

Fifth Edition Done Rite

101 First Level Spells



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Rite Publishing Presents:

101 First Level Spells

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Dedication: To The Companions of the Bargewright Inn
—A paradigm shift in gaming.

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Never cast the same spell twice!

One of my all-time favorite wizards was a character named Rary the Second, and when I talked to my GM about playing him, that statement was a big part of my pitch. The GM was gracious enough to let me have a go at it; I think it made for a great deal of balance because if a spell was going to disrupt a game then it only did so once and the GM never had to worry about it again.

Once I did that with Rary the Second, it became a part of my GMing style. I had been playing with roughly the same group of players since college and the players know what every spell in the book does. I wanted every caster to have a custom spell, and if there were some spell casters from exotic lands or there was a high archmage, well, I wanted them to never use a spell the players would recognize, because knowing all the details takes away the mystery that is magic.

That's why when the d20 explosion happened I was overjoyed; folks from all over were creating spells and I had a flood of new inspiration. But I quickly discovered what many other d20 fans did: not every book was play-tested, or even edited for game balance, and some new material (while sometimes perfectly balanced) was just plain dull and lifeless.

When I decided to create the 101 series I had three primary goals for spells: it has to be cool, it has to be fun, and it has to be balanced. This means that we have played around with the spells to make them cooler and we have changed the spell text to make them more balanced. And by us I am referring to my co-author Ed Kabara, Dave Paul our editor, Bill Collins a good friend and ENnie-award-winning designer who constantly shows up over on our patron forums, and of course our

subscribers whose input constantly pushes us to create better spells.

Admittedly, with 101 new options, there will surely be some combinations that some inventive mind will come up with that will tip the balance to the player. Just remember: there are no rules, there are only guidelines. Only a GM can determine if a spell is suitable for his or her personal campaign.

Another thing we strived for was making sure each class and specialist got a good selection of new spells to choose from; even the lowly diviner got seven spells.

Now you only have one problem: if you are playing a 1st level caster, what spell will you choose?

Steven D. Russell





Clear Conscience

Spell Lists

1st-Level Bard Spells

Alter Liquid: Transmute 1 pint/spell level of liquid.

Animated Tattoo: Creates a moving image on a subject's body that can attack.

Borrow Skill: Become proficient in target creature's skill (bonus action).

Clarity of Thought: Grants advantage on Concentration checks (reaction).

Clear Conscience: Caster loses all memory of events just prior to casting the spell.

Cock's Crow: Creatures immediately awaken (reaction).

Color: Changes the color of a creature or object.

Contrariness: Target must lie and be generally disagreeable and difficult.

Curse of Ineptitude: Target experiences clumsiness and bad luck.

Deep Shadows: Enhances shadows so they grant minor concealment bonus.

Discerning Eye: Determines the exact monetary value of a single item.

Dispel Magic, Lesser: As *dispel magic* except to a maximum spell level of 1.

Distract: Subject loses all actions for a round.

Escape Grapple: Gain advantage on checks to grapple and escape grabs (bonus action).

Flashy Defenses: Chaos defends you against random types of attacks.

Glamour: Caster becomes physically attractive.

Guilt: One evil target is denied an action.

Heat Lightning: Vertical strokes of lightning deal 1d6 electric damage, plus stuns and sets creatures on fire.

Malicious Intent: Subjects take -1 or one subject takes -d4 on saves.

Minor Lasting Image: Creates permanent, tiny, immobile image.

Missteps: Subject's speed and disadvantage on Dexterity saving throws.

Peephole: Creates a small opening through a wooden, plaster, or stone wall.

Pins and Needles: Victim suffers a -1 circumstance penalty on all attack rolls and skill checks, and requires a Constitution saving throw to cast spells.

Skill Lore: Target gains advantage on one skill check.

Songstrike: Cone of sonic energy inflicts 1d4 thunder damage (bonus action).

Sonic Dart: Ranged spell attack inflicts 1d6 points of thunder damage (bonus action).

Stunning Note: Target stunned for 1 round.

Unspoken Tongue: Target cannot speak intelligibly.
White Noise: Creates a white light and loud sound causing disadvantage to Wisdom(perception) checks.

1st-Level Cleric Spells

Alter Liquid: Transmute 1 pint/spell level of liquid.
Animate Skeleton: Animate and control one skeletal servant.
Astute Fighting. Recipient gains an extra melee attack as a bonus action.
Avert Attack: Grants advantage on a saving throw or disadvantage on an attack directed at up to three targets (reaction or bonus action).
Briefly Visible: Invisible creatures or objects within 10 feet become visible to caster for one round.
Clarity of the Faith: Gives the target advantage to Intelligence(religion) checks regarding your faith.
Contingent Minor Healing: Target that takes 4 or more damage instantly cures 1d4 hit points.
Contrariness: Target must lie and be generally disagreeable and difficult.
Curse of Ineptitude: Target experiences clumsiness and bad luck.
Dispel Magic, Lesser: As *dispel magic* except to a maximum spell level of 1.
Draw on Faith: Gain a +1 bonus on one save, check, or attack roll.
Gloomlight: Grant creatures with darkvision the ability to perceive color in the area.
Guilt: One evil target is denied an action.
Hex of the Bull's-eye target suffers disadvantage.
Hex Weapon: curse a single weapons so it cannot be wielded or it attacks wielder.
Inflict Pain: Spell melee attack deals 2d6+modifier necrotic damage and penalties to rolls.
Inspired Initiative: Subjects gains advantage on their next initiative check.
Harden Increases object's hitpoints by 50%.
Hesitation: Target creature reduces initiative count by 5 (bonus action).
Mistsight: you can see through mist, fog, and rain.
Poison Weapon: As *magic weapon*, but weapon becomes coated with poison.
Potent Weapon: Weapon gains bonuses against a specific foe.
Precipitate: Driving rain, sleet, or snow blocks sight and grants concealment, plus quenches fires, impedes movement.
Second Chance: Grants subject a second chance at a saving throw (reaction).
Sacred Watch: Watches over the target, giving immediate knowledge when he or she is in danger.

Supernatural Ward: Subject gains advantage on saving throws (reaction).
Valiant Resolve: Negate the first 5 damage from non magic sources each attack.
Ward, Lesser: Inscription harms those who pass it.

1st-Level Druid Spells

Alter Liquid: Transmute 1 pint/spell level of liquid.
Animate Element: Turn small quantity of an element into Small elemental.
Animate Wood: Animate small wooden item.
Bee Sting: One foe is stung for minor damage and poison condition.
Blossoming Footsteps: Causes plants to grow where the druid walks.
Briefly Visible: Any invisible creatures or objects within 10 feet become visible for one round.
Borrow Skill: Use another creature's skill (bonus action).
Contingent Minor Healing: Target that takes 4 or more damage instantly cures 1d4 hit points.
Clarity of the Faith: Gives the target advantage to Intelligence(religion) checks regarding your faith.
Clarity of Thought: Grants advantage on Concentration checks (reaction).
Crop Circle: Hacks all grasses and underbrush to the ground, leaving nothing but an empty circle.
Dispel Magic, Lesser: As *dispel magic* except to a maximum spell level of 1.
Energy Weapon: one weapon deals an additional 1d6 damage of the chosen energy type (bonus action).
Glamour: Caster becomes physically attractive.
Harden Increases object's hitpoints by 50%.
Heat Lightning: Vertical strokes of lightning deal 1d6 electric damage, plus stuns and sets creatures on fire.
Hex of the Bull's-eye target suffers disadvantage.
Hex Weapon: curse a single weapons so it cannot be wielded or it attacks wielder.
Ignore: Distracted creature suffers disadvantage on Wisdom(perception) and Intelligence(investigation) checks.
Keen Senses: Gain enhanced vision and advantage on perception checks.
Mistsight: you can see through mist, fog, and rain.
Precipitate: Driving rain, sleet, or snow blocks sight and grants concealment, plus quenches fires, impedes movement.
Pressure Spray: Deals 3d6 bludgeoning damage and may knock down targets.
Quill Skin: Coat your body with sharp quills to damage creatures constricting or swallowing you (reaction).
Scentless: Negates scent ability.

Spikes of the Locust Tree: Improves grapple and Escape Artist checks with a bonus to unarmed damage (bonus action).

Tunnel: You gain a burrow speed through dirt.

Valiant Resolve: Negate the first 5 damage from non magic sources each attack.

Ward, Lesser: Inscription harms those who pass it.

Wind Churn: Fliers spend next action staying in the air, taking damage, and takes a penalty to all actions, checks, and saves.

1st-Level Paladin Spells

Divine Beacon: The caster knows the direction and range of an individual or group and their condition (reaction).

Draw on Faith: Gain a +1 bonus on one save, check, or attack roll.

Clarity of the Faith: Gives the target advantage to Intelligence(religion) checks regarding your faith.

Earth Charger: Mount gains a bonus to str and a new attack when in contact with ground (bonus action).

Illuminated Weapon: Imposes a -1d4 penalty to attacks, saves, and checks to undead struck.

Potent Weapon: Weapon gains bonuses against a specific foe.

Righteous Strike: you bypass evil creature's damage reduction on a single strike (bonus action).

Share Sacrifice: you heal half a creature's hit points and take half of that amount as damage.

Soul Beacon: Amplify your soul to gain combat benefits but become extremely visible to undead.

Summon Weapon: melee or ranged weapon of your choice (bonus action).

1st-Level Ranger Spells

Borrow Skill: Become proficient in target creature's skill (bonus action).

Deep Shadows: Enhances shadows so they grant minor concealment bonus.

Potent Weapon: Weapon gains bonuses against a specific foe.

Hidden Shelter: Creates a camouflaged shelter from the surrounding materials.

Ignore: Distracted creature suffers disadvantage on Wisdom(perception) and Intelligence(investigation) checks.

Keen Senses: Gain enhanced vision and advantage on perception checks.

Mistsight: you can see through mist, fog, and rain.

Poison Weapon: As *magic weapon*, but weapon becomes coated with poison.

Self-Loading Bolts: Target bolts automatically load.

Spikes of the Locust Tree: Improves grapple and Escape Artist checks with a bonus to unarmed damage (bonus action).

Tunnel: You gain a burrow speed through dirt.

Summon Weapon: melee or ranged weapon of your choice (bonus action).

1st-Level Sorcerer/Wizard

Spells

Abjuration

Avert Attack: Grants advantage on a saving throw or disadvantage on an attack directed at up to three targets (reaction or bonus action).

Dispel Magic, Lesser: As *dispel magic* except to a maximum spell level of 1.

Flank Shield: subject is protected from other creatures gaining advantage on attacks against the target.

Flashy Defenses: Chaos defends you against random types of attacks.

Foul Flesh: Caster's foul taste dissuades living creatures from biting him.

Harden Increases object's hit points by 50%.

Reactive Armor: Summon a suit of armor that the caster is proficient in (reaction).

Supernatural Ward: Subject gains advantage on saving throws (reaction).

True Shield: caster gains a +10 bonus to AC against the next attack.

Valiant Resolve: Negate the first 5 damage from non magic sources each attack.

Ward, Lesser: Inscription harms those who pass it.

Conjuration

Brimstone: Fiery stone deals 1d6 fire damage plus poisons targets, as melee touch attack or splash weapon.

Pearl of Brilliance: Silvery sphere deals radiant damage plus blinds targets (undead take more damage and are blinded), as melee touch attack or splash weapon.

Poison Weapon: As *magic weapon*, but weapon becomes coated with poison.

Precipitate: Driving rain, sleet, or snow blocks sight and grants concealment, plus quenches fires, impedes movement.

Summon Weapon: melee or ranged weapon of your choice (bonus action).

Torchbearer: You conjure a creature that carries a torch, sunrod, lantern or daylight spell.

Divination

Briefly Visible: Invisible creatures or objects within 10 feet become visible to caster for one round.

Discerning Eye: Determines the exact monetary value of a single item.

Down and Out: Provides advantage on trip and disarm attempts (bonus action).

Foes' Measure: learn the class and level or creature type and hit dice of all creatures in a 30' radius.

Inspired Initiative: Subjects gains advantage on their next initiative check.

Mental Sentinel: Gain a bonus to Wisdom (perception) and Intelligence (investigation) checks or expend the spell for bonus to initiative

Skill Lore: Target gains advantage on one skill check.

Enchantment

Clarity of Thought: Grants advantage on Concentration checks (reaction).

Clear Conscience: Caster loses all memory of events just prior to casting the spell.

Cock's Crow: creatures immediately awoken (reaction).

Contrariness: Target must lie and be generally disagreeable and difficult.

Distract: Subject loses all actions for a round.

Guilt: One evil target is denied an action.

Hex of the Bull's-eye target suffers disadvantage.

Hex Weapon: curse a single weapons so it cannot be wielded or it attacks wielder.

Id Seizure: Disorienting thoughts limit actions in target creature.

Ignore: Distracted creature suffers disadvantage on Wisdom (perception) and Intelligence (investigation) checks.

Malicious Intent: Subjects take -1 or one subject takes -4 on saves.

Unspoken Tongue: Target cannot speak intelligibly.

Evocation

Brilliant Arc: arcing ray of electricity that hits multiple targets.

Cutting Flame: Creates a flame capable of cutting through steel.

Energy Missile: ranged touch attack deals 2d6+spellcasting modifier damage of the chosen energy type.

Self-Loading Bolts: Target bolts automatically load.

Heat Lightning: Vertical strokes of lightning deal electric damage, plus stuns and sets creatures on fire.

Push: Pushes one creature or object.

Pressure Spray: Deals 3d6 bludgeoning damage and may knock down targets.

Sword Shock: Deals 3d4 electric damage, and target may drop object held.

White Noise: Creates a loud sound and white light causing a -20 penalty to Perception checks.

Illusion

Animated Tattoo: Creates a moving image on a subject's body that can attack.

Deep Shadows: Enhances shadows so they grant minor concealment bonus.

Glamour: Caster becomes physically attractive.

Invisible Familiar: Familiar becomes invisible.

Minor Lasting Image: Creates permanent, tiny, immobile image.

Pins and Needles: Victim suffers a -1 circumstance penalty on all attack rolls and skill checks, and requires a Constitution saving throw to cast spells.

Shadow Hands: Causes 3d6 cold damage.

Shadow Weapon: Create a quasi-real melee weapon (bonus action).

Necromancy

Animate Skeleton: Animate and control one skeletal servant.

Bleeding Wounds: Attack on target deals +2d6 damage (bonus action).

Control Undead: gain control of an undead creature.

Curse of Ineptitude: Target experiences clumsiness and bad luck.

Inflict Pain: Spell melee attack deals 2d6+modifier necrotic damage and penalties to rolls.

Lash Fey: cloud of cold iron filings and negative energy deals 3d10 necrotic damage to fey.

Missteps: Subject's speed and disadvantage on Dexterity saving throws.

Transmutation

Adjust: Armor, shield, weapon, jewelry, or clothing resizes to fit caster.

Alter Liquid: Transmute 1 pint/spell level of liquid.

Alter Poison Damage: Changes a poison's damage type.

Awesome Strike: Melee attack knocks back foe (bonus action).

Borrow Skill: Become proficient in target creature's skill (bonus action).

Breathtwist: You change the nature of your energy breath weapon so that it deals a different type of energy.

Color: Changes the color of a creature or object.

Energy Weapon: one weapon deals an additional 1d6 damage of the chosen energy type (bonus action).

Escape Grapple: Gain advantage on checks to grapple and escape grabs (bonus action).

Gloomlight: Grant creatures with darkvision the ability to perceive color in the area.

Hesitation: Target creature reduces initiative count by 5 (bonus action).

Ice Arm: touch attack deals 1d8 cold damage and protects against fire.

Overcompensation: Weapon increases size and damage.

Peephole: Creates a small opening through wood, plaster, or stone wall.

Spikes of the Locust Tree: Improves grapple and Escape Artist checks with a bonus to unarmed damage (bonus action).

1st-Level Warlock Spells

Bleeding Wounds: Attack on target deals +2d6 damage (bonus action).

Briefly Visible: Invisible creatures or objects within 10 feet become visible to caster for one round.

Brilliant Arc: arcing ray of electricity that hits multiple targets.

Brimstone: Fiery stone deals 1d6 fire damage plus poisons targets, as melee touch attack or splash weapon.

Clear Conscience: Caster loses all memory of events just prior to casting the spell.

Contrariness: Target must lie and be generally disagreeable and difficult.

Cutting Flame: Creates a flame capable of cutting through steel.

Curse of Ineptitude: Target experiences clumsiness and bad luck.

Deep Shadows: Enhances shadows so they grant minor concealment bonus.

Distract: Subject loses all actions for a round.

Flashy Defenses: Chaos defends you against random types of attacks.

Foul Flesh: Caster's foul taste dissuades living creatures from biting him.

Glamour: Caster becomes physically attractive.

Gloomlight: Grant creatures with darkvision the ability to perceive color in the area.

Hesitation: Target creature reduces initiative count by 5 (bonus action).

Hex of the Bull's-eye target suffers disadvantage.

Hex Weapon: curse a single weapons so it cannot be wielded or it attacks wielder.

Ice Arm: touch attack deals 1d8 cold damage and protects against fire.

Id Seizure: Disorienting thoughts limit actions in target creature.

Invisible Familiar: Familiar becomes invisible.

Malicious Intent: Subjects take -1 or one subject takes -d4 on saves.

Missteps: Subject's speed and disadvantage on Dexterity saving throws.

Pins and Needles: Victim suffers a -1 circumstance penalty on all attack rolls and skill checks, and requires a Constitution saving throw to cast spells.

Poison Weapon: As *magic weapon*, but weapon becomes coated with poison.

Reactive Armor: Summon a suit of armor that the caster is proficient in (reaction).

Shadow Weapon: Create a quasi-real melee weapon (bonus action).

Supernatural Ward: Subject gains advantage on saving throws (reaction).

True Shield: Caster gains a +10 bonus to AC against the next attack.

Torchbearer: You conjure a creature that carries a torch, sunrod, lantern or daylight spell.

Unspoken Tongue: Target cannot speak intelligibly.



Torchbearer

Spell Descriptions

Adjust

1st-level Transmutation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

Adjust instantaneously resizes an unattended piece of clothing or jewelry, a suit of armor, a shield or a weapon to fit you perfectly. This spell affects both magical and mundane equipment. Intelligent objects are allowed a Charisma saving throw and on a save the spell fizzles with no effect.

Alter Liquid

1st-level transmutation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a bit of sponge)

Duration: Instantaneous

This spell transmutes 1 pint of a nonmagical liquid into another. The liquid you affect must normally be liquid at about room temperature (65° F), you must have line of effect to it, and you can alter liquids in open containers, but not in sealed containers. The spell can transmute any type of mundane liquid (including fresh or saltwater, wine, vinegar, alcohol, or lamp oil) but cannot affect or create acid, mercury, or any type of venom, alchemical solution, potion, or poison.

Transmuted liquids created by the spell have typical characteristics such as color, taste, smell, and potency. For example, if you turn water to ale, you get typical ale rather than any extra-strong or distinctive variety.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can affect an additional 1 pint of liquid. These pints of liquid need not be together and can be in different containers.

Alter Poison Damage

1st-level transmutation

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

This changes the save type of one poison and the associated damage type. The damage type can be

changed to fire, cold, electric, psychic, or poison damage. Any additional effects last as long as normal and the save DC does not change, but extra saves to remove a condition are now changed to the new save type. As an example, a poison that requires a Constitution saving throw that does poison damage can be changed to a Charisma saving throw that does psychic damage. This effect lasts for one day after which the poison reverts to normal.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the poison is changed for one additional day.

Animate Element

1st-level conjuration

Casting Time: 1 round

Range: 30 feet

Components: V, S, M (a bit of the element to summon)

Duration: Concentration, up to 1 hour

You summon one elemental of challenge rating ¼ or lower that appears in an unoccupied space that you can see within range.

The elemental disappears when it is reduced to 0 hp or when the spell ends. The elemental is friendly toward you and any allies. The elemental obeys all verbal commands you give it. It will not act if not ordered too, but will defend itself if attacked. You direct the elemental on your turn without having to spend any actions.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can summon one additional elemental per spell level above 1st.

Animate Skeleton

1st-level necromancy

As *animate undead*, except you may only animate one creature, cannot control multiple creatures, you must remain within 30 feet of the skeleton or it becomes a wild skeleton and attacks you and your allies, and you must your action to dictate the creature's action and your move to cause the creature to move.

Animated Tattoo

1st-level illusion

Casting Time: 1 hour

Range: Self

Components: V, S, M (expensive inks, 10gp)

Duration: 1 day

You create a magic tattoo on your body that has the ability to attack. It attacks using your proficiency bonus and your spellcasting modifier dealing 1d6 + your spellcasting modifier bludgeoning, piercing, or slashing damage

(chosen at the time of the tattoos creation). The tattoo freely moves around your body can be hidden beneath clothing as you wish, with no action needed. You must use an action to attack with the tattoo, but the tattoo can be used to make opportunity attacks as a reaction. The tattoo looks like whatever you wish and the nature of its attack is determined at the tattoo's creation.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can extend the tattoo's duration by 1 day and increase the damage dealt by the tattoo by 1d6 per one spell level above 1st.

Animate Wood

1st-level transmutation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (piece of unworked oak)

Duration: Concentration, up to one minute

You animate a small wooden object. This creature uses the same statistics as a small animated object and will immediately attack whomever or whatever you initially designate as a target. If you target a held or attended object, the person holding or attending the object makes a Charisma saving throw to negate the spell.

Astute Fighting

1st-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to one minute

You imbue a target with the ability to make an additional attack each round as a bonus action. This will not grant the target additional bonus actions.

Awesome Strike

1st-level transmutation

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: 1 round

Any melee strikes you make during the spell's duration now cause any creature hit to have to make a Dexterity saving throw. On a failure, the creature is thrown 10 feet in a direction of your choosing. This movement provokes opportunity attacks, and the creature must be moved away from you in a straight line. The target will fall prone at the end of this movement. If the target can't move the full 10 feet, for each five feet it can't move, the target and whatever it hits takes 1d6 bludgeoning damage.



Animate Skeleton

Avert Attack

1st-level abjuration

Casting Time: 1 bonus action or reaction

Range: 60 feet

Components: V

Duration: 1 round

Your quick spells keep your friends safe. Choose up to three targets in range. The next attack against these targets suffers disadvantage or the next save made by the target has advantage. When the disadvantage or advantage is used, the effect ends on that one target.

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

Bee Sting

1st-level conjuration

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a bumblebee's stinger)

Duration: Instantaneous

This spell strikes the target with a nasty sting, as if from a very large bee. Make a ranged spell attack. On a hit the target is dealt 1 piercing damage. If this damage is not negated, the target gains the poisoned condition, and can attempt a Constitution saving throw at the end of each of its rounds to remove this condition.

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

Bleeding Wounds

1st-level necromancy

Casting Time: 1 bonus action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

Choose a non-undead creature you can see in range. That creature must make a Constitution saving throw. On a failure, you cause the target's body to become sickly and gangrenous. All damage the target suffers deals an additional 2d6 damage.

Blossoming Footsteps

1st-level conjuration

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to one hour

While under the effect of this spell, the druid's footsteps cause plants to grow wherever he walks. At the druid's option, these plants can be flowers or normal undergrowth such as grass and weeds.

Blossoming footsteps only functions in rounds when the druid makes a standard move or less. The plants do not hinder movement or provide cover on their own, nor does their growth damage the surface where they grow. They can, however, be targeted by spells such as *entangle* or *plant growth*.

When the spell's duration expires, the plants either continue to live normally if the ground is suitable, or else melt away.

Borrow Skill

1st-level transmutation

Casting Time: 1 bonus action

Range: Touch

Components: S

Duration: 1 round

Upon casting, your hands pulse with a soft blue light. You may touch a creature to instantly become proficient in any one skill that the target is proficient in. If the creature is unwilling it may make a Dexterity saving throw to cause the spell to fail. Any skill checks you make with that skill are made using your proficiency bonus and your relevant ability modifier.

Breathwist

1st-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S, M (a bumblebee's stinger)

Duration: One minute

You change the nature of your energy breath weapon. It deals a different type of energy (acid, cold, electricity, fire, or thunder) the next time you use it (within one minute). All other parameters of the breath weapon (range, shape, damage, and so on) remain unchanged. This spell has no effect on creatures without a breath weapon. Using a magic item such as a *potion of fire breath* counts as having a breath weapon.

Briefly Visible

1st-level divination

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to one minute

Any invisible creatures or objects within 10 feet of you become visible to you (but not to other creatures) for one round, before you lose sight of them again. The spell reveals only magically-obscured creatures or objects, not hidden features such as invisible spell effects, secret doors, and traps.

Brimstone

1st-level conjuration

Casting Time: 1 action

Range: Self

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

Duration: 10 minutes or until expended

A fiery, smoking stone the size of a walnut appears in your palm. The stone is hot enough to ignite flammable materials and deals 1d6 fire damage each round it stays in contact with a creature or object, but won't hurt you or your equipment as long as you keep it in hand. You can use the stone to make a melee spell attack or you can throw it as a splash weapon, making a ranged spell attack with a range of 40/120 feet. If the stone is wielded by any other creature, those creatures are not considered proficient with the weapon. Note, though, that any other creature wielding it takes damage each round in which the stone is held.

When the stone hits (either as a ranged or melee attack), it breaks and releases a flash of heat and acrid smoke. The flash deals 3d6 fire damage to the target struck, while all creatures within 5 feet of the target (including the target and the wielder if the wielder isn't you) must make a

Constitution saving throw or be poisoned for 1 round. A strong wind (21+ miles per hour) disperses the smoke and negates its effects.

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

Brilliant Arc

1st-level abjuration

Casting Time: 1 action

Range: 50 feet

Components: V, S, M (small iron rod)

Duration: Instantaneous

This spell creates an electrical discharge that begins as a single stroke commencing from your fingertips. Unlike *Lightning Bolt*, *Brilliant Arc* strikes one object or creature initially, then arcs to other targets.

The bolt inflicts 3d4 electric damage to the primary target. After it strikes, lightning can arc to 3 secondary targets. The secondary bolts each strike one target and deal 3 electric damage.

Each target can attempt a Dexterity saving throw for half damage. The Reflex DC to halve the damage of the secondary bolts is 1 lower than the DC to halve the damage of the primary bolt. You choose secondary targets as you like, but they must all be within 30 feet of the primary target, and no target can be struck more than once. You can choose to affect fewer secondary targets than the maximum.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the primary target of the spell takes an additional 1d4 damage, the secondary targets take 1 extra damage, and you increases the number of targets by 1 for each slot level above 1st.

Clarity of Faith

1st-level divination

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to one minute

The target gains a comprehensive understanding of the tenets of your faith, gaining advantage on all Intelligence(religion) checks relating to questions of your faith.

Clarity of Thought

1st-level enchantment

Casting Time: 1 reaction

Range: Self

Components: V, S

Duration: 1 round

You call upon the stillness of the universe to grant you mental and emotional peace. You gain advantage on all Concentration checks.

Clear Conscience

1st-level enchantment

Casting Time: 1 action

Range: Self

Components: V, S, M (a few drops of wine placed on your tongue)

Duration: Permanent

You lose all memory of events just prior to casting the spell. You lose 1 minute of memories that you personally experienced. The spell cannot negate charm, geas/quest, suggestion, or similar spells.

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

Cock's Crow

1st-level enchantment

Casting Time: 1 reaction

Range: 30 feet

Components: V, S, M (a few drops of wine placed on your tongue)

Duration: Instantaneous

You utter a short, shrill call, and sleeping creatures within 10-foot radius of the spell's center immediately awaken. Those that choose not to may make a Wisdom saving throw to avoid the effect. If a creature is under a magical effect that a save can end, they make another save with advantage. If the magical effect does not allow for a save, then you make an ability check using your spell casting ability with the DC equal to 10 + spell level. On a success, the target awakens. This check must be made individually for each effect and target in the area.

Contingent Minor Healing

1st-level evocation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 8 hours or until discharged

You bestow a small blessing on the target creature. Whenever the creature takes 4 or more points of damage, the spell discharges, suffusing it with positive energy that heals 1d4 point of damage.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the target heals an

additional 1d4 hit points of damage for each slot level above 1st.

Control Undead

1st-level necromancy

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: 8 hours

You use the force of your own will to dominate a lesser undead. Choose an undead of challenge rating less than or equal to $\frac{1}{4}$. That creature must make a Charisma saving throw. On a failure, that creature is now controlled by you as if you had cast the *animate undead* spell for 8 hours. After the spell ends, that creature reverts to its owner's control or attacks you if its owner is dead or on another plane.

Color

1st-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Permanent

The spell permanently alters the color of a creature or object. If the object is attended or the creature is unwilling, a Charisma saving throw negates the effect. The spell can be dispelled or removed with a *Remove Curse* spell.

Contrariness

1st-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

Choose one creature within range. That creature makes a Charisma saving throw. If it fails, the subject of the spell becomes belligerent and negative toward all around them (disadvantage to all Charisma (persuasion) checks). They will disagree with everything said. In a crowded area, such as a bar, this could easily lead to combat.

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

Crop Circle

1st-level evocation

Casting Time: 1 action

Range: 150 feet

Components: V, S, M (an ear of corn)

Duration: Instantaneous

You summon an invisible force that instantaneously hacks all grasses and underbrush to the ground, leaving nothing but an empty 40-foot radius circle. Although the blades are invisible, they are not insubstantial. All creatures and inanimate objects make a Dexterity saving throw or take 1d6 force damage as swirling scythes and sickles cut all plants in the spell's radius. Farmers use this spell to clear arable land for farming, although some use it to frighten neighboring farmers or to sabotage their crops. This spell has no effect on plants or creatures of CR $\frac{1}{2}$ or higher.

Curse of Ineptitude

1st-level necromancy

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: 1 round

Choose one creature within range. That creature must make a Wisdom saving throw. On a failure, you impart a streak of bad luck on the target. All attack rolls, skill checks, and saving throws are made with disadvantage for 1 round.

Cutting Flame

1st-level evocation

Casting Time: 1 round

Range: Touch

Components: V, S, M (clove of rotten garlic)

Duration: Concentration, up to 10 minutes

You cause a white, hot, six-inch long beam of fire to spring from the target's fingertips. The primary function of this beam is for cutting through inanimate objects. The rate at which you can cut through the object depends on its AC (see the table below). Objects with an AC higher than 20 cannot be cut using this spell. You can only make cuts up to six inches deep, thus trying to cut through a foot-thick stone wall would have little effect.

In a pinch, this spell can be used offensively. If used as such, you are considered proficient with this weapon and it functions as a light melee finesse weapon. A successful attack deals 1d6 + strength or dexterity fire damage. Attempting to damage an attended object counts as using the spell offensively and damages the object.

Hardness	Inches/round
0-4	12
5-9	6
10-14	3
15-19	1
20+	Unable to be cut

Deep Shadows

1st-level illusion

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 hour

This spell creates a deepening and darkening of all shadows within a 60-foot area of a place you touch. This spell doesn't actually create shadows; it just makes existing shadows much larger and darker, and enhances them so they even interfere with low-light vision and darkvision. The shadows cause all attacks at targets within them to be made at disadvantage if the original shadow was just dim-light, or provide total cover and advantage on all Dexterity (stealth) checks to any creatures in the original shadows if the original shadows were considered in darkness. If the spell is cast on a small object that is then placed inside or under a light-proof covering, the spell's effects are blocked until the covering is removed.

If any of this spell's area overlaps with an area of light created by a spell of 2nd level or higher, this spell is dispelled.

Discerning Eye

1st-level divination

Casting Time: 1 action

Range: Touch

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

Duration: Instantaneous

The spell determines the exact monetary value of a single item.

Dispel Magic, Lesser

1st-level abjuration

As *dispel magic*, except that the maximum spell level that may be targeted is level 1.

Distract

1st-level enchantment

Casting Time: 1 action

Range: 50 feet

Components: V, S

Duration: 1 round

Choose one creature in range. That creature must make a Wisdom saving throw. On a failure, it is momentarily distracted, losing any actions remaining in this round. It becomes stunned until the next round in which it makes a new initiative roll as if it just entered combat.

Divine Beacon

1st-level abjuration

Casting Time: 1 reaction

Range: 10 miles

Components: V

Duration: 10 hours

The caster designates a recipient of this beacon: a specific individual, a member of specific race, class, or organization. If the individual or group is within the range of the spell they know any negative conditions the caster is subject to, and the direction and range to the caster. If the caster dies, the spell ends.

Down and Out

1st-level divination

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: 1 round

The magic of this spell allows you to see the best way to knock things down. You receive advantage on any attempt to disarm or trip an opponent while the spell in in effect.

Draw on Faith

1st-level conjuration

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Until expended or 1 hour

Upon casting this spell, you receive a surge of divine energy that grants you a +1 bonus on any one attack roll, saving throw, or check you make in the next minute. You must decide if you will use the bonus before you make the die roll.

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

Earth Charger

1st-level transmutation

Casting Time: 1 bonus action

Range: Touch

Components: V, S

Duration: 1 minute

Earth Charger fills your mount with the power of earth. As long as it remains in contact with the ground, it gains a +2 bonus to Strength checks and melee attacks and damage rolls. The creature also gains the ability to run over other creatures with a successful melee attack. The



Earth Charger

target of *Earth Charger* is considered proficient in this attack. Moving over another creature does not provoke an opportunity attack from that creature. To perform this attack, the target of the attack must be at least one size category smaller than the attacker. The damage for this new attack is based on the mounts size and is as follows.

Size	Bludgeoning Damage
Small	1d4 + strength
Medium	1d6 + strength
Large	1d8 + strength
Huge	2d6 + strength
Gargantuan	2d8 + strength
Colossal	4d8 + strength

Energy Weapon

1st-level transmutation

Casting Time: 1 bonus action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 minute

Casting this spell sheaths one weapon in one of five energy types of the caster's choice (acid, cold, fire,

electricity, or thunder). For the duration of the spell, the enchanted weapon deals an additional 1d6 damage of the energy type chosen on a successful hit. The elemental energy imbued does not harm the caster, or the weapon, but it may affect surrounding objects (for example, a flaming sword could be used to ignite a pool of oil).

Energy Missile

1st-level evocation

Casting Time: 1 action

Range: 100 feet

Components: V, S

Duration: Instantaneous

A bolt of the chosen energy type (acid, cold, electric, fire, or thunder) blasts from your fingertips and with a successful ranged spell attack deals 2d6 + your spell casting modifier damage of that type.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you may shoot an additional bolt of energy for each slot level above 1st. These bolts need not target the same creature.

Escape Grapple

1st-level transmutation

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: 1 round

The magic of this spell makes you more lithe and imparts an instinctive knowledge of wrestling moves and breaking holds. You gain advantage on your next check to escape a grapple or being held.

Flashy Defenses

1st-level abjuration

Casting Time: 1 action

Range: Self

Components: V, S, M (a small bag of lint)

Duration: 10 minutes

Flashy Defenses creates a barrier of matter or force around you, providing protection against random types of attacks. The force or matter manifested is appropriate to the damage being defended against. For instance, a sphere of mist might surround you to stop fire attacks, or small metal shields to stop melee attacks, or feathers to stop missile attacks. Roll on the table below each minute of the spell duration to determine the attack or energy type protected against. You gain damage resistance. This defense overlaps (and does not stack with) similar defenses from *Endure Elements*, *Resist Elements*, *Protection from Elements*, or *Stoneskin*.

1d10	Attack Protected From
1	Melee attacks
2	Missile attacks
3	All melee or missile attacks
4	Cold
5	Acid
6	Electricity
7	Thunder
8	Fire
9	All energy types
10	Half cover from all attacks. Cover is granted by a mixture of substances.

Foul Flesh

1st-level abjuration

Casting Time: 1 action

Range: Touch

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

Duration: 8 hours

The caster imbues his flesh with a foul appearance and taste, dissuading living creatures from biting him. Any time a living creature with a bite attack successfully bites a target under the effects of *Foul Flesh* it must make a successful Constitution saving throw or refuse to bite the target again while the spell duration lasts. A creature that fails its saving throw can still use other attack modes against the caster.

Foes' Measure

1st-level divination

Casting Time: 1 action

Range: 100 feet

Components: V, S

Duration: Instantaneous

The caster learns the power of all affected creatures 30-feet of a point the caster sees. He learns their class or creature type (and subtype) along with their level or challenge rating. Disguised creatures cause the spell to provide whatever information the disguised creature wishes.

Flank Shield

1st-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S, M (a miniature shield)

Duration: Concentration, up to 10 minutes

This spell creates a magical barrier protecting the target's flank. No creature can gain advantage on this target, and effects that trigger when a target has advantage do not occur. The target can still be surprised, but any creatures that surprise the target do not gain advantage but do gain surprise rounds normally.

Glamour

1st-level illusion

Casting Time: 1 action

Range: Self

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

Duration: Concentration, up to 2 hours

You ensorcel yourself to appear beautiful to anyone looking upon you. Not only will they find you attractive, but all your Charisma (deception) and Charisma (persuasion) checks gain advantage.

This spell does not change any specifics of your appearance, such as gender, race, and so forth, although it proves useful to cast in conjunction with *Disguise Self* or *Alter Self*. Any target you interact with or who tries to disbelieve your charms may make a Charisma saving

throw. A success will negate the effect on themselves only.

Gloomlight

1st-level illusion

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 8 hours

The touched object sheds an eerie radiance in a 60-foot radius, enabling creatures with darkvision the ability to perceive color. Magical *Darkness* and *Light* counter *Gloomlight*.

Guilt

1st-level enchantment

Casting Time: 1 action

Range: 100 feet

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

Duration: 1d4 rounds

Choose a creature in range. If that creature is non-good, it must make a Charisma saving throw. On a failure, that creature is forced to think about it's evil deeds it has performed in its past for 1d4 rounds. While in this deep contemplation, it is denied any action except to protect itself. At the end of its turn, it may make another Charisma saving throw to negate the effect.

Harden

1st-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 8 hours

You increase an object's hit points by 50 percent.

Hesitation

1st-level enchantment

Casting Time: 1 bonus action

Range: 50 feet

Components: S

Duration: Instantaneous

You force a target creature in range to hesitate, briefly confused and uncertain. That creature makes a Wisdom saving throw. On a failure, that creature reduces its initiative by 5.

Heat Lightning

1st-level evocation

Casting Time: 1 action

Range: 100 feet

Components: V, S, M (pointed rod of iron or copper)

Duration: instantaneous

You produce vertical strokes of lightning that flash downward for 1 round, dealing creatures and objects in a 10-foot diameter, 30-foot high cylinder 2d6 electric damage, or half-damage on a successful Dexterity saving throw. On a failed save, creatures are also stunned for 1 round and catch on fire, immediately taking an additional 1d6 fire damage. A creature catching on fire continues to burn in subsequent rounds unless it makes a Dexterity saving throw or takes a full-round action to put out the flames. The lightning strokes ignite unattended, flammable objects in the area.

Hex of the Bull's-eye

1st-level enchantment

Casting Time: 1 action

Range: 100 feet

Components: V, S, M (a sight from a crossbow)

Duration: instantaneous

You turn the fates against one foe. Chose a target in range. That target must make a Charisma saving throw. On a failure, the target gains disadvantage to all actions. At the end of each turn, the target may make another Charisma saving throw to end the effect.

Hex Weapon

1st-level enchantment

Casting Time: 1 action

Range: 100 feet

Components: V, S, M (a horseshoe)

Duration: instantaneous

A foe's weapon turns against its wielder. Chose a target in range holding a weapon to make a Wisdom saving throw. On a failure, the foe must choose to drop the weapon or to hold on to the weapon. If the foe dropped the weapon, it can not pick it up until it succeeds at a Wisdom saving throw which it makes at the end of each of its turn. If the foe held the weapon, then each turn as a bonus action, the foe must attack itself each turn before it takes any other actions. After it makes the attack on itself, it makes another Wisdom saving throw. On a success, the effect of the spell ends.

Hidden Shelter

1st-level transmutation

Casting Time: 1 action

Range: 30 feet

Components: S

Duration: 1 Month

With a wave of your hand, you create a natural shelter from the elements of your surroundings.

The shelter will house 6 creatures of medium size and they can spend the next 24 hours hiding in relative comfort. The shelter does not protect you or your allies from unnatural phenomena, nor does it protect them from extreme weather conditions such as fire, flood, volcanic eruptions, earthquakes, hurricanes and the like. It will, however, protect you and your allies from normal rain, snow, wind, heat and cold. The shelter will be made of the natural surroundings and will blend in with them. Noticing the shelter requires a Perception check opposed by your Stealth check with a competence bonus equal to your caster level. If you and your allies spend more than 24 hours total in the same spot, the shelter continues to function, but it will cease to blend in with its surroundings.

Ice Arm

1st-level transmutation

Casting Time: 1 action

Range: Touch

Components: V,S

Duration: Instantaneous

You shroud your hand and forearm in extreme cold which you can use to damage an opponent. Your successful melee spell attack deals 1d8 cold damage. A successful melee spell attack discharges the spell. As long as you hold the charge, your hand and forearm absorb fire damage, allowing you to reach into fire unharmed. When the spell has absorbed 10 fire damage, it is discharged. While the spell protects your arm in this manner, touching an object does not discharge the spell unless you want it to. This allows you to reach through a *wall of fire* to grasp a gem on the other side, for example. The spell does not protect any other part of your body, so you could not use it to walk across a pool of lava or to stick your head into a campfire.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, increase the damage done by the spell by 1d8 and increase the amount of fire damage absorbed by the spell by 10 for each slot level above 1st.

Id Seizure

1st-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: V,S, M (disk or sphere of crystal or metal on a string)

Duration: Concentration, up to one minute

You tap into the target creature's subconscious, releasing primitive urges that short circuit its mind and leave it disoriented. Choose a target in range. That creature makes a Charisma saving throw. On a failure, the affected creature can only take move actions, and may attempt a to save again at the end of each of its turns.

Ignore

1st-level Enchantment

Casting Time: 1 action

Range: 30 feet

Components: M (cotton and a blindfold)

Duration: Concentration, up to one minute

Choose a target in range. It must make a Wisdom saving throw. On a failure, you magically distract a creature causing it to suffer disadvantage to Wisdom (perception) and Intelligence (investigation) checks. Even if the subject fails the save, it does not know it has been the subject of a spell effect.

Illuminated Weapon

1st-level evocation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 10 minutes

You touch a weapon, making it particularly useful against undead opponents by infusing it with magical daylight causing it to shed light like the *Light* spell. The weapon disrupts the undead flesh of a corporeal foe. Any undead struck with this weapon must make a Charisma saving throw or gain a 1d4 penalty to attacks, saves, and checks. Each turn, the affected undead may make another Charisma saving throw at the end of its turn to remove this effect. Multiple hits do not impose multiple end of turn saves. Incorporeal undead like wraiths who are hit and fail the saving throw are also disrupted, forcing them to take only a move or a standard action on their next turn.



Illuminated Weapon

Inflict Pain

1st-level necromancy
Casting Time: 1 action
Range: 50 feet
Components: V, S
Duration: Instantaneous

Inflict Pain surrounds your hand with a dull red glow, allowing you to send blindingly hot pinpricks through your target's body. Choose a target in range to make a Constitution saving throw. On a failure, the target is dealt $2d6 +$ spell casting modifier necrotic damage and the target suffers a -1 penalty to attack rolls, skill checks, and ability checks, for 1 minute. A successful save reduces the damage by half and prevents any additional penalties.

Invisible Familiar

1st-level illusion
Casting Time: 1 action
Range: Touch
Components: V, S, M (a dollop of wax)
Duration: 8 hours

Your familiar is rendered invisible to sight as if you cast *Invisibility* upon it. You cannot share this effect, and it cannot be cast on any other creature.

Inspired Initiative

1st-level divination
Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: 1 hour or until discharged

You choose three creatures to gain a momentary impression of the future. Those creatures gain advantage on their next initiative check.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, Increase the number of creatures affected by 1 for each slot level above 1st.

Keen Senses

1st-level transmutation
Casting Time: 1 action
Range: Touch
Components: V, M (a spring of eyebright)
Duration: 1 hour

With *Keen Senses*, you gain low-light vision, or if you have low-light vision, you gain darkvision. In addition, you gain advantage on Wisdom(perception) and Intelligence(investigation) checks.

Lash Fey

1st-level necromancy
Casting Time: 1 action
Range: 50 feet
Components: V, S, M (a handful of iron shavings)
Duration: 1 round

You create a cloud of iron filings that carries a slight negative energy charge. Any fey creature caught within the 10 foot radius of the cloud must make a Constitution saving throw or suffers $3d10$ necrotic damage. Since undead are powered by negative energy, this spell cures them of 1 point of damage.

Malicious Intent

1st-level enchantment
Casting Time: 1 action
Range: Self
Components: V
Duration: Concentration, up to 1 minute

Malicious Intent causes all creatures except you in a 30 foot radius of you to take a -1 penalty on all saving throws. Alternatively, you can select a single school of magic and cause all subjects in the area to take a $d4$ penalty on saving throws against spells from that school.

Mental Sentinel

1st-level divination

Casting Time: 1 action

Range: 30 feet

Components: V

Duration: 1 hour or until discharged

You choose on target who is filled with visions of things hidden just beyond the corners of his or her sight. That target gets a 1d4 bonus to all Wisdom(perception) or Intelligence(investigation) checks. The target can discharge the effect to gain 1d4 to an initiative roll.

Minor Lasting Image

1st-level illusion

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Permanent

You create a very small, immobile illusion of any object, force, or creature you visualize. The illusion does not create sound, smell, texture, or temperature, nor does it move. The resulting illusion matches your visualization exactly, even if the image in your mind differs somehow from the real object, force, or creature—if such exists at all. A creature may make a Charisma saving throw to disbelieve the object and negate the spell.

Missteps

1st-level necromancy

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to one minute

You inflict a minor jinx of clumsiness on the target creature. That creature makes a Dexterity saving throw. On a failure, reducing its speed ratings by 10 feet (to a minimum of 5 feet), and it has disadvantage on all Dexterity saving throws and any range or finesse weapon attacks. At the end of each of the creatures rounds, it may make another Dexterity saving throw to remove the effect. The Dexterity saving throws are performed with disadvantage as well.

Mistsight

1st-level divination

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

You can see through mist, fog, heavy rain, and other water-based forms of concealment as if they weren't there. For example, a *Fog Cloud* spell does not provide any concealment miss chance against your attacks. All non-visual effects of the spell work normally (for example, a *Stinking Cloud* affects you if you enter it, a *Solid Fog* slows you, and so on).

Overcompensation

1st-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 round

This spell causes the weapon touched to grow to the size that would normally be impossible to wield. The damage dealt by the weapon increases as though it were one size category larger, but the weapon can be wielded as though it were its original size.

This effect does not stack with other magic effects that increase size, such as *Enlarge Person* or *Righteous Might*.

Pearl of Brilliance

1st-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 round

A gleaming pearl-sized silver sphere appears in your palm, glowing as brightly as a candle. You can use the pearl to make a melee spell attack or throw it as a splash weapon, making a ranged spell attack with a range of 20/60 feet. When the pearl hits, it breaks and releases a flash of intense light. The target struck takes 2d6 radiant damage. Creatures within 5 feet of the target (excluding you and including the target) must make a Constitution saving throw or be blinded for 1d4 rounds. Undead creatures struck take 3d6 radiant damage and must save or be stunned for 2d4 rounds. Undead creatures in the 5 foot blast take 1d6 radiant damage and must save or be stunned for 1d4 rounds. The flash from the *Pearl of Brilliance* as it breaks counters or dispels any darkness spell of equal or lower level. A darkness spell of equal or higher level counters or dispels *Pearl of Brilliance*.

Peephole

1st-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a saw blade or a piece of a saw blade)

Duration: 1 hour

You create a small opening through a wooden, plaster, or stone wall but not through metal or other harder materials. The peephole is 1 inch deep. If the wall's thickness is more than the depth of the peephole created, the spell fails. Observing through the hole created by a peephole spell grants cover to the observer. Additionally, the peephole eliminates any Wisdom (perception) DC modifier for a wooden door and grants the caster advantage on Wisdom (perception).

The *Peephole* spell can also be used to create a small hole in the side of a chest, a safe or lockbox, or any other container so long as the type of material and thickness are within the spell's capabilities.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, increase the depth of the hole by 1 inch for each slot level above 1st.

Pins and Needles

1st-level illusion

Casting Time: 1 action

Range: 100 feet

Components: V, M (a silver needle)

Duration: 10 rounds

For the duration of this spell, the victim has the unpleasant sensation of being poked and prodded with hundreds of tiny needles. The target of the spell makes a Constitution saving throw. On a failure, this spell causes the victim to suffer a -1 penalty on all attack rolls and skill checks, and requires that he succeed at a Constitution saving throw any time that the target tries to cast a spell or lose the spell slot.

Poison Weapon

1st-level conjuration

Casting Time: 1 action

Range: touch

Components: V, S

Duration: Concentration, up to 1 hour

This spell functions like *magic weapon*, except that instead of gaining a magical enhancement, the weapon becomes coated with magically created poison. Use your spell saving throw DC for the Constitution saving throw DC for the poison. If a creature is wounded with the weapon, and fails the saving throw, that creature gains the poisoned condition and is dealt 1d6 poison damage at the start of its turn. At the end of each of its turns, it may make an additional Constitution saving throw to end the condition and the damage..

Potent Weapon

1st-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 hour

When you cast this spell, you designate a foe by creature type and imbue a weapon you touch with the power to deal additional damage to that foe. The weapon is considered a magic weapon against creatures of that type with a +1 bonus.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, increase the weapon magic bonus to +2. When you cast this spell using a spell slot of 5th level or higher, increase the weapon magic bonus to +3.

Precipitate

1st-level conjuration

Casting Time: 1 action

Range: Touch

Components: V, S, M (a small dried gourd or rattle)

Duration: Concentration, up to 20 rounds

Using this spell, you create driving rain in the spell's area if the temperature is above 50 degrees Fahrenheit, creating sleet or rain instead if the air temperature is between 50 degrees Fahrenheit and freezing, and creating sleet or snow if the air temperature is freezing or below.

Once you decide what kind of precipitation you wish to create, the precipitation blocks all sight (including darkvision) beyond 5 feet. A creature 5 feet away has half cover, while creatures farther away have three-quarters cover. In addition, each type of precipitation has an additional effect:

Rain: Small, unprotected mundane flames (such as candles, torches, and campfires of Tiny size) are extinguished by the driving rain. There is no effect on fire creatures or magical flames.

Sleet: Ground in the area becomes slick and icy, so creatures can move safely only at one-half speed. Creatures moving at full speed must make an Dexterity(acrobatics) check with the DC equal to your spell casting saving throw, with failure indicating that the creature cannot move on the ice, and failure by 5 points or more meaning that the creature falls prone.

Snow: Ground in the area becomes icy and snow accumulates. Creatures can move only at one-half speed, and no running or charging is possible. Even moving at one-half speed, a creature must make an Dexterity(acrobatics) with the DC equal to your spell save DC, with failure indicating that the creature cannot move

and failure by 5 points or more meaning that the creature falls prone.

Pressure Spray

1st-level evocation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (an eyedropper)

Duration: Concentration, up to 1 minute

You create a line of highly pressurized water to spring forth from your hand. You may use this line to make a ranged spell attack against a single target. If you succeed, you deal 3d6 bludgeoning damage. If that damage would kill a creature, you may elect to knock the creature out. Additionally, Medium and Small creatures must make a Strength saving throw with failure their Fortitude saves are knocked prone by the blast, and Tiny or smaller creatures are knocked back 1d4 x 10 feet and knocked prone. Each round that you concentrate on the spell you can make an additional attack against either the same target or a new target.

As a standard action, you can use the water from the spell to extinguish fires. Mundane fires that cover an area of one 5-ft. square or less are automatically extinguished in one round. Mundane fires of a size greater than five feet are shrunk by a 5-ft. square each round you target them. Magical fires can also be extinguished, but to do so requires you to make an ability check using your spell casting ability (DC equals 10 + the magical fires spell level.) Fire Elementals creatures or other creatures that are vulnerable to water or cold damage can not be knocked out with this spell.

Quill Skin

1st-level transmutation

Casting Time: 1 reaction

Range: Self

Components: V

Duration: Concentration, up to 2 minutes

Hundreds of thin, pointed quills instantly erupt from your skin. The quills effectively serve as armor spikes (1d4 piercing damage) and you are treated as if you are proficient with them. These quills cover the majority your body and do not harm you, or hinder your movement or any other actions. The quills sprout out of natural and leather armor but remain harmless under other types. The quills are fine enough as not to cause damage to clothing or other items worn.

Creatures swallowing or constricting you take 3d6 piercing damage each round while you remain swallowed or constricted.



Sacred Watch

Reactive Armor

1st-level abjuration

Casting Time: 1 reaction

Range: Self

Components: S

Duration: 1 day

With a gesture, *reactive armor* summons one type of armor you are proficient in, but not wearing. You can wear the armor all day, but if you take the armor off it disappears. Your gear and any other items you are wearing are safely stored on the armor as if you had carefully donned your armor.

Righteous Strike

1st-level evocation

Casting Time: 1 bonus action

Range: Touch

Components: V, S

Duration: 8 hours or until discharged

This spell allows you to channel your holy power into a weapon as part of another attack action. When this happens the weapon gains a +1 bonus to attack and damage, and is able to bypass all forms of damage reduction, and counts as magic for this one attack against an evil creature.

Sacred Watch

1st-level divination

Casting Time: 1 round

Range: Touch

Components: V, S

Duration: 10 days

Sacred watch allows you to become instantly aware when the subject of this spell is in danger. Distance is not a factor and the spell even works across multiple planes and dimensions.

You receive a mental image of the subject, including the surrounding area when danger is present.

Note: This spell does not tell you where the subject is, only that the subject is in danger.

Scentsless

1st-level abjuration

Casting Time: 1 round

Range: Touch

Components: V, S, M (red herring)

Duration: 5 hours

When you cast this spell, touch up to 5 creatures. The scent ability does not help creatures find targets of this spell; they have no scent. At the end of the duration your scent trail reappears..

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

Second Chance

1st-level abjuration

Casting Time: reaction

Range: Touch

Components: V, S

Duration: instantaneous

The subject can attempt a new saving throw to shrug off one unwanted ongoing condition or effect. *Second chance* does not heal damage already suffered from an effect or condition. If an effect doesn't allow a save, or if it has a duration of Instantaneous, then *second chance* has no effect. The save DC is the same as for the first saving throw. This spell can be cast only once per unwanted condition—if the second save fails, this spell cannot help.

Self-Loading Bolts

1st-level evocation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 8 hours

This spell causes the bolts targeted by the spell to automatically load themselves into the target crossbow. One new bolt loads itself whenever there is not one already in the crossbow. Only the target bolts will load themselves, and only into the target crossbow. If either the crossbow or the bolts are shut inside a closed container, they will lie dormant, not loading until the container is opened. They will also not load if the bolts and the crossbow are more than five feet away from each other.

Shadow Hands

1st-level Transmutation

Casting Time: 1 action

Range: 10 feet

Components: V, S

Duration: Instantaneous

A wave of murky blackness shoots from your hands. You must hold your hands together and then pull them apart quickly, to either side of you. The sheet of blackness is nearly as thick as your hand. Any creature within 10 feet of you must make a Dexterity saving throw. On a failed saving throw, the creature takes 3d6 cold damage, or half as much with a success.. This spell is closely related to the *burning hands* spell of the surface world, but is considered more practical in a lightless environment.

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

Shadow Weapon

1st-level illusion

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: 10 minutes

You cause a non-magical, non-masterwork weapon of a size that you can wield to appear in your hand. You may attack with this weapon as though proficient. If the weapon leaves your hand, it vanishes and the spell effect ends.

Each time you hit a foe with this weapon, the struck creature must make a Wisdom saving throw. On a success, the foe takes half damage from the weapon in that round, minimum 1. On successive hits, it must make new saves with a cumulative +1 bonus for each successful save previously made against your shadow weapon. A weapon created using this spell can only deal damage to creatures with Intelligence scores and thus it doesn't work on objects or mindless creatures.

Share Sacrifice

1st-level necromancy

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

This spell will only function on living creatures. When you touch the target and speak the appropriate prayer, that creature may make a Wisdom saving throw. On a failure, or if the target does not choose to make the save, the target heals half the hit point damage it has suffered. Half of the amount of damage healed is taken as damage by you, rounded down. You can not reduce this damage in any way.

Skill Lore

1st-level divination

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Until discharged

You enhance a creature's aptitude for a particular skill. While the spell is in effect, the target gains advantage on one skill check chosen at the time of casting. If this skill check takes more than one round it gains no benefit from this spell. Only one *skill lore* can be in effect on a creature at a time as a second casting counters the first.

Songstrike

1st-level evocation

Casting Time: 1 bonus action

Range: Self (30-foot cone)

Components: V

Duration: Instantaneous

With a single note, you blast forth a cone of sonic energy from your mouth. Creatures in the cone make a Dexterity saving throw. Those that fail take 1d4 thunder damage, or half as much on a successful saving throw.

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.

Sonic Dart

1st-level evocation

Casting Time: 1 bonus action

Range: 100 feet

Components: V

Duration: Instantaneous

You create a tiny missile of sonic energy that flies forth at a target you designate in range. Make a ranged spell

attack against the target. On a hit, the target takes 2d6 thunder damage.

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.

Soul Beacon

1st-level necromancy

Casting Time: 1 action

Range: Self

Components: V

Duration: Concentration, up to 10 minutes

You amplify all positive and good aspects of your soul, giving you power to resist the attacks of undead creatures. You gain a +2 bonus to Armor Class against undead attacks and saves against effects from undead.

Because your soul shines so brightly, undead and other creatures whose bodies are supported by negative energy can see you as clearly as a campfire on a clear night even in normal (but not magical) darkness.

For example, a vampire on the opposite side of a 500-foot diameter cavern could see you even if the cavern were unlit and even though the vampire's darkvision only reaches 60 feet. If the vampire had attacks that reached that far, he could see and target you normally at that distance. His dominated half-orc slave could not see you unless you entered an area of light or the range of his darkvision.

Spikes of the Locust Tree

1st-level Transmutation

Casting Time: 1 bonus action

Range: Touch

Components: V

Duration: 1 round

Long, woody thorns erupt from the target's skin, damaging those who touch or grapple him. Anyone who touches or grapples the subject takes 1d4 piercing damage. Unarmed strikes by the target deal an additional 1d4 piercing damage. The subject gains advantage on checks to escape being grabbed.

Stunning Note

1st-level enchantment

Casting Time: 1 action

Range: 50

Components: V

Duration: 1 round

You shout at one creature in range. That target makes a Constitution saving throw. On a failure, that target is stunned for one round.

Supernatural Ward

1st-level abjuration

Casting Time: 1 reaction

Range: Self

Components: V, S

Duration: 1 round

While *supernatural ward* is in effect, you gain advantage on saving throws.

Summon Weapon

1st-level conjuration

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: 1 day

This spell summons one melee or ranged weapon (but not ammunition) of your choice. This weapon appears in your hands. The weapon is typical for its type and appropriate for your size. Only one weapon appears per casting, and only you can wield it. If you set it down or hand it to someone else, it vanishes as soon as you release it from your grasp. You can't summon a weapon too large to be held in your two hands.

Sword Shock

1st-level evocation

Casting Time: 1 action

Range: 150 feet

Components: V, S

Duration: 1 day

You point at an object a creature within range is holding and electricity pulses through that object. That target makes a Constitution saving throw. On a failed save, that creature takes 3d4 electric damage and drops the object of the spell. On a success, the target takes half damage but does not drop the object. If the creature is holding two or more items, it may drop all objects held, but does not take extra damage. If the creature is not holding any items, it may still be targeted, but it will not drop anything.

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.

Torchbearer

1st-level conjuration

Casting Time: 2 minutes

Range: 30 feet

Components: V, S, M (a tindertwig)

Duration: 8 hours

You conjure a Medium-sized, humanoid creature. The *torchbearer* appears with a newly-lit torch, which it carries for you or the one person for whom you

specifically created the *torchbearer*. A *torchbearer* appears to be a short, burly human dressed in livery of whatever color you specify. It does not fight, but animals shun it and refuse to attack it.

The *torchbearer* has an AC of 11 and 10 hit points. If it loses all its hit points, the *torchbearer* disappears, as does the torch it was carrying. A *torchbearer* has a base speed of 30 feet, and a Strength score of 11 (for purposes of encumbrance). It does not fight.

The *torchbearer's* torch sheds light as an ordinary torch, and remains with the *torchbearer*; it cannot be given to anyone else. The light produced by the torch increases according to caster level. A *torchbearer's* abilities include those of *torchbearers* of lower caster levels.

At Higher Levels. When you cast this spell using a spell slot of 2nd level, the torch sheds light as a sunrod. When you cast this spell as a 3rd level spell, the torch sheds light as a bullseye lantern and changes appearance to resemble a lantern. When you cast this spell as a 4th level spell, the torch sheds light as a daylight spell and changes appearance to resemble a brightly-glowing ball.

True Shield

1st-level abjuration

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 8 hours or until discharged

You gain a +10 bonus to your AC against the next direct attack that targets you. Whether the attack succeeds or not, the spell is triggered and the effect ends.

Tunnel

1st-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S, M (a small piece of burrowing animal's claw)

Duration: 1 day

Tunnel causes your hands and forearms to thicken and a heavy layer of leathery skin covers them. You gain a burrow speed of 20 feet, but you may only burrow through dirt (not rock), and you may not take the dash action while burrowing. The change to your arms has no effect on your combat abilities.

Undetectable Poison

1st-level illusion

Casting Time: 1 action

Range: 50 feet

Components: V, S

Duration: 1 day

This spell allows you to mask the presence of poisons. *Detect poison* and similar effects utterly fail to detect the

poison. *Detect magic* does reveal the aura of an illusion spell. Creatures carrying poisons and unattended magic poisons may make Wisdom saving throws to prevent the poison from being made undetectable.

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

Unspoken Tongue

1st-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: S

Duration: 5 hours

Select a creature within range. That target makes a Charisma saving throw. On a failure, they speak unintelligible gibberish long as the subject is under the effects of this spell. Among other effects, spellcasters under the effect of *unspeakable tongue* can still cast spells with verbal components, and can speak magic item command words, but cannot use language-dependent skill checks (such as Charisma(persuasion)) which become effectively impossible to make. This effect can be dispelled or negated with a *remove curse* spell.

Valiant Resolve

1st-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S, M (small piece of iron)

Duration: Concentration, up to 1 minute

The first five points of damage done to the subject from non-magic bludgeoning, slashing, and piercing damage are negated.

Ward, Lesser

1st-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S, M (see text)

Duration: 10 days, or until discharged

This inscription harms those who enter, pass, or open the warded area or object. A *lesser ward* can guard a bridge or passage that is 10 feet or less across, ward a portal, trap a chest or box, and so on. You set the conditions of the ward. Typically, any creature of a specific type violating the warded area is subject to the magic it stores. Wards can be set according to alignment, creature type, subtype, or species (such as “elf” or “aberration”). Wards also can be set to pass those of your religion or organization. They cannot be set according to appearance, class, Hit Dice, or

level. Wards respond to invisible creatures normally but are not triggered by those who travel past them ethereally. Multiple *lesser wards* cannot function within 30 feet of each other. When casting the spell, you mark a clear design in paint, chalk, blood, scratch marks, or some other means. The ward can conform to any shape up to the limitations of your total square footage. When the spell is completed, the ward remains quite obvious. Wards can be detected as traps (DC equal to your spell save DC) and disabled or bypassed (same DC); in addition they can also be dispelled. The *nondetection* spell can fool a *ward*. You can identify a *lesser ward* with a successful Intelligence (arcana), Intelligence (investigation), or Wisdom (perception) check (same DC as above). Identifying the *ward* does not discharge it, but it allows you to know the basic nature of the glyph (version [see below], type of damage caused, what spell is stored).

Depending on the version selected, a *ward* either blasts the intruder or activates a spell:

Blast Ward: A blast deals 2d4 points of damage to one target. This damage is acid, cold, electricity, fire, or sonic (your choice, made at time of casting). Those affected can make Dexterity saving throw to take half damage.

Spell Ward: You can store any harmful 1st level spell that you know. All level-dependent features of the spell are based on your level at the time of casting. If the spell has targets, it targets the intruder. If the spell has an area or an amorphous effect (such as a cloud), the area or effect centers on the intruder. All saves operate as normal, except that the Difficulty Class is spell save of *lesser ward*.

White Noise

1st-level evocation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 10 minutes

This spell causes the target object to emit loud, unspecific sound bursts and white light that make hearing and seeing difficult. If an object is attended by an unwilling creature, that creature can make a Wisdom saving throw, and on a success, the spell fails. All Wisdom(perception) checks are made with disadvantage. A foot of stone or three inches of iron block the sound created by this spell.

White noise also negates blindsight and blindsense abilities based on hearing. Creatures relying entirely on hearing for perception are effectively blinded. You do not see or hear anything out of the ordinary beyond 60 feet.

Wind Churn

1st-level evocation

Casting Time: 1 action

Range: 150 feet

Components: V, S

Duration: Concentration, up to 1 minute

You create a 10 foot cylinder of wind around a target. Choose one target within range that is flying. That target

must make a Strength saving throw. On a failure, that target is held in the same space as when you cast the spell by the winds. While in this space, the target has a -1d4 penalty to all actions, checks, and saves, cannot leave the space, and takes 2d6 bludgeoning damage from the buffeting winds of the cylinder. At the end of each of its turns, it makes another Strength saving throw to leave the cylinder and end the effect.



Valiant Resolve

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