



GATHERING MAGIC

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DOZENS OF NEW SPELLS
WITH OPTIONS FOR ALL CLASSES

GATHERING MAGIC



SPELLS

MAGIC IS IMPORTANT TO MANY OF the character classes of Dungeons & Dragons. For wizards, this art is learned by studying the works and craft of those that came before them. Likewise, bards study and learn spells along with stories and songs.

For sorcerers, the power is innate in their blood. Warlocks forge pacts with powerful entities, good or evil, lawful or chaotic. Clerics and paladins draw their spells from the power of their faith and their deities. Druids and rangers draw upon the primal essence of magic from the world itself.

Other sources of magic exist and have existed in the world, but the spells presented here are arcane tricks and techniques mastered by the wanderers of the world and monster slayers who crush bandits and fiends alike with the most ferocious of spells they can create.

This part of the book gives a number of new 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)

[Electrolyze](#) (evocation)
[Grapeshot](#) (transmutation)
[Heat Conversion](#) (transmutation)
[Ricochet](#) (divination)
[Static Shock](#) (abjuration)
[Vital Strike](#) (divination)
[Wieldskill](#) (divination)
[Withstand](#) (abjuration)

1ST LEVEL

[Amanuensis](#) (conjuration, ritual)
[Gird for Battle](#) (abjuration)

2ND LEVEL

[Galvanic Arc](#) (evocation)
[Thundering Armor](#) (abjuration)

5TH LEVEL

[Blockbuster](#) (conjuration)

BARD SPELLS

CANTRIPS (0 LEVEL)

[Clangor](#) (illusion)
[Frazzle](#) (enchantment)

[Panic Attack](#) (enchantment)
[Quickchange](#) (transmutation)
[Sharp Note](#) (evocation)
[Wieldskill](#) (divination)

1ST LEVEL

[Amanuensis](#) (conjuration, ritual)
[Dazzling Lights](#) (illusion)
[Dogpile](#) (enchantment)
[Gird for Battle](#) (abjuration)
[Repulse](#) (abjuration)

2ND LEVEL

[Convolute](#) (enchantment)
[Douse in Gloom](#) (enchantment)
[Hallucinatory Object](#) (illusion, ritual)
[Hand of Fate](#) (divination, ritual)
[Psychic Drain](#) (necromancy)

3RD LEVEL

[Anthem of Rakdos](#) (enchantment)
[Boros Fury-Shield](#) (abjuration)
[Dimir Machinations](#) (enchantment)
[Thundering Armor](#) (abjuration)

4TH LEVEL

[Displacement](#) (illusion)
[Incite Hysteria](#) (enchantment)
[Shadow of Doubt](#) (enchantment)

5TH LEVEL

[Chorus of Might](#) (transmutation)
[Induce Paranoia](#) (enchantment)
[Searing Meditation](#) (transmutation)

6TH LEVEL

[Eye of the Storm](#) (conjuration)
[Glimpse the Unthinkable](#) (divination)
[Master Warcraft](#) (enchantment)

7TH LEVEL

[Loremaster's Clarity](#) (divination)
[Ribbons of Night](#) (necromancy)

8TH LEVEL

[Tunnel Vision](#) (divination)

9TH LEVEL

[Enter the Infinite](#) (divination)

CLERIC SPELLS

CANTRIPS (0 LEVEL)

[Darkblast](#) (necromancy)
[Gather Courage](#) (enchantment)
[Holy Lance](#) (evocation)
[Justice Strike](#) (enchantment)
[Necrotic Wound](#) (necromancy)
[Prayer of Shielding](#) (abjuration)
[Righteous Blow](#) (evocation)
[Split the Sky](#) (evocation)

[Wieldskill](#) (divination)
[Withstand](#) (abjuration)

1ST LEVEL

[Amanuensis](#) (conjuration, ritual)
[Astral Lances](#) (evocation)
[Bathe in Light](#) (abjuration)
[Dead Weight](#) (necromancy)
[Gird for Battle](#) (abjuration)
[Vigilance](#) (enchantment)

2ND LEVEL

[Blazing Blade](#) (evocation)
[Brilliant Halo](#) (conjuration)
[Hand of Fate](#) (divination, ritual)
[Spirit Mantle](#) (abjuration)
[Sundering Vitae](#) (necromancy)

3RD LEVEL

[Avenging Flame](#) (evocation)
[Azorious Ploy](#) (abjuration)
[Boros Fury-Shield](#) (abjuration)
[Call of the Conclave](#) (conjuration)
[Gift of Orzhova](#) (transmutation)
[Thundering Armor](#) (abjuration)

4TH LEVEL

[Cascade of Light](#) (evocation)
[Shadow of Doubt](#) (enchantment)

5TH LEVEL

[Chorus of Might](#) (transmutation)
[Cleansing Beam](#) (evocation)
[Ocular Halo](#) (transmutation)
[Searing Meditation](#) (transmutation)

6TH LEVEL

[Master Warcraft](#) (enchantment)
[Razia's Purification](#) (evocation)

7TH LEVEL

[Grave Betrayal](#) (necromancy)

8TH LEVEL

[Chant of Vitu-Ghazi](#) (abjuration)

9TH LEVEL

[Touch of the Eternal](#) (evocation)

DRUID SPELLS

CANTRIPS (0 LEVEL)

[Flame Slash](#) (evocation)
[Gather Courage](#) (enchantment)
[Heat Conversion](#) (transmutation)
[Rain of Embers](#) (evocation)
[Static Shock](#) (abjuration)
[Wieldskill](#) (divination)
[Withstand](#) (abjuration)

1ST LEVEL

[Cast Stone](#) (transmutation)
[Char](#) (evocation)
[Dead Weight](#) (necromancy)
[Fists of Stone](#) (transmutation)
[Frost Breath](#) (evocation)
[Gird for Battle](#) (abjuration)
[Split the Sky](#) (evocation)

2ND LEVEL

[Barrage of Boulders](#) (conjuration)
[Galvanic Arc](#) (evocation)
[Hand of Fate](#) (divination)
[Lightning Helix](#) (evocation)
[Serpent Arms](#) (transmutation)
[Sundering Vitae](#) (necromancy)

3RD LEVEL

[Biomass Mutation](#) (transmutation)
[Call of the Conclave](#) (conjuration)
[Golgari Germination](#) (transmutation)
[Granite Armor](#) (transmutation)
[Gruul War Chant](#) (enchantment)
[Thundering Armor](#) (abjuration)

4TH LEVEL

[Ice Cage](#) (evocation)

5TH LEVEL

[Creeping Corrosion](#) (transmutation)
[Ocular Halo](#) (transmutation)

6TH LEVEL

[Eye of the Storm](#) (conjuration)
[Master Warcraft](#) (enchantment)
[Overwhelm](#) (transmutation)
[Pollenbright Wings](#) (transmutation)

7TH LEVEL

[Elemental Maw](#) (conjuration)

8TH LEVEL

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

9TH LEVEL

[Warp World](#) (transmutation)

PALADIN SPELLS

1ST LEVEL

[Astral Lances](#) (evocation)
[Bathe in Light](#) (abjuration)
[Erupting Smite](#) (evocation)
[Gird for Battle](#) (abjuration)
[Split the Sky](#) (evocation)
[Vigilance](#) (enchantment)

2ND LEVEL

[Blazing Blade](#) (evocation)
[Brilliant Halo](#) (conjunction)
[Spirit Mantle](#) (abjuration)
[Sundering Vitae](#) (necromancy)

3RD LEVEL

[Avenging Flame](#) (evocation)
[Boros Fury-Shield](#) (aburation)
[Gift of Orzhova](#) (transmutation)
[Thundering Armor](#) (abjuration)

4TH LEVEL

[Shadow of Doubt](#) (enchantment)

5TH LEVEL

[Cleansing Beam](#) (evocation)

RANGER SPELLS

1ST LEVEL

[Cast Stone](#) (transmutation)
[Fists of Stone](#) (transmutation)
[Gird for Battle](#) (abjuration)
[Split the Sky](#) (evocation)

2ND LEVEL

[Barrage of Boulders](#) (conjunction)
[Galvanic Arc](#) (evocation)
[Serpent Arms](#) (transmutation)
[Sundering Vitae](#) (necromancy)

3RD LEVEL

[Golgari Germination](#) (transmutation)
[Granite Armor](#) (transmutation)
[Gruul War Chant](#) (enchantment)
[Thundering Armor](#) (abjuration)

5TH LEVEL

[Creeping Corrosion](#) (transmutation)

SORCERER SPELLS

CANTRIPS (0 LEVEL)

[Electrolyze](#) (evocation)
[Flame Slash](#) (evocation)
[Frazzle](#) (enchantment)
[Grapeshot](#) (transmutation)
[Heat Conversion](#) (transmutation)
[Illusory Ambush](#) (illusion)
[Necrotic Wound](#) (necromancy)
[Phantom Cage](#) (illusion)
[Rain of Embers](#) (evocation)
[Ricochet](#) (transmutation)
[Static Shock](#) (abjuration)
[Vital Strike](#) (divination)
[Wieldskill](#) (divination)

1ST LEVEL

[Beacon Bolt](#) (evocation)
[Char](#) (evocation)
[Dazzling Lights](#) (illusion)
[Dogpile](#) (enchantment)
[Fists of Stone](#) (transmutation)
[Frost Breath](#) (evocation)
[Repulse](#) (abjuration)
[Rift Bolt](#) (evocation)

2ND LEVEL

[Barrage of Boulders](#) (conjunction)
[Douse in Gloom](#) (enchantment)
[Flickerform](#) (illusion)
[Galvanic Arc](#) (evocation)
[Hallucinatory Object](#) (illusion)
[Lightning Helix](#) (evocation)
[Parallelectric Feedback](#) (evocation)
[Psychic Drain](#) (necromancy)

3RD LEVEL

[Arcane Portal](#) (conjunction)
[Banefire](#) (evocation)
[Biomass Mutation](#) (transmutation)
[Dimir Machinations](#) (enchantment)
[Gift of Orzhova](#) (transmutation)
[Thundering Armor](#) (abjuration)

4TH LEVEL

[Displacement](#) (illusion)
[Ice Cage](#) (evocation)
[Incite Hysteria](#) (enchantment)
[Shadow of Doubt](#) (enchantment)

5TH LEVEL

[Blockbuster](#) (evocation)
[Induce Paranoia](#) (enchantment)
[Invoke the Firemind](#) (divination)

6TH LEVEL

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

7TH LEVEL

[Elemental Maw](#) (conjunction)
[Firemind's Foresight](#) (divination)
[Grave Betrayal](#) (necromancy)
[Ribbons of Night](#) (necromancy)

8TH LEVEL

[Cosmotronic Wave](#) (evocation)
[Tunnel Vision](#) (illusion)

9TH LEVEL

[Enter the Infinite](#) (divination)

WARLOCK SPELLS

CANTRIPS (0 LEVEL)

[Darkblast](#) (necromancy)
[Electrolyze](#) (evocation)
[Flame Slash](#) (evocation)
[Necrotic Wound](#) (necromancy)
[Vital Strike](#) (divination)
[Wieldskill](#) (divination)

1ST LEVEL

[Beacon Bolt](#) (evocation)
[Char](#) (evocation)
[Dazzling Lights](#) (illusion)
[Dead Weight](#) (necromancy)
[Repulse](#) (abjuration)
[Rift Bolt](#) (evocation)

2ND LEVEL

[Douse in Gloom](#) (enchantment)
[Flickerform](#) (illusion)
[Galvanic Arc](#) (evocation)
[Lightning Helix](#) (evocation)
[Psychic Drain](#) (necromancy)

3RD LEVEL

[Anthem of Rakdos](#) (enchantment)
[Banefire](#) (evocation)
[Biomass Mutation](#) (transmutation)
[Dimir Machinations](#)
[Gift of Orzhova](#) (transmutation)
[Golgari Germination](#) (transmutation)

4TH LEVEL

[Ice Cage](#) (evocation)
[Incite Hysteria](#) (enchantment)
[Shadow of Doubt](#) (enchantment)

5TH LEVEL

[Induce Paranoia](#) (enchantment)
[Ocular Halo](#) (transmutation)

6TH LEVEL

[Pollenbright Wings](#) (transmutation)
[Razia's Purification](#) (evocation)

7TH LEVEL

[Elemental Maw](#) (conjunction)
[Ribbons of Night](#) (necromancy)

8TH LEVEL

[Vraska's Stoneglare](#) (transmutation)

9TH LEVEL

[Warp World](#) (transmutation)

WIZARD SPELLS

CANTRIPS (0 LEVEL)

[Electrolyze](#) (evocation)
[Flame Slash](#) (evocation)

[Frazzle](#) (enchantment)
[Grapeshot](#) (transmutation)
[Heat Conversion](#) (transmutation)
[Illusory Ambush](#) (illusion)
[Necrotic Wound](#) (necromancy)
[Phantom Cage](#) (illusion)
[Rain of Embers](#) (evocation)
[Ricochet](#) (transmutation)
[Static Shock](#) (abjuration)
[Vital Strike](#) (divination)
[Wieldskill](#) (divination)

1ST LEVEL

[Amanuensis](#) (conjunction)
[Beacon Bolt](#) (evocation)
[Char](#) (evocation)
[Dazzling Lights](#) (illusion)
[Dogpile](#) (enchantment)
[Fists of Stone](#) (transmutation)
[Frost Breath](#) (evocation)
[Repulse](#) (abjuration)
[Rift Bolt](#) (evocation)

2ND LEVEL

[Barrage of Boulders](#) (conjunction)
[Convolute](#) (enchantment)
[Douse in Gloom](#) (enchantment)
[Flickerform](#) (illusion)
[Galvanic Arc](#) (evocation)
[Hallucinatory Object](#) (illusion)
[Lightning Helix](#) (evocation)
[Parallelectric Feedback](#) (evocation)
[Psychic Drain](#) (necromancy)
[Suppression Field](#) (abjuration)

3RD LEVEL

[Arcane Portal](#) (conjunction)
[Azorious Ploy](#) (abjuration)
[Banefire](#) (evocation)
[Biomass Mutation](#) (transmutation)
[Dimir Machinations](#) (enchantment)
[Firemind's Research](#) (divination)
[Gift of Orzhova](#) (transmutation)
[Thundering Armor](#) (abjuration)

4TH LEVEL

[Displacement](#) (illusion)
[Ice Cage](#) (evocation)
[Incite Hysteria](#) (enchantment)
[Shadow of Doubt](#) (enchantment)

5TH LEVEL

[Blockbuster](#) (evocation)
[Induce Paranoia](#) (enchantment)
[Invoke the Firemind](#) (divination)

6TH LEVEL

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

7TH LEVEL

[Elemental Maw](#) (conjunction)
[Firemind's Foresight](#) (divination)
[Loremaster's Clarity](#) (divination)
[Grave Betrayal](#) (necromancy)
[Ribbons of Night](#) (necromancy)

8TH LEVEL

[Cosmotronic Wave](#) (evocation)
[Tunnel Vision](#) (divination)

9TH LEVEL

[Enter the Infinite](#) (divination)

SPELL DESCRIPTIONS

The spells are presented in alphabetical order.

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.

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.

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.

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 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.

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.

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.

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.

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.

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.

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.

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.

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.

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 creatures' 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.

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.

CHAR

1st-level conjuration

Casting Time: 1 action

Range: 120 feet

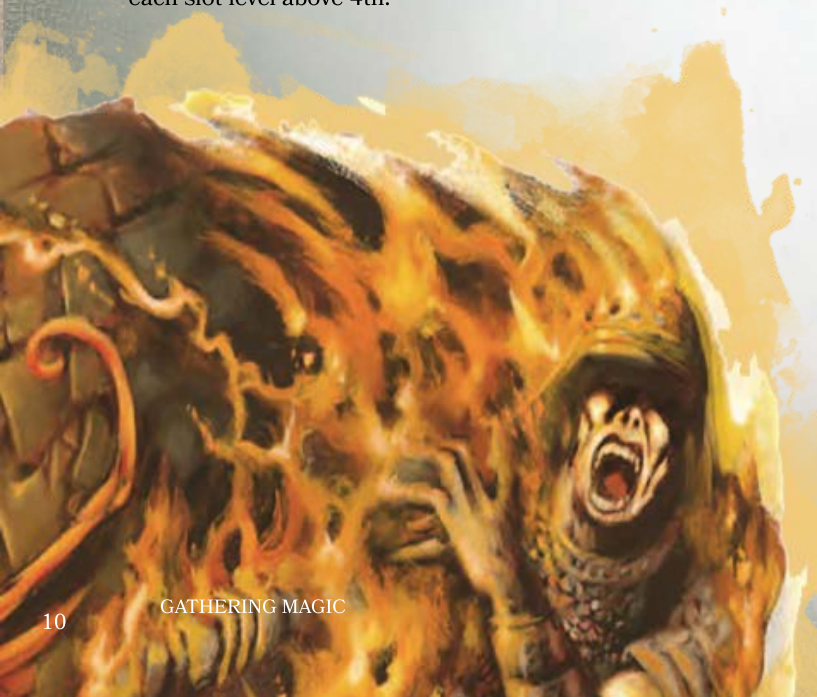
Components: V, S, M (a pinch of sulfur)

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).



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.

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.

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.

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.

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.

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.

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

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.

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.

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.

ELECTROLYZE

Evocation cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

Classes: Artificer, 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.

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.

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.

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.

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).

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.

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.)

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.

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).

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.

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.

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. A 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.



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).

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.



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.

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).

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.

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.

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.

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).

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.

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.

MASTER WARCRRAFT

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.

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.

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.



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.

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).

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 spells 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.

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.

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.

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).

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.

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.

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.

RICOCHET

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).

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).

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.

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.

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).

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.

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.

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.

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)

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.

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.

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.

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.

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.

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.



APPENDIX B: CONTENTS

The list below is all spells within this book in alphabetical order with links to the pages they are on.

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[Arcane Portal](#) (changed to [Arcane Portal](#), updated wording)
[Astral Lances](#)
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[Blockbuster](#)
[Boros Fury-Shield](#) (updated wording and trigger)
[Brilliant Halo](#)
[Call of the Conclave](#)
[Cascade of Light](#)
[Cast Stone](#)
[Chant of Vitu-Ghazi](#)
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[Creeping Corrosion](#)
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[Dazzling Lights](#)
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[Dimir Machinations](#)
[Displacement](#)
[Dogpile](#)(#p12) (updated wording)
[Douse in Gloom](#)
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[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](#)
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[Withstand](#)

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