcasting modifier + your proficiency bonus to any ability check or saving throw that the fractal makes.

Actions

Slam. Melee Weapon Attack: +0 to hit, reach 5ft., one target. *Hit* 0 (1d10 + your Intelligence modifier + your wizard level). The fractal uses your spell attack modifier to hit.



SUN SOLDIER

Medium humanoid, any good alignment

Armor Class 17 (breastplate, shield)

Hit Points 26 (4d8+8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	14 (+2)	11 (+0)	13 (+1)	14 (+2)

Condition Immunities exhaustion, poisoned

Damage Resistance radiant; bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision 60 ft., passive Perception 14

Languages Celestial, Common

Challenge 1/8 (25 XP)

Spear. Melee or Ranged Weapon Attack: +3 to hit, reach 5 ft. or range 30/60 ft., one target. Hit: (1d6+1) piercing damage. The spear returns to the sun soldier's grasp after each attack.

WHITE KNIGHT

Medium humanoid, any good alignment

Armor Class 17 (breastplate, shield)

Hit Points 26 (4d8+8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	11 (+0)	13 (+1)	14 (+2)

Condition Immunities exhaustion, poisoned

Damage Resistance radiant; bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision 60 ft., passive Perception 14

Languages Celestial, Common

Challenge 2 (450 XP)

Multiattack. The white knight makes two attacks.

Longsword. Melee Weapon Attack: +5 to hit, +5 to hit, reach 5 ft. Hit: (1d8+3) piercing damage plus (2d8) radiant damage if the target is a fiend or undead damage.

Spear. Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft. or range 30/60 ft., one target. Hit: (1d6+3) piercing damage plus (2d8) radiant damage if the target is a fiend or undead damage. The spear returns to the white knight's grasp after each attack.

Sun Soldiers and White Knights are humanoids formed of pure good by divine magic. Sun Soldiers are conjured by the spells [Commanding Presence](#) found on pages 25 and 26 and [Omen of the Sun](#) found on page 52. White Knights are summoned by the spell [White Knight](#) found on page 73.

The stat blocks available here could easily be used to represent a guard or common soldier for the Sun Soldier and a heavily armored soldier for the White Knight.



STORN

MYSTICAL ARCHIVES
Illus. Storn Cook

APPENDIX B: SOURCES

Gathering Magic: Mystical Archives is a conglomerate source for all spells published across a number of other DM's Guild titles authored by Jonathan Duprée. The following list has all of the original sources for the spells in this product, and notes any changes that have been made to them.

DIRKS & DAGGERS

[Bolt Rail](#)
[Chaos Sting](#)
[Cloak and Dagger](#)
[Cut the Tethers](#)
[Dagger Haunt](#)
[Dowsing Dagger](#)
[Frost Fan](#)
[Ghost Knife](#)
[Mindstab](#)
[Mortal Coil](#)
[Pierce the Void](#)
[Spell Pierce](#)
[Stabbing Fear](#)
[Vile Venom](#)
[Volt Needle](#)

GATHERING MAGIC

[Amanuensis](#)
[Anthem of Rakdos](#)
Arcane Gate (changed to [Arcane Portal](#), updated wording)
[Astral Lances](#)
[Avenging Flame](#)
[Azorious Ploy](#)
[Banefire](#)
[Barrage of Boulders](#)
[Bathe in Light](#)
[Beacon Bolt](#)
[Biomass Mutation](#)
[Blazing Blade](#)
[Blockbuster](#)
[Boros Fury-Shield](#) (updated wording and trigger)
[Brilliant Halo](#)
[Call of the Conclave](#)
[Cascade of Light](#)
[Cast Stone](#)
[Chant of Vitu-Ghazi](#)
[Char](#)
[Chorus of Might](#)
[Clangor](#)
[Cleansing Beam](#)
[Convolute](#)
[Cosmotronic Wave](#)
[Creeping Corrosion](#)
[Darkblast](#)
[Dazzling Lights](#)
[Dead Weight](#)
[Dimir Machinations](#)
[Displacement](#)
[Dogpile](#) (updated wording)
[Douse in Gloom](#)

[Electrolyze](#)
[Elemental Maw](#)
[Enter the Infinite](#)
[Erupting Smite](#)
[Eye of the Storm](#)
[Firemind's Foresight](#)
[Firemind's Research](#)
[Fists of Stone](#)
[Flame Slash](#) (changed spell's range to 5 feet)
[Flickerform](#)
[Frazzle](#)
[Frost Breath](#)
[Galvanic Arc](#)
[Gather Courage](#)
[Gift of Orzhova](#)
[Gird for Battle](#)
[Glimpse the Unthinkable](#)
[Golgari Germination](#)
[Granite Armor](#)
[Grapeshot](#)
[Grave Betrayal](#)
[Gruul War Chant](#)
[Hallucinatory Object](#)
[Hand of Fate](#)
[Heat Conversion](#)
[Ice Cage](#)
[Illusory Ambush](#)
[Incite Hysteria](#)
[Induce Paranoia](#)
[Invoke the Firemind](#)
[Justice Strike](#)
[Lightning Helix](#)
[Loremaster's Clarity](#)
[Master Warcraft](#)
[Necrotic Wound](#)
[Ocular Halo](#)
[Overwhelm](#)
[Panic Attack](#)
[Parallelectric Feedback](#)
[Phantom Cage](#)
[Pollenbright Wings](#)
[Prayer of Shielding](#)
[Psychic Drain](#)
[Quickchange](#)
[Rain of Embers](#)
[Razia's Purification](#)
[Repulse](#)
[Ribbons of Night](#)
[Ricochet](#)
[Rift Bolt](#)
[Righteous Blow](#)
[Searing Meditation](#)
[Serpent Arms](#)
[Shadow of Doubt](#)
[Sharp Note](#)
[Spirit Mantle](#)
[Split the Sky](#)
[Static Shock](#)

[Sundering Vitae](#)
[Suppression Field](#)
[Thundering Armor](#)
[Touch of the Eternal](#)
[Tunnel Vision](#)
[Vigilance](#)
[Vital Strike](#)
[Vraska's Stoneglare](#)
[Warp World](#)
[Wieldskill](#)
[Withstand](#)

GATHERING MAGIC: THEROS

[Analyze](#)
[Anger of the Gods](#)
[Apex of Power](#)
[Aria of Revelation](#)
[Artisan's Sorrow](#)
[Aspect of Gorgon](#)
[Aspect of Hydra](#)
[Aspect of Lamprey](#)
[Aspect of Manticore](#)
[Avenging Arrows](#)
[Battlewise Valor](#)
[Blades of Astral Fire](#)
[Blast of Genius](#)
[Blessed Wind](#)
[Blinding Flare](#)
[Bolstering Speech](#)
[Boulderfall](#)
[Caustic Shot](#)
[Chromanticore](#)
[Commanding Presence](#)
[Crypsis](#)
[Dark Ritual](#)
[Deathbellow War Cry](#)
[Deflection](#)
[Demolish](#)
[Discontinuity](#)
[Disrupt Undead](#)
[Divine Verdict](#)
[Dreadful Apathy](#)
[Drown in Sorrow](#)
[Electric Jolt](#)
[Energy Strobe](#)
[Enigmatic Incarnation](#)
[Ethereal Chill](#)
[Excoriate](#)
[Ezlo's Sinister Schism](#)
[Fated Infatuation](#)
[Fated Intervention](#)
[Fated Retribution](#)
[Fated Return](#)
[Fateful End](#)
[Flicker of Fate](#)
[Gainsay](#)
[Giant Growth](#)
[Gild](#)

[Grasp of Darkness](#)
[Guardian Angel](#)
[Healing Infusion](#)
[Hold at Bay](#)
[Inari's Electric Slide](#)
[Indomitable Will](#)
[Infuriate](#)
[Interpret the Signs](#)
[Kardiff's Bouncing Bomb](#)
[Lightning Strike](#)
[Lightning Volley](#)
[Magma Jet](#)
[Magnus's Mastery](#)
[Masterful Replication](#)
[Messenger's Speed](#)
[Misdirection](#)
[Mortal's Ardor](#)
[Mortal's Resolve](#)
[Necrobite](#)
[Omen of the Dead](#)
[Omen of the Forge](#)
[Omen of the Hunt](#)
[Omen of the Sea](#)
[Omen of the Sun](#)
[Peregrination](#)
[Pinnacle of Rage](#)
[Portal Trace](#)
[Portent of Betrayal](#)
[Provoke](#)
[Razorleaf Cut](#)



[Revel of the Fallen God](#)

[Revelry](#)

[Reviving Melody](#)

[Samuel's Cough](#)

[Sanguine Bond](#)

[Savage Surge](#)

[Searing Blood](#)

[Shielding Cube](#)

[Shredding Winds](#)

[Shroud of Warning](#)

[Sleep of the Dead](#)

[Sorin's Thirst](#)

[Spike Wire](#)

[Spiteful Blow](#)

[Starfall](#)

[Stick](#)

[Storm's Wrath](#)

[Sunbond](#)

[Thoughtseize](#)

[Thrill of Possibility](#)

[Time Stretch](#)

[Touch of Fatigue](#)

[Tune of Merriment](#)

[Twinflame](#)

[Underworld Fires](#)

[War Proxy](#)

[White Knight](#)

[Words of Gravity](#)

HEDGES & HIGHWAYS

[Acid Barb](#)

[Animate Rope](#)

[Annihilation](#)

[Astral Lance](#) (name changed to [Holy Lance](#))

[Beguiling Strands](#)

[Blazing Brand](#)

[Browbeat](#)

[Chameleon's Mask](#)

[Conjurer's Trick](#)

[Dalarian's Levitation](#)

[Dalarian's Wing](#)

[Disarming Glance](#)

[Flash Lance](#)

[Freeze Ray](#)

[Freezing Burst](#)

[Gideon's Counterstep](#)

[Healer's Sight](#)

[Inari's Defense](#)

[Inari's Sword Volt](#)

[Magic Amplification](#)

[Magnus's Dark Beast](#)

[Magnus's Soul Tilt](#)

[Righteous Brand](#)

[Screaming Brand](#)

[Staggering Crescendo](#)

[Staggering Note](#)

[Sticks to Snakes](#)

[Stone Fists](#) (removed from this title)

OTHER TITLES

Please check out all the other available titles presented on DM's Guild by Jonathan Dupree, such as **Advanced Ability Checks** and the adventure **Waterdeep: Final Resting Place**. Follow him on Twitter [@dekelaus](#) and on Twitch at www.twitch.tv/thismindofmine

